



## **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)**.

# Exhaustion

## Mage Knight: *Nexus* Storyline Event B

### Background

The Elemental Freeholds and Elven Lords have joined together and begun driving toward Necropolis. A picket force of Dark Crusaders has retreated in hopes of eluding the army and getting to Necropolis in time to warn their leaders of the threat.

### Stakes

If the Dark Crusaders manage to hold off the allied elven force, they'll be able to escape and bring news of the allied assault to their leaders. If the picket force is caught, the elves will be able to surprise the Dark Crusaders and flank the defenses of Black Lake.

### Army Size

300-point armies; three actions per turn. One player represents the allied army and must include at least one warrior from the Elemental Freeholds faction and one warrior from the Elven Lords faction in his or her army (no Dark Crusaders warriors allowed). The other player represents the fleeing Dark Crusaders and must include at least two warriors from the Dark Crusaders faction in his or her army (no Elemental Freeholds or Elven Lords warriors allowed).

**Time Limit:** 50 minutes

**Format:** Scenario

### Rules Sets

**Mage Knight**<sup>™</sup>, *Dark Riders*, *Sorcery*, *Omens*, and the **Mage Knight** Comprehensive Tournament Rules

### Preparing the Battlefield

Set up the terrain per the diagram below. The two objectives on the Dark Crusaders side of the battlefield are 2" from the outside edge of that starting area. The two pieces of blocking terrain are placed at 45-degree angles to the sides of the board, with the near edges 10" from the outside edge of the Dark Crusaders starting area.

### Special Rules

1. At the beginning of each player's end phase, no more than one action token may be removed from a warrior not given an action that turn.
2. Elemental Freehold and Elven Lord warriors with Infiltrate may be deployed anywhere within twice their speed values of their starting area—not only in hindering or concealing terrain; such warriors are still given an action token for using Infiltrate.

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

