



Welcome to the Land of **Mage Knight**! The **Mage Knight** universe is one of intrigue, adventure, and battle. **Mage Knight Dungeons** is full of adventure, with Heroes seeking fame and wealth. **Mage Knight Unlimited** is a fast-paced skirmish fight between small armies. **Mage Knight Conquest** is full-blown battle involving Tanks, Artillery, Castles, and masses of troops. The best part of these three games, however, is that you can play them all in the same afternoon!

The three scenarios below illustrate one of the many ways you can integrate **Dungeons**, **Unlimited**, and **Conquest** into one day of play. You start off with a group of Heroes in a grand adventure to take treasure and resources from another group. How successful your Heroes are in this **Dungeons** scenario will shape play in the **Unlimited** and **Conquest** scenarios—heroes are a vital part of the **Mage Knight** universe!

You'll want to keep track of how well you do in each scenario so that you can determine how effective your battle strategies were. Keep track of your Victory Points; these will help determine the eventual winner.

The following series of scenarios is designed to allow players to “campaign” a Heroic team through three different **Mage Knight** games in one day. Roll off to determine the first player. This player is the “Attacker” and will remain so throughout all three games (though who goes first in subsequent games may change). The Attacker plays the Raiders, and the Defender plays the Orcs.

Berserk Fury

Part 1: The Raid (Mage Knight Dungeons)

“Zenephret, are you sure about this raid? I like gold as much as anyone, but I also like to be alive to spend it.”

Looking back over her shoulder as she finished putting her hair up, the little thief scoffed. “Secrys, you are such a worrier. This will be an easy job. It’s the getting back that will be tricky.”

“Well, I just hope that Goblin didn’t leave out anything about this cave. I hate surprises.”

* * *

Wind blew sand around Maboc, who was standing in the mouth of a cave that overlooked desert landscape known as the Blasted Lands. A pale Goblin scampered up to the burly Orc, moving slowly so as not to draw the Maboc’s wrath.

“Maboc, the knowledge has been delivered as ordered.”

Continuing to scan the horizon of the Blasted Lands, the great Orc responded, “Good, good. And the volunteer that delivered the information?”

“Dead, Lord Maboc. He gave his life for the great . . . “

A quick backhand across the Goblin’s face and a sharp look from Maboc caused the terrified messenger to scamper back to the depths of the caves.

Maboc muttered to himself, “One more reason to strike down the Heroes that come.”

Background

Scouts have reported an Orc supply cache two days’ ride from Khamsin. The Red Duchess has decided it is worth sending a small group of Heroes to gather what it can and destroy the rest. The scouts, however, have been misinformed. Maboc has devised a plan to weaken the current force of the Black Powder Rebels camped nearby. He is luring the Rebel Heroes into a trap while launching an assault on the remaining force.

Armies

Each player must provide the following:

- A 100-point Heroic team (no more than five figures). All Heroes must start at first or second level. Players must keep track of their figure(s) because they will be used in all three parts of this series. This Heroic team may include any figure with the Hero faction symbol.
- Two blue and four yellow Wandering Monster tokens
- Four treasure chests
- Six Dungeon tiles
- Ten Mage Spawn. Five figures must be worth fewer than 20 points. No figure may be worth more than 35 points.

Setup

Use the Heroic team and Tile setup rules from the Advanced Rules section of the **Mage Knight Dungeons** rulebook

Game Time

One hour. Begin timing after setup is complete.

Game Play

Use standard **Mage Knight Dungeons** rules.

Special Victory Conditions

At the end of the game, the following conditions apply:

- The winner is the one with the most gold. The winner gains an additional 25 Victory Points. The winner determines who goes first in the next scenario. (Attacker and Defender designations, however, remain the same.)
- If neither player has gold, and no chests were disarmed by the Attacker, the Defender wins. In this case, the Defender gains an additional 10 Victory Points. Remember that you can disarm a treasure chest without gathering the gold in that treasure chest.
- If neither player has gold, but the Attacker disarmed at least one chest, the Attacker wins. In this case, the Attacker gains an additional 10 Victory Points.
- If a player's Hero leaves the Dungeon, that player receives the Hero's current point value in Victory Points.
- For each treasure chest a player removes from the Dungeon, that player receives an additional 25 Victory Points.

Part 2: The Escape (Mage Knight Unlimited)

"I told you . . . I did not like . . . this mission," Secrys panted as he ran.

"Secrys, relax. We're alive, aren't we?" Zenephret replied.

"Yes, but the Orcs are right behind us."

