

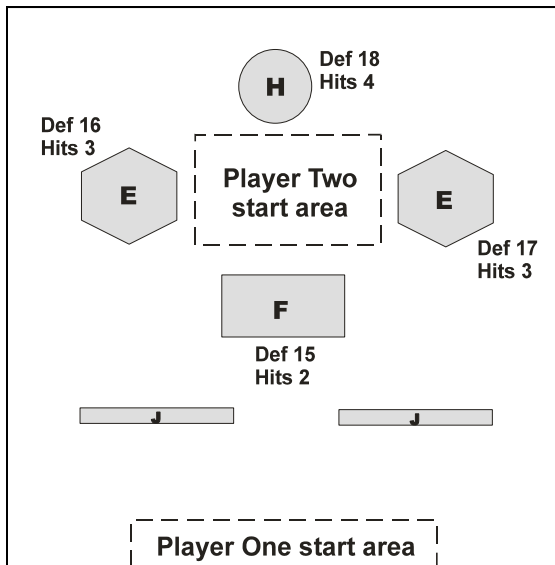


“Black Sun” Rebels rising

Scenario # 1: A new hope

Background: After three decades of tyranny, in which the Necropolis Sect Emperor Teurnabb and his evil allies at the Dead Hills had exploited the population with cruel regimens of taxes, murders, starvation of the common people and the imprisonment of the intellectual leaders of an insurrection within the city, people of the city had organized a major strike using the militia they have created, trying to liberate their leaders imprisoned within an imperial prison outpost in order to continue supporting their insurrection and bring emperor Teurnabb and his allies down of the throne.

Objective: As player One you must liberate the imprisoned rebel leaders with your militia and capture or destroy as many opposing warriors as possible. As player Two you must prevent the militia to get to the prison and liberate the rebel leaders at any cost.



Rules: Mage Knight Unlimited Rules are to be used, except for the special rules below

Time limit: 60 minutes

Army size:

Player One has a 200-point army, which must include at least 150 points out from Necropolis Sect warriors. No uniques, titans, multi-dial figures or mounted warriors may be used; player has two actions per turn.

Player Two has a 250-point army, two-actions per turn. At least 150 points of player Two army must be warriors from the Necropolis Sect faction. Player Two can use uniques and mounted warriors in his army, as well as warriors from other factions.

Also, gather a 100-point army of Necropolis Sect warriors containing no uniques, mounted warriors, titans or multi-dial figures to stand as the imprisoned rebels at the prison outpost.

Setting the scene: Lay terrain pieces as showed in the figure above, per Mage Knight Unlimited Rules. No other terrain will be put in the scenario. Each of the buildings described has its own defense and number of hits value.

Special rules:

1. As the objective of this scenario is capturing or destroying opposite figures, Necromancy and Regeneration are not allowed in this scenario.
2. The 100-point army represents the rebellion leaders and they show up only after the prison outpost has been found.
3. When a rebel warrior comes to the door of any building, make a dice roll. If the roll results in a “1” or “2”, then the prison outpost has been found. Otherwise it’s just a simple building of the city with no bonus or citizens at all.
4. If there’s only one building left which has not been investigated by the rebels, it will automatically be the prison outpost.
5. In order to liberate the prisoners, the rebel warrior must make a close combat attack to the prison building. All close combat attack modifiers and special abilities are ignored. If the dice roll result is equal or higher than the building defense value, the warrior inflicts its normal damage to the building’s door. After the door has been destroyed, the rebel prisoners appear outside of the prison in base contact with the liberating warrior.
6. Once the prisoners have been liberated, they are fully controlled by player One and are integrated to his army. Liberated warriors can make formations for movement, close or ranged attacks with figures friendly to player One.



Victory conditions:

1. To determine the winner of this scenario, follow the standard Mage Knight Unlimited rules for scoring, with the additional special rules:
 - Player One gets 10 additional bonus points for every turn he has at least one non-demoralized liberated prisoner in his army.
 - If player One has at least one non-demoralized liberated prisoner at the end of the game, his army receives 50 bonus points.
 - If player Two eliminates all player One army before they can free the prisoners, player Two gets 200 bonus points.
 - If player Two eliminates all liberated prisoners, his army gets 100 bonus points.
2. If both players have the same victory points at the end of the game, the player who made his army with less points wins the game
3. If both players tie victory points at the end of the game, the player with more non-demoralized warriors in the battlefield wins the game
4. If both players tie victory points at the end of the game, both players make a two dice roll. Whoever gets the highest number wins the game



