



KNIGHTHOOD

Welcome to the Knighthood campaign for Relic Knights! Knighthood is a growth campaign designed for players and clubs new to Relic Knights. Players start with a small cadre of 25 points. Each week more points are added until the final week, when players pit their 50 point cadres against one another.

CAPTAIN HARKER: 25 PTS



Captain Harker &
Caesar: 15 pts

6 Corsairs: 6 pts

2 Blowhards: 4pts

Total: 25 pts

Each week's mission is designed using standard scenarios, so that players can familiarize themselves with Relic Knights' core gameplay. Table layouts are suggested to help stage the battles and provide players with exposure to the many interesting ways terrain can be utilized in the game. Remember: Relic Knights plays best with lots of terrain to block line of sight and promote dynamic movement.

Since the intent of Knighthood is for players to learn and build new Relic Knights cadres, the campaign does not track player scores. Clubs and stores participating in Knighthood are encouraged to get the Knighthood participation patches available for the campaign at www.sodapopminiatures.com. In addition to Knighthood patches, other Darkspace Rising organized play tournaments and campaign kits are available, allowing players to earn additional patches to complete their collection for the Darkspace Rising organized play series.



KNIGHTHOOD WEEK ONE - THE FONTS BLOOM

Ever since the Gate was closed at Origin Point, worlds throughout the sector have become pregnant with esper energies flowing into them. With every faction at odds with one another and themselves, the galaxy is not large enough to hide such all-important resources for long.

Two scouting forces have come to the same corner of the planet after discovering a fresh esper bloom in the sector. The precious energy flows freely from a crystal-lined gap in the planet's crust, and locals have already begun to build protective measures around it. It might be a small source at the moment, but the right Knight with access to it could turn it into an amazing asset.

The two forces must overcome the meager local defenses – as well as each other – in order to lay claim to the raw energy.

Cadre Points: 25

Knights: 1

Ready Queue: 2 Slots

Table Requirements: 3' x 3'; terrain used should be chosen from Barricades, Ruined Bunkers and Overgrown Buildings

VPs Needed for Victory: 6

**Primary Victory Conditions:
Creation – Conservation**

Secondary Victory Conditions: Essence – Realign

Special Scenario Rules: N/A

KNIGHTHOOD WEEK TWO - HIDDEN CACHE

With so many Knights scouring the galaxy for ways to strengthen their own factions, secrets are bound to be uncovered and some of these secrets will be very useful in the coming conflicts. Esper is always the primary resource, but wars cannot be won without food, ammunition and medicine.

A buried away and hidden surplus of such mundane needs has turned up on a local inhabited moon, and local factions have dispatched Knights to claim it – by force if the situation calls for it. The violent conflicts have cost many lives, and the supplies in this cache could help make the difference in the weeks ahead. With so much on the line across the sector, a battle over what could potentially give them the upper hand will push the Knights' cadres to deal with the competition with extreme prejudice.

Whether it is by routing their foes or claiming the territory completely, one Knight's faction will be taking these supplies back to their superiors.

Cadre Points: 35

Knights: 1

Ready Queue: 2 Slots

Table Requirements: 3' x 3'; terrain can be arranged normally, but a single Bunker should be placed at the center of the battlefield

VPs Needed for Victory: 8

Primary Victory Conditions: Law – Secure Perimeter

Secondary Victory Conditions: Entropy – Carnage

Special Scenario Rules: N/A

KNIGHTHOOD WEEK THREE -

RETURN TO THE SCENE

The constant hostilities of Origin Point and the surrounding planets has turned once fertile fields into war zones, entire villages to ruins, and revered monuments to tragic reminders of the dark times both behind and ahead. Lives have been lost, memories scorched to ash, and age-old histories ground into obscurity. War is hell for the people who live it, but it is just as hard upon the environment. Many of these battle-scarred locations are dotted with esper-rich gathering points from years of lost energies slowly drawing together and taking crystalline form.

It is upon one of these old battlefields that several new esper clusters have broken ground, urging Knights from all over the sector to come and snatch them up before the opposition does. This will lead to more conflict, shedding more esper into the battlefield, and continuing the cycle.

Perhaps one of these Knights today will be the ones to overcome their opponents and profit from months of battles taking place here. If not, their blood and esper will sow the fields for those who try next.

Cadre Points: 35

Knights: 1

Ready Queue: 2 Slots

Table Requirements: 3' x 3'; terrain should be placed normally but at least one segment of Barbed Wire, one Ruined Bunker, and one small Minefield should be placed in the battlefield

VPs Needed for Victory: 8

Primary Victory Conditions: Normal Random Draw

Secondary Victory Conditions: Normal Random Draw

Special Scenario Rules: When drawing for random Victory Conditions, re-draw any Void or Wildspace results.

