



## **Down Town Rebellion Mage Knight 2005 Storyline Event 0-6 Venue Instructions**

This **Mage Knight™** scenario is designed to be run as an in-store event. Each month's champion and Fellowship winner receive special prizes. Your scenario kit includes everything you need to run the Down Town Rebellion scenario. The winner of the Down Town Rebellion scenario receives the champion Limited Edition figure, Quo'Droma, and the Song of Freedom Limited Edition spell. The Fellowship winner of the Down Town Rebellion scenario receives the Bonestrike Limited Edition spell. On the back of this venue instruction sheet, you will find a copy of the Down Town Rebellion scenario. The scenario is also available on our website as a .pdf file. We recommend displaying a copy of each upcoming scenario in your venue so that your players can prepare their armies, and having a copy on hand for each player when you're running the in-store event.

### **How to Run This Storyline Event**

By the time you receive this kit, you will have already scheduled your event night on WizKids' website. It's a good idea to advertise your event night so that your players know when and where to meet. Display the prizes to show your players what they can win! Post a sign-up sheet, and encourage your players to swear their allegiance to one of the two sides for the month. WizKids has listed your event, free of charge, on our website so that new customers can find your venue. On the event night, your envoy runs a tournament using the Down Town Rebellion scenario. We recommend using the Swiss pairing system for your tournament, but you can also use the single-elimination, double-elimination, or round-robin pairing system or another pairing system that works for you and your players.

After the completion of the event, the envoy has until the last day of the month to report the name of your champion, and the side for which he or she fought, to WizKids. Visit the WizKids website to follow the results of the Down Town Rebellion scenario. As each venue's results are tabulated, you'll be able to see which side is winning the battle.

Questions, concerns, or problems? Don't hesitate to contact WizKids!

Approved Play  
WizKids, Inc.  
**[approvedplay@wizkidsgames.com](mailto:approvedplay@wizkidsgames.com)**

# DOWN TOWN REBELLION

## Mage Knight 2005 Storyline Event 0-6

### Background

For months Raydan Marz and Almant Lan have worked to destabilize the rule of Emperor Nujarek on the battlefield. Yet all it took to throw the capital of the Atlantean Empire into chaos were the starving people of Down Town—the slum beneath the floating palace of Atlantis—learning of the sumptuous Emperor’s Feast. As the Imperial Legion strives to defend the flying platforms that could carry the rioters up to the homes of the nobles, they remain unaware that the rage in the street has been incited by agents of the Apocalypse among the crowd. . . .

### Army Size

300-point armies; three actions per turn. No titans or multiple-dial warriors allowed. One player represents the Imperial Legion, while the other represents the rioters and the agents of the Apocalypse.

**Time Limit:** 50 minutes

**Rules Sets:** **Mage Knight**, *Dark Riders*, *Sorcery*, *Omens*

**Preparing the Battlefield:** Per the standard rules.

### Special Rules

- 1) No domains may be played.
- 2) **Dark Advantage.** If the player representing the Apocalypse has at least four warriors in his or her army with the Minions of the Apocalypse subfaction symbol, the friendly warrior in the army without the Minions of the Apocalypse subfaction symbol with the highest point value gains Hex.
- 3) **Flying Platforms.** If a warrior in the Imperial Legion army with the Imperial Legion subfaction symbol is given a move action when it is in base contact with an objective, it gains the wing speed type for that move only. At the end of the movement, the warrior returns to ground level. This ability may not be used if the warrior is in base contact with an opposing warrior when the move begins.

**Victory Conditions:** Per the standard rules.

### The Stakes

If the Imperial Legion loses the scenario, the riot will spread into the noble quarters of Atlantis, and Emperor Nujarek will face strong political embarrassment. If the Apocalypse faction loses the scenario, their role in the riots will become widely known, and both the Emperor and the Legion will win favor among the people for defending the capital from the influences of darkness.