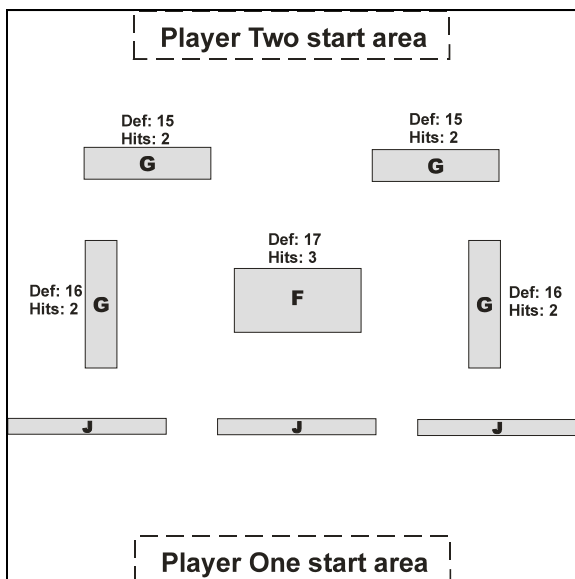


“Black Sun” Rebels rising

Scenario # 2: Rebellion Flame spreads up!

Background: In the aftermath of the prisoners’ escape and liberation from the Necropolis prison, common people feel and believe freedom and end of tyranny comes near. One important step to achieve this goal is to capture emperor’s Teurnabb elite heavy and light cavalry squads, which have inflicted too many murders and assaults on people’s houses, and are a key element to diminish the emperor’s deadly army. For this purpose, the people have contacted warriors from other factions in order to help and support their cause for freedom.

Objective: As player One you must capture or destroy as many imperial mounted warriors and imperial stables as possible. As player Two you must prevent the common people to capture or destroy your cavalry squads from the people’s militia at any cost.



Rules: Mage Knight Unlimited Rules are to be used, except for the special rules below

Time limit: 60 minutes

Army size:

Player One has a 250-point army, three-actions per turn. At least 150 points of player One army must be warriors from Necropolis Sect faction. No uniques, titans, multi-dial figures or mounted warriors may be used in this army.

Player Two has a 250-point army, three-actions per turn. At least 150 points of player Two army must be warriors from Necropolis Sect faction. Player Two can only use Necropolis Sect mounted warriors in his army, as well as mounted warriors from other factions only.

Setting the scene: Lay terrain pieces as showed in the figure above, per Mage Knight Unlimited Rules. No other terrain will be put in the scenario. Each of the buildings described has its own defense and number of hits value.

Special rules:

1. As the objective of this scenario is capturing or destroying opposite figures, Necromancy and Regeneration are not allowed in this scenario.
2. The buildings representing the stables have their own defense and number of hits value. Stables cannot be affected by Healing, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation, and Venom. It also cannot be brought back into play by Necromancy.
3. The rebel player warriors must make a successful close or ranged combat in order to destroy the stables. Ranged or close combat.
4. Once the rebel forces destroy the stable, it becomes hindering terrain. Apply all rules referring hindering terrain as Mage Knight Unlimited rules.
5. If there's a warrior on top of the stable when it becomes destroyed, make a dice roll and deliver that number of clicks of damage to the warrior.



Victory conditions:

1. To determine the winner of this scenario, follow the standard Mage Knight Unlimited rules for scoring, with the additional special rules:
 - Player One gets 25 additional bonus points for every enemy captured mounted warrior standing in player's One starting area. Otherwise, add 10 bonus points for every captured enemy mounted figure elsewhere in the battlefield.
 - If player One destroys all enemy mounted warriors, he gets 50 bonus points.
 - If player Two destroys all enemy troops, he gets 150 bonus points.
 - Player One receives 20 bonus points for every stable successfully destroyed during the battle
2. If both players have the same victory points at the end of the game, the player who made his army with less points wins the game
3. If both players tie victory points at the end of the game, the player with more non-demoralized warriors in the battlefield wins the game
4. If both players tie victory points at the end of the game, both players make a two dice roll. Whoever gets the highest number wins the game



