

Mage Knight Faction War

Highest Bidder

Background

Scholar Maleficus has long been known in the Land as a nosy busybody, flitting from the graces of one warlord to another, trading information for knowledge, and getting in and out of all sorts of trouble. But when Maleficus discovers a trove of rare Red Magestone within the depths of the Blasted Lands, ripe and ready for the harvest, his time spent as Raydan Marz's advisor quickly came to an end. Now, warlords from several factions battle for this treasure and the services of one of the most renowned specialists on the refinement and use of Red Magestone in all the Land. The highest bidder shall claim the sorcerer, but the price shall be paid – with the blood of the winner's enemies!

Objective: The player who controls the most objectives at the end of the game wins the game.

Army Size

500-point armies; five actions per turn. Each player brings one relic and one Unique warrior capable of equipping a relic; each player's army must include this relic and warrior, and the Unique warrior must be deployed so that it is equipped with the relic. The rest of a player's army comes from three Booster Packs from the new **Mage Knight**. The faction each player represents in Highest Bidder is determined by the Unique he or she brings.

Time Limit: 50 minutes

Rules Set: Mage Knight

Preparing the Battlefield: Prepare the battlefield per the standard **Mage Knight** rules.

Victory Conditions: The player who controls the most objectives at the end of the game wins the game.

What's at Stake

The faction that wins the most events will gain the services of the Unique Maleficus warrior in next fall's **Mage Knight** set. The faction that loses the most events will not benefit from Red Magestone objects, items, or relics in future sets.