

MAGE KNIGHT™

MINIONS EVENT

MARQUEE TOURNAMENT SCENARIO: THE COUNCIL OF MERCHANTS

BACKGROUND

After a dozen years of fractured leadership and bloody political infighting, including a bloody civil war that ended with the assassination of Ellaine Steward just minutes before her coronation, the leading families of Khamsin have finally come together to form the Council of Merchants. With this new ruling body, the nation of Khamsin finally have undivided leadership, and the vicious disputes for dominance that made Khamsin a lesser power in the Land have finally come to an end. This new government is a great threat to the Atlantean Empire, however, as the unification of Khamsin threatens to give the Black Powder Rebels a permanent presence in the Land.

While the citizens of Khamsin erupt into celebration over their new government, filling the night with fireworks and revelry, warlords from across the Land clash secretly in the side-streets, attempting to either support or sabotage the new Rebel-friendly government with their swords and spells. Each warlord has his or her own objectives and agendas, and eliminating enemy groups—even ones from their own factions—will allow each to gain influence in Khamsin's new government, and ultimately a chance to manipulate the future of the Black Powder Rebellion!

OBJECTIVE: Each side is attempting to destroy the other.

ARMY SIZE: 200-point battle forces.

RULES SET: Mage Knight Unlimited

TIME LIMIT: 50 minutes

PREPARING THE BATTLEFIELD

Set up the playing area per the battlefield map below. No additional terrain is placed.

SPECIAL RULES

Before setting up your armies, roll a die to see who is Player One. Player One goes first.

VICTORY CONDITIONS

Use standard Mage Knight Unlimited victory conditions.

SPECIAL NOTES

The winner of your venue's Minions Marquee event will be known as Infiltrator.

BATTLEFIELD MAP