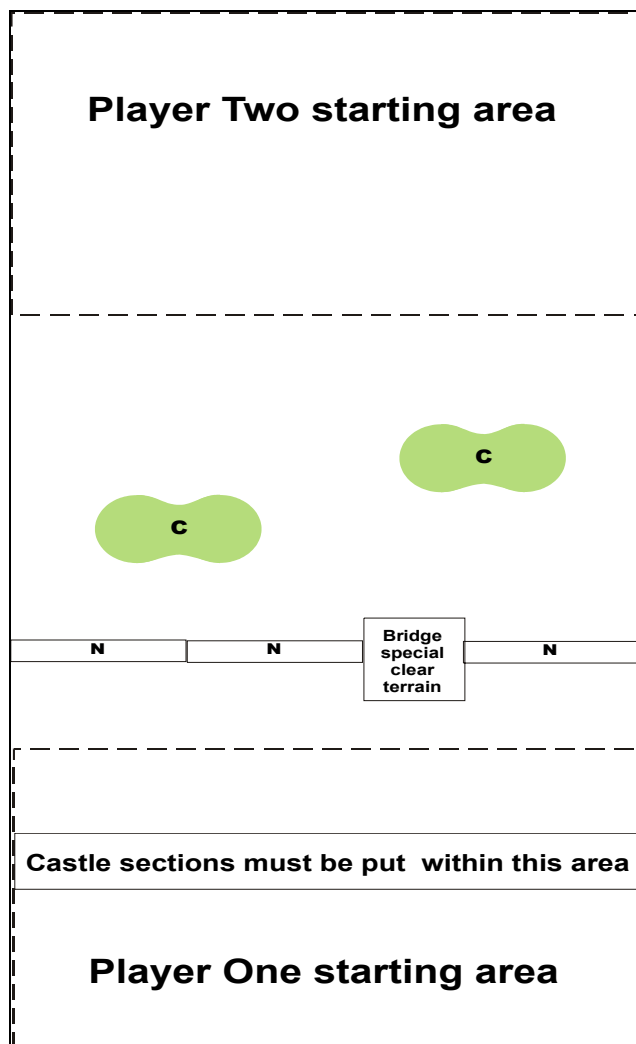


“Black Sun” Rebels rising

Scenario # 3: Imperial counteroffensive!

Background: After realizing his cavalymen had been completely captured or destroyed by the rebel forces, emperor Teurnabb wants his revenge. He'll send his elite warriors and his allies into battle to make an assault on the rebel city of Rawix, the operational center of the rebel army. This is a crucial battle in order to defeat and disband the rebellion that has spread the freedom flame throughout the Necropolis Sect cities and towns. The rebel forces continue receiving support from other factions in order to end the tyranny and bring freedom to the people of the region.

Objective: As player One you must defend and resist the imperial assault force, protecting the city walls at any cost. As player Two you must destroy Rawix town protecting walls in order to demoralize and disband the rebel forces.



Rules: Mage Knight Conquest Rules are to be used, except for the special rules below

Time limit: 1 hour, 30 minutes

Army size:

Player One has a 1200-point army, three-actions per turn. At least 800 points of player One army must be warriors from Necropolis Sect faction. Player One army could include titans and multi-dial figures

Player Two has a 2000-point army, five-actions per turn. At least 1200 points of player Two army must be warriors from Necropolis Sect faction. Player Two can only use singled-based or mounted warriors from Necropolis Sect, Orc Raiders and Mage Spawn (both Mage Knight Dungeons and Mage Knight Unlimited) factions in his army, as well as any titans and multi-dial warriors of any faction player desires.

Additional, player One has the following castle sections: 1 Heavy Gatehouse, 2 Heavy Towers, 8 Heavy Wall sections. In total player One has 4 actions for castle sections only (one for each Tower, one for the Gatehouse and an extra action for a Gatehouse section). Actions only apply to castle sections only.

Setting the scene: Lay terrain and castle pieces as showed in the figure above, per Mage Knight Unlimited and Mage Knight Conquest rules. No other terrain will be put in the scenario.



Special rules:

1. As the objective of this scenario is destroying opposite figures, only Regeneration is not allowed in this scenario.
2. If player Two destroys at least three castle sections (Tower section, Gatehouse section, or Wall section), the game ends and player Two is considered the winner.
3. If player One destroys all player Two army, the game ends and player One is considered the winner.
4. Otherwise, refer to victory conditions to determine winner of this scenario.

Victory conditions:

1. To determine the winner of this scenario, follow the standard Mage Knight Unlimited and Mage Knight Conquest rules for scoring, with the additional special rules:
 - If player One successfully defends the city walls, he receives 300 bonus points at the end of the battle.
 - If player Two successfully destroys at least one Tower section and one Wall section, or the Gatehouse and one wall section, he receives 300 bonus points.
2. If both players have the same victory points at the end of the game, the player who made his army with less points wins the game
3. If both players tie victory points at the end of the game, the player with more warriors in the battlefield wins the game
4. If both players tie victory points at the end of the game, both players make a two dice roll. Whoever gets the highest number wins the game