"I am not worried about what is behind us. I am worried about those Orcs in front of us."

"Orcs in front! How did they get ahead of us?"

"It doesn't matter; just keep going."

* * *

"Fools! You let them escape."

Grimacing at Maboc's words, the Orcs and Goblins shuffled nervously.

"Bring me their heads—and do not fail me this time."

Background

The Heroes having accomplished the first part of the mission, what lies ahead is the long road home. Unfortunately, it runs through some angry Orcs, and the Raiders are on the wrong side of the battle front. Worse yet, the Orcs know which way they are headed. The Heroes' only hope is to team up with a friendly patrol and make it back to a safe camp. Maboc, however, has gathered a small force to stop the Heroes and the patrol before they can get to safety.

Armies

Each player builds a 300-point army, starting first with the Heroes that survived Part 1. These Heroes must be used at the level they achieved by the end of Part 1. Each player may then add any non - Mage

Spawn **Mage Knight** figures from any set. Additionally, each player may increase the size of his or her army by 25 points for each treasure chest he or she took out of the dungeon in Part 1.

Any player without Heroes surviving Part 1 must choose four new first-level Heroes to include in his or her army.

Setup

Use standard **Mage Knight Unlimited** rules with the following limitation: The Defender has a normal starting area per the **Mage Knight Unlimited** rules. The Attacker's starting area is an 8-inch square located in a corner opposite the Defender's starting area.

Game Time

One hour. Begin timing after setup is complete.

Game Play

Use standard **Mage Knight Unlimited** rules.

Special Scenario Rules

The side that won Part 1 chooses who goes first.

Special Victory Conditions

- Determine victory per the standard **Mage Knight Unlimited** rules.
- The Attacker receives an additional 50 points if at least one attacking figure is in the Defender's starting area at the end of the scenario.
- After Victory Points are determined, each player may improve up to two surviving, noncaptured Heroes by one level. This change is permanent for the remainder of the scenario.
- If, after the above level increases are applied, all the Heroes in the winning player's army are at least level 5, that player may add one Hero of his or her choice at level 1 to Part 3.
- Add your Victory Points from Part 2 to your victory point total from Part 1.
- The winner of Part 2 determines who goes first in Part 3.

Part 3: The Front-Line War (Mage Knight Conquest)

Secrys and Zenephret arrive at a barren field marked with signs that a large group had recently camped there.

"Where are they? I cannot believe that they left us," Secrys said as he looked around the field.

Standing confidently and looking to the east, Zenephret replied, "They have not left us, Secrys. They have moved to more secure ground."

"Where?"

"Pick up your loot and let's get moving. I don't want to miss the action."

* * *

"You have failed me for the last time," Maboc said as he wiped off the blood on his sword on the dead Goblin in front of him. "You there," Maboc added, pointing at an Orc astride a Cave Runner, "gather up your fellows and prepare for battle."

As the Orc rode off, Maboc turned to the other Goblins assembled behind him, “You will have the chance to prove your worth one last time. *Now move!*”

Background

The surviving Heroes have made it through the ambush, and head off to the camp. Upon arriving, however, they discover that the army has moved to a nearby outpost. The Orcs, who are angry about the loss of their loot and the fact that the Heroes still live, prepare for an all-out attack on the Black Powder Rebels.

Setup

Use standard **Mage Knight Conquest** rules for setup. Each side must bring the following:

- A 1,200-point army of any faction. Mage Spawn may be used. All noncaptured surviving figures from Part 2 must be included in these 1,200 points, except for Heroes.
- Surviving, noncaptured Heroes do not count toward the 1,200 points—they are “free.” Your army point total with Heroes will be over 1,200 points. If your side has no surviving Heroes, you may add two Heroes with point values totaling up to 100 points. The Heroes may start at any level.
- The Attacker may not use Castle pieces.
- The Defender may use Castle pieces.

Game Time

Two hours. Begin timing after setup is complete.

Special Victory Conditions

- Use standard **Mage Knight Conquest** rules. Add the points earned in this scenario to the points earned in Parts 1 and 2.
- If a Hero eliminates an opponent’s Hero in this scenario by doing the last click of damage to it, that player receives double the current value of the defeated Hero.

Campaign Victory Conditions

Total all of your Victory Points from all three scenarios. The winner is the player with the highest Victory Point total.

If both players have an equal number of Victory Points, break the tie as follows:

- Compare the total point value of all remaining Heroes at their current level. The player with the Heroes with the highest combined point value wins the campaign.
- If the totals are also equal, the player who won the most scenarios wins the campaign.