

"True," Snow said. He gestured up at the camp—families, goats, chickens, and all. "How about it? Are you in?"

She glanced at the active area above them, and then higher, to that place that Snow went when he conferred with Blackwyn. "Yes," she said. "I'm in."

Hello, Rebellion. My debts are paid. Now I'm yours.

Dark Debts Scenario

The Village Raid

Necropolis Sect vs. Elemental League

Now that you've read *Mage Knight: Dark Debts*, play out the battle for Kerraii's village with your very own **Mage Knight™** figures, brought to you by WizKids Games!

Mage Knight is a collectable miniatures game in which players take on the role of leaders commanding squads of fearsome warriors to victory! **Mage Knight: Unlimited Starter Sets** are available at most game and hobby stores. These Starter Sets contain everything a single player will need to play this scenario: rules, figures, a ruler, and dice.

For more information on the game, and the ever-growing **Mage Knight** world, visit our Web site at www.mageknight.com. If you want to get involved in the **Mage Knight** storyline, know that every month hundreds of stores all over the world participate in the **Mage Knight** Campaign series. Each victory in these Campaigns affects the course of the **Mage Knight** story! Each week's winner receives a special Limited Edition figure and a specially designed pin. Additionally, because WizKids is a strong proponent of sporting play, at the end of each night of Campaign play the participating players in each store vote for the player who was the most fair, helpful, and courteous—and that player gets a special figure and pin as well!

We hope you enjoyed *Mage Knight: Dark Debts*, and we hope that the following scenario intrigues you, whether you are an experienced **Mage Knight** fanatic, or a player who's new to the scene!

Background

In the aftermath of Kerraii's capture, another group of

Necropolis Sect soldiers returns to the Elvish village to capture more prisoners. But this time, the warriors of the Elemental League are ready for them!

Objective

This scenario is intended for two players. The Necropolis Sect player must capture as many enemy figures as he or she can. The Elemental League player must prevent his or her figures from being captured.

Army Size

Two-player game, with 200 points per player. Player 1 represents the Necropolis Sect. Player 2 represents the Elemental League.

Time Limit:

50 minutes

Rules Set:

Mage Knight: *Unlimited*

Preparing the Battlefield

Clear a 3' x 3' space for play, and set up terrain as shown on Battlefield Map. Terrain pieces E, F, G, and H are considered blocking terrain. Terrain piece templates can be found on the WizKids Web site. If you don't have access to our Web site, you can use cans of soup, pepper shakers, or any other household object to represent the structures in the Elvish town.

Special Rules

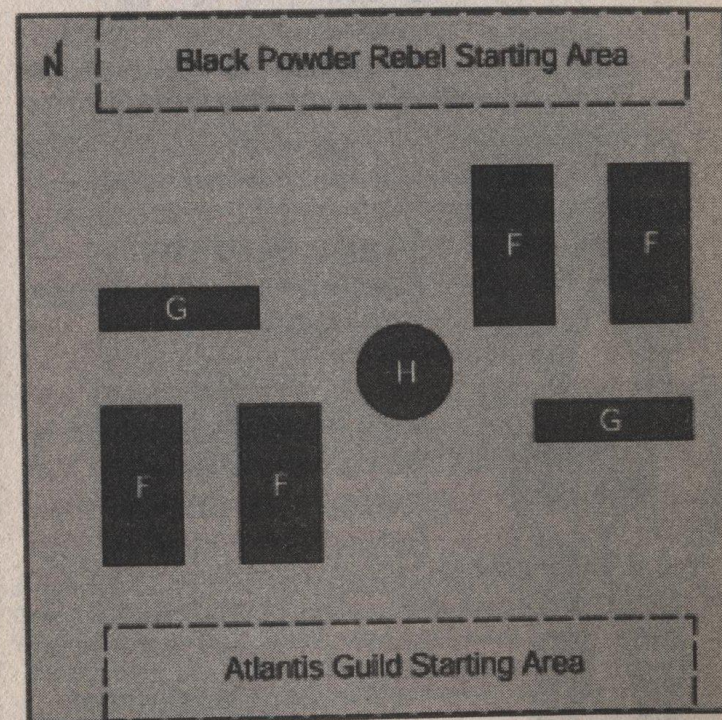
Terrain piece G represents the village longhouse. Each turn that the Necropolis Sect player has a figure he or she controls in contact with the edge of the longhouse, he or she gains an extra 5 victory points. The Necropolis Sect player may gain a maximum of only 5 victory points per turn in this

manner, no matter how many figures he or she has in base contact with the longhouse.

Victory Conditions

Use standard **Mage Knight**: *Unlimited* victory conditions, and add the points earned as described under "Special Rules."

Battlefield Map



©2003 WizKids, LLC. All rights reserved. Mage Knight and WizKids are trademarks of WizKids, LLC, in the United States and/or other countries. Patent pending.