KNIGHTHOOD WEEK FOUR -

CHAOS SHALL REIGN

The Noh dragonships of the Hydra Fleet have traveled the galaxy in search of ways to bring about the end of their enemies and usher in the era of Nozuki. Once they have established a small force upon a planet or moon, their inhuman engineers build large and elaborate rift gate systems to link up with the rift generators on the ships themselves. From then on, when a dragonship establishes orbit above the site, they can simply emerge from the rift gates of their choice and reinforce their troops below.

Now that the Gate has been closed and the Hydra Fleet scattered with new objectives, many of these rift gates sit dormant until given esper to connect to a local network. Moving quickly across a piece of territory is paramount to local victories, making active rift gates a priority to be claimed whenever discovered.

Two fully operational and fueled rift gates have been located nearby, and are likely part of a much larger network on this planetoid. Knights have been dispatched to verify the existence of these gates and take over their use. That is, of course, if they are still standing after the two factions finding them at the same time clash.

Cadre Points: 40

Knights: 1

Ready Queue: 2 Slots

Table Requirements: 3' x 3'; terrain should be placed normally but two pieces of terrain at least 24" apart must be marked as linked Rift Gates (see Special Scenario Rules)

VPs Needed for Victory: 8

Primary Victory Conditions: Normal Random Draw

Secondary Victory Conditions: Normal Random Draw

Special Scenario Rules: The 'Villain' player is allowed to set up the two Rift Gates when he deploys his/her cadre.

KNIGHTHOOD WEEK FIVE -

POWER OF THE PEOPLE

Civilian populations do their damndest to evacuate an area before it becomes a massive battlefield between relics, knights and their many varied war hosts.

Whether by caravan, civilian vehicles, or refugee personnel carriers sponsored by good-hearted folks like the Doctrine or Shattered Sword, an area's non-combatants must flee the path of hostilities or risk becoming collateral damage.

Due to unexpected errors in cartography, two factions at odds have mistakenly run into the other within the greater confines of a population center. People watch from their windows as the forces do battle in the streets, hoping that an errant energy blast or hurled relic will not come crashing through their walls. It is an amazing sight to behold, when giants such as these clash.

One side has chosen that their foes will pay for patrolling this area, whether it is through their own losses or those of the local populace getting caught in the line of fire. After all, taking resources from the city will be far simpler if the enemy is too busy patching up their local allies to stop them.

Cadre Points: 45

Knights: 1

Ready Queue: 3 Slots

Table Requirements: 3' x 3'; terrain should be six to eight 'regular' Buildings (use the statistics for Overgrown Building, but remove the Crystal Growth trait)

VPs Needed for Victory: 8

Primary Victory Conditions: Normal Random Draw

Secondary Victory Conditions: Special (See Special Scenario Rules)

Special Scenario Rules: The 'Hero' player automatically has the Creation – Defense of Life Secondary Victory Condition; the 'Villain' player automatically has the Chaos – Anarchy Secondary Victory Condition.

KNIGHTHOOD WEEK SIX -

DEFENSIVE FIRE!

Although the battles between the forces of the Void and the defenders of the Divine on and around Origin Point still rage on, a great deal of the fighting has moved off planet to new battlefields around the sector. Noh dragonships, Corsair pirate cutters, Shattered Sword corvettes and more ply the space lanes after one another. Their cannonades, torpedoes, and boarding yachts seek each other out in violent entanglements.

Some planets have no star navy to protect them from invasion, instead relying upon gigantic esper-artillery defense platforms. So much raw esper goes into building and arming these building-sized weapons that energies ebb and flow deeply, and users gamble with their access to the ether every second they are nearby.

One such planet is directly in the path of an invasion force, and the faction that controls the laser emitting defense silos will be able to deal with the inbound starships – one way or the other. As soon as word got out about the ships headed this way, the Knights took up arms. The defense platform territory and its towering energy cannons must not fall into enemy hands. The faction that controls the silos controls the stratosphere – and possesses the key to the rest of the sector!

Cadre Points: 50

Knights: 1

Ready Queue: 3 Slots

Table Requirements: 3' x 3'; terrain needs to comprise of four Defense Silos (use the statistics for the Security Tower piece of terrain, although adding the Crystal Growth trait) arranged 12" toward the center of the battlefield, measured in from each corner

VPs Needed for Victory: 8

Primary Victory Conditions: See Special Scenario Rules

Secondary Victory Conditions: Normal Random Draw

Special Scenario Rules: The 'Hero' player automatically has the Wild – Crystal Harvest Primary Victory Condition; the 'Villain' player automatically has the Void – Calamity Primary Victory Condition. Additionally, any VPs awarded for Destruction while in contact with one of the Defense Silo pieces of terrain are doubled.

KNIGHTHOOD

EVENT DATES

SIGN-UP SHEET (PLEASE PRINT NEATLY!)

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E-MAIL

PHONE

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FOR MORE DETAIL CONTACT: _____ AT _____