



Champions Stand Mage Knight 2005 Storyline Event 0-3 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 Champions Stand scenario. The winner of the Champions Stand scenario receives the champion Limited Edition figure, Sunhawk, and the Children of Kos Limited Edition adventuring company. The Fellowship winner of the Champions Stand scenario receives the Fen Blade Limited Edition relic. On the back of this venue instruction sheet, you will find a copy of the Champions Stand 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 Champions Stand 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 Champions Stand 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!

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CHAMPIONS STAND

Mage Knight 2005 Storyline Event 0-3

Background

For months the Apocalypse cult has been kidnapping people across the Land and sacrificing them as part of hidden rituals. Now scouts of the Midnight Watch have returned with news that the Tur'aj are amassing prisoners in a camp on the edge of the Blasted Land, seeking to make their largest sacrifice to date. Some of the gathered champions have attacked the Tur'aj caravan to free prisoners taken from their lands, and others to face the mysterious cultists in battle. All hope to finally discover the plans of the cult and the motive behind their sacrifices.

Army Size

300-point armies; three actions per turn. No titans or multiple-dial warriors allowed. One player represents the champions come to face the Tur'aj, and his or her army must include at least three champions. The other player represents the Apocalypse cultists, and his or her army must include at least three warriors with the Apocalypse faction symbol.

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) Each objective represents a cage holding prisoners of the cult, already driven half mad and prone to attack anyone who comes within reach. At the beginning of each player's command phase, the prisoners attack all warriors in base contact with an objective, dealing 1 total damage to each.

Victory Conditions: Per the standard rules.

The Stakes

If the champions win the scenario, a captured Tur'aj prisoner will reveal some of the plans of the Apocalypse cult. If the Apocalypse cultists win the scenario, the Tur'aj will continue to pursue their unknown agenda.