

Light and Shadow

Mage Knight Storyline Event N

Venue Instructions

This **Mage Knight™** scenario is designed to be run as an in-store event. Each event's champion, runner-up, and Fellowship selection receive special prizes. Your scenario kit includes everything you need to run this scenario. At the completion of this event, the champion chooses his or her Limited Edition figure first, then the Fellowship selection chooses his or her LE, and then the runner-up receives the remaining LE.

On the back of this venue instruction sheet, you will find a copy of the play scenario for this period. The scenario is also available on our website as a .pdf file. We recommend displaying a copy of this 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 the 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 declare allegiance for one of the competing factions. 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 attached scenario. We recommend using the Swiss pairing system for your tournament.

After the completion of the event, the envoy has seven days to report the battle results of the event, as well as the name of your champion and the side for which he or she fought, to WizKids. (There are complete reporting instructions available on your envoy's personal home page at the WizKids website.) Visit the WizKids website to follow the results of this scenario. As each venue's results are tabulated, you'll be able to see which side is winning the battle.

Have questions, concerns, or problems? Don't hesitate to contact WizKids at wizkidsgames.com/kb/u_default.asp via our online support database.

Approved Play
WizKids, Inc.

Light and Shadow

Mage Knight Storyline Event N

NOTE

The faction that wins the Light and Shadow scenario will fight the Atlanteans in the Walls of Alrisar scenario.

Overall Background

Before the Orc leader, Kzar Nabar, met his end by Solonavi treachery at the Battle of Rokos, he was able to lead the Shadow Khans to victory against the Prieskans. Through the course of the last year, the Shadow Khans have transformed the Prieskan homeland into a raider's paradise, where food, wine, slaves, and concubines are plentiful. The Solonavi, however, knowing just how close the Orcs actually came to sundering the Atlantean defenses at Luxor, have decided to crush the Shadow Khans before they can mount an attack against the Solonavi stronghold. While this may have once been an easy task for the Solonavi before they cast their mighty spell, the strength of the Orc Khan mages may now provide a stiffer challenge than the Solonavi expect

Stakes

If the Orc Khans win the battle, they maintain control of Prieska and may attempt to capture the Prieskan capital of Alrisar from the Atlanteans in the Walls of Alrisar scenario. If the Solonavi win the battle, the Shadow Khans will be driven north into the Principality of Three, and the Solonavi may attempt to capture Alrisar from the Atlanteans in the Walls of Alrisar scenario.

Army Size

400-point armies; three actions per turn. No titans or multiple-dial warriors are allowed. One player represents the Orc Khans, and he or she must have at least one Unique warrior from the Orc Khans faction in his or her army to begin the game. The other player represents the Solonavi, and he or she must have at least one Unique warrior from the Solonavi faction in his or her army to begin the game. Additionally, if the Orc Khans player includes at least one Unique warrior from the Chaos Shamans subfaction capable of being equipped with a relic, he or she may equip that warrior with one relic for no cost. If the Solonavi player includes at least one Unique warrior from the Oracles of Rokos subfaction capable of being equipped with a relic, he or she may equip that warrior with one relic for no cost.

Objective: Per the standard rules.

Time Limit: 50 minutes

Format: Scenario

Rules Sets

Mage Knight Complete Rules of Play, **Mage Knight: Dark Riders** rules supplement, **Mage Knight: Sorcery** rules supplement, and the **Mage Knight** Comprehensive Tournament Rules

Preparing the Battlefield: Per the standard rules.

Victory Conditions: Per the standard rules.