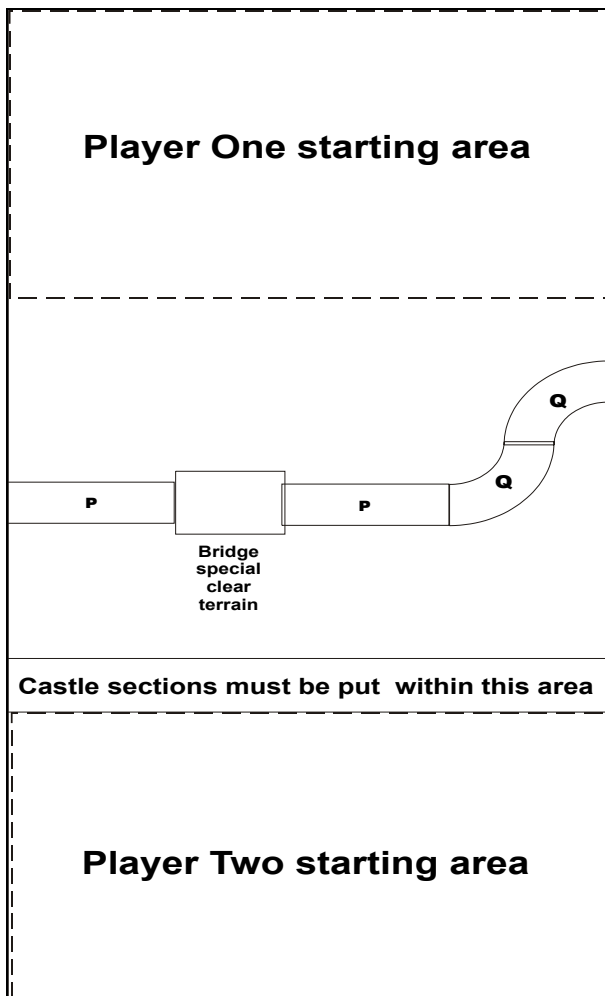


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Scenario # 4: The Flame of the Rebellion!

Background: The final confrontation seems near!... The rebels realize that they have enough power and force to completely destroy emperor Teurnabb, so the rebel forces along with some powerful warriors from other factions who also realize the evil power of emperor Teurnabb, have become rebels' allies. Both forces are launching the final assault of emperor's Teurnabb fortress, and moreover, the emperor himself is present in his fortress, so it is imperative that the emperor must be destroyed for the rebels to claim victory over tyranny! It is now the final confrontation so the people in the land finally may reach freedom and start a new government regimen.

Objective: As player One you must kill emperor Teurnabb and most of his evil army at any cost. As player Two you must resist rebel assault and protect emperor Teurnabb at any cost.



Rules: Mage Knight Conquest Rules are to be used, except for the special rules below

Time limit: 1 hour, 30 minutes

Army size:

Player One has a 2000-point army, five-actions per turn. At least 600 points of player One army must be warriors from Necropolis Sect faction. Player One army could include titans and multi-dial figures

Player Two has a 1200-point army, three-actions per turn. At least 800 points of player Two army must be warriors from Necropolis Sect faction. Player Two can only use Necropolis Sect, Orc Raiders and Mage Spawn warriors (both Mage Knight Dungeons and Mage Knight Unlimited) only in his army, as well as titans, and multi-dial warriors.

Additional, player Two has the following castle sections: 1 Heavy Gatehouse, 2 Heavy Towers, 8 Heavy Wall sections. In total player One has 4 actions for castle sections only (one for each Tower, one for the Gatehouse and an extra action for a Gatehouse section. Actions only apply to castle sections only.

Setting the scene: Lay terrain and castle pieces as showed in the figure above, per Mage Knight Unlimited and Mage Knight Conquest rules. No other terrain will be put in the scenario.

Player Two must select a mounted warrior (preferably the King of the Dead or any other unique mounted figure) to represent Emperor Teurnabb.



Special rules:

1. As the objective of this scenario is destroying opposite figures, Regeneration or Necromancy are not allowed in this scenario.
2. If player One kills emperor Teurnabb, the game ends and player Two is considered the winner.
3. If player Two successfully defends the castle pieces and emperor Teurnabb at the end of the game, player Two is considered the winner.

Victory conditions:

1. To determine the winner of this scenario, follow the standard Mage Knight Unlimited and Mage Knight Conquest rules for scoring, with the additional special rules:
 - If player One successfully destroys at least one Tower section and one Wall section, or the Gatehouse and one wall section, he receives 300 bonus points
 - If player Two successfully defends the city walls, he receives 300 bonus points at the end of the battle
 - If player One successfully kills emperor Teurnabb, his army receives 200 bonus points
2. If both players have the same victory points at the end of the game, the player who made his army with less points wins the game
3. If both players tie victory points at the end of the game, the player with more warriors in the battlefield wins the game
4. If both players tie victory points at the end of the game, both players make a two dice roll. Whoever gets the highest number wins the game

