

Mage Knight Questions and Answers

December 2005

Updates Tournament Legal [December 1, 2005](#). Updates are also tournament legal in sealed events before this date and/or at WizKids' discretion.

NOTE: The Mage Knight Comprehensive Tournament Rules also have a few rule changes specific to tournament environments. Specifically, section **1.5.2** discusses various terrain rule changes, and section **1.5.3** discusses an addition rule regarding relic wielding requirements. Players and envoys should also be familiar with the Tournament Rules dealing with tournament game procedures.

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. Updates are also tournament legal in sealed events before this date and/or at WizKids' discretion.

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.
- The following Key shows the relationship between figures released prior to November 5, 2003 and those released afterward:



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New This Month

Rules Clarifications

Special Ability Card

Subfaction Abilities:

FIELD REPAIR (Golemcore): Replace the text with the following:

(Optional) Give this warrior a close combat action, with a single friendly warrior with the  damage type as the target. Ignore all modifiers to the close combat attack. If the attack succeeds, and the target is not on its starting marker, heal the target of 1 damage. Ignore all repair markers on the target's combat dial for the purposes of healing.

Mage Knight FAQ

Point Values

Q: *Some game effects say to apply the effect to the figure with the highest point value (among other things). What if two figures with identical point values would both qualify as the "highest point value"?*

A: In such cases, neither figure is affected by the effect. If the rules text for effect applies to "the figure" that meets the criteria, it only applies if there is only one figure meeting that criteria (unless the rules text specifically says otherwise). This does not apply if the figure is used as a comparison to other figures, such as with AC-001 Dragonslayers.

Q: *Some game effects are dependent upon a figure's point value. If a rider or mount affected by such is part of a cavalry unit, do you use the combined point value of the cavalry unit?*

A: No. The rider and mount of a cavalry unit use their own point values (only) during such effects.

Q: *My warrior is wielding an item. A game effect which depends upon my warrior's point value is being resolved. Do I add the point cost of the wielded item to my warrior's point value?*

A: No. An item's point value is never added to the point value of the wielder. Only the warrior's actual point cost is considered.

Special Abilities

Hex

Q: *My warrior makes a successful attack against an opposing figure with Dodge. The Dodge roll causes the attack roll to be unsuccessful. If I have an active Hex token within 18" of the attacker, may I make another attack roll to cause the Dodge roll to be rerolled?*

A: No. To use Hex, its use must be declared immediately after the attack roll is made, before any other game effects are resolved. Once another game effect is resolved, that attack roll cannot be rerolled.

Magic Confusion

Q: *An opposing warrior has two action tokens, or is within the area of effect of a Ward of Light glyph. Can my figure use Magic Confusion to cause that opposing warrior to move?*

A: Yes. Unless a