



## **Mage Knight: *Nexus* Storyline Event Venue Instructions**

This **Mage Knight™** scenario is designed to be run as an in-store event. The event's champion, second-place finisher, and Fellowship winner each receive special prizes. Your scenario kit includes everything you need to run this scenario. At the completion of the event, the champion chooses his or her Limited Edition (LE) prize first; then the Fellowship winner chooses his or her LE; and then the second-place finisher receives the remaining LE.

On the back of this venue instruction sheet, you will find a copy of the scenario for this event. 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 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 for 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 via our online support database [www.wizkidsgames.com/ss](http://www.wizkidsgames.com/ss).

## **Apocalypse**

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#### **Background**

In the final battle to defeat the Tu'raj Apocalypse faction, the Combined Forces have gathered under Raydan Marz and slammed their highjacked portion of Atlantis into Blackstone Spire, where the Tu'raj attempt to free their Lords. Amid the clouds, warriors battle desperately where the section of Atlantis touches the Spire.

#### **Stakes**

If the Apocalypse faction wins, they will release their Lords. If the Combined Forces win, they prohibit the Apocalypse faction from completing their ritual, at least for the time being.

**Army Size:** 600-point armies; six actions per turn.

**Time Limit:** 50 minutes

**Format:** Scenario

#### **Rules Sets**

**Mage Knight™**, *Dark Riders*, *Sorcery*, *Omens*, and the **Mage Knight** Comprehensive Tournament Rules

#### **Preparing the Battlefield**

No terrain is placed. No domains or illusions may be used. Place one objective at the center of the battlefield, and place the remaining two 6" from the center objective, along the center line of the battlefield.

#### **Special Rule**

The sides of the battlefield that do not contain starting areas each have 9" of blocking terrain extending from their edges toward the center of the battlefield, representing the fact that the battle is taking place high above the ground.

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