

Mage Knight Questions and Answers, November 2003

Updates Tournament Legal November, 20 2003.

Forums: Any ruling made by the Official Rules Arbitrator on a WizKids' Mage Knight forum is an official ruling. The ruling is only tournament legal when the FAQ is published on the Wizkids' website. The FAQ will have a Tournament Legal date in it.

Mage Knight figures released prior to November 5, 2003, that have an "L"-shaped stat slot abide by the following conditions:

- Warriors with a range value greater than 0 but that have no ranged damage value use their damage value as their ranged damage value.
- Warriors referred to as "mounted warriors" are no longer referred to as "mounted warriors." They are warriors with the horseshoe speed type.

Mage Knight Figure Corrections

- #055, #056 Combat Magus (W) (S): The red squares appearing on the damage slot on the 1st, 2nd and 3rd slots of the figure are in error. There is no special ability in the damage slot on the 1st through 3rd slots of this figure.
- #067 Dwarven Mechanic (W): Damage type is starburst, not golem.
- #077 Rage Paladin (S): The brown circle appearing in the defense slot on the 7th slot of this figure should be a brown square. This figure has Ghostform in its 7th slot.
- #206 Turbine: Replace the defense value in the 4th slot with 16. This warrior has a defense of 16 in its 4th slot, not 6.
- Item R-012 Blade of Dominance, add the following sentence as the first sentence of the rules text for this card: All figures ignore the wielder's Ghostform special ability.
- Domain D-014 Grasslands: this domain is cancelled by the Blasted Lands or Wylden Forest terrain domain and the Inferno catastrophe domain.
- Constructed terrain CT-018C: Should be called Wooden Watchtower, not Stone Watchtower.

Chariot Figures

- Black Powder War Wagon. There should be two rank stars on the figure's base; it is not a unique figure.
- Atlantean Ram. There should be a 0 (not a skull) for its **damage** value in the 8th slot of its front dial.

Conquest Figures

- Elemental League Living Ballista. The black block appearing on the **damage** value in the 10th, 11th, and 12th slots is an error. The black block should be on the **defense** value of those slots instead. The figure has Regeneration, not Necromancy.

Dungeons Figures

- #072. Arman Gessep. There should be a green Starting Position block on his 5th Level slot.
- Chest # 116. The disarm number should be 10.
- LE "Jawless Jenkins". The name should be followed by: (Skeleton).
- LE "Young Rich". The name should be followed by: (Skeleton)

Rebellion Figures (Alpha)

- #015. Woodland Scout (Tough). The yellow Demoralized block appearing in the 3rd slot should appear in the 5th slot instead.

Unlimited Figures

- #6, #7, #8 Utem Guardsman. An early printing of these figures in **Unlimited** had incorrect point values printed on the base. The correct point values for these figures are 11 (Weak), 13 (Standard) and 14 (Tough).

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- #52, #53, #54 Technomancer. An early printing of these figures in **Unlimited** had incorrect point values printed on the base. The correct point values for these figures are 25 (Weak), 27 (Standard) and 29 (Tough).
- #85, #86, #87 Amazon Blademistress. An early printing of these figures in **Unlimited** had incorrect point values printed on the base. The correct point values for these figures are 20 (Weak), 26 (Standard) and 30 (Tough).
- #151. Dwarven Hammerskald. The red block appearing on the **defense** value in the 9th slot is an error. The red block should be on the **damage** value of that slot instead. The figure has Berserk, not Pole Arm.
- #155. Pyre Spirit. There should be no faction symbol. The figure is Mage Spawn, not Draconum.

Whirlwind Figures

- #016. Rancid Bloodsucker (Weak). The 3rd slot should have the Flight special ability.
- LE "Sig Eightfingers": The **range** value should be 10.

Minions Figures

- #107 LE "Marrow". The name should be followed by: (Skeleton)

Pyramids Figures

- #064 "Hooded Assassin". The **range** value should be 10.

Dragon's Gate Figures

- #064 "Drakona Myrmidon". There should be a green Starting Position block on his 1st slot.

Mage Knight Rules Clarifications

The Base

On page 2 of the **Mage Knight** Complete Rules of Play, the accompanying illustration indicates that a figure showing 4 stars on its base is unique. This is incorrect. Per the glossary, a unique figure has no rank stars on its base.

Action Tokens

Replace the last sentence of the Action Tokens section on page 6 with the following:

At the beginning of your end phase, remove all action tokens from any of your warriors not given an action token that turn.

Speed Type: Horseshoe

Add the following sentence to the end of the paragraph in the Speed Type: Horseshoe section on page 8:

This warrior does not get a free spin when an opposing warrior ends its movement in base contact with it.

Ranged Combat

Add the following paragraph after paragraph 3 of Ranged Combat on page 11:

Unless precision is used, a warrior cannot be given a ranged combat action to make a ranged combat attack against any target opposing warriors in base contact with warriors friendly to the attacker.

Special Ability Card Clarifications

Speed Special Abilities:

FRENZY: Replace the text with the following:

This warrior cannot be part of any formations. During your turn, if this warrior has 0 or 1 action token, you must give this warrior an action before you can give actions to figures that do not have Frenzy. If you have more warriors with Frenzy than you have actions, choose which warriors with Frenzy will be given an action. A warrior with Frenzy cannot capture or be captured. If this warrior is a captor when it gains Frenzy, its captive is eliminated.

Wand Attack Special Abilities:

STORMFIRE: Replace the text with the following:

(Optional) Give this warrior a ranged combat action, with a single opposing figure as the target. If the attack succeeds, compare the attack result to the defense value of each figure in base contact with the target. Deal damage equal to this warrior's ranged damage value to the target and 1 damage to each other figure against which the attack succeeds.

Damage Special Abilities:

MAGIC CONFUSION: Replace the text with the following:

(Optional) Give this warrior a ranged combat action, with a single opposing figure as the target. If the attack succeeds, the target is dealt no damage. Treat the target as if it were given a move action, but you control the action. The target cannot be moved into base contact with a figure friendly to you. None of the target's optional special abilities can be canceled while you resolve this action. Do not give the target an action token for this action, and do not deal it pushing damage.

Imperial Legion Subfaction Ability:

RALLY: Replace the text with the following:

If this warrior has Demoralized at the beginning of your command phase, heal this warrior of 2 damage. If this warrior has a captive at the beginning of your command phase, this warrior can eliminate the captive without being given a close combat action.

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Invulnerability

Q: *Does Invulnerability reduce pushing damage?*

A: No.

Pierce

Q: *Pierce states that it ignores all defense special abilities of the target. Does Pierce allow me to target figures with Ghostform and/or Limited Invisibility?*

A: No. Ghostform and Limited Invisibility prevent a figure from being the target of an attack.

Thunder Blow

Q: *I used my warrior that has Thunder Blow to attack an opposing figure that has Counterattack. One of my attacks has missed. Does damage get applied to the figure with Counterattack first, or does that figure get to attack my warrior before the damage is applied?*

A: The figure with Counterattack makes their attack before damage is applied to them. If the counterattack is successful, apply damage to your warrior with Thunder Blow, then calculate the damage from Thunder Blow using the damage value showing in the warrior's stat slot.

Q: *If I use Thunder Blow, MUST I keep attacking until an attack misses?*

A: No. You may choose to stop attacking before an attack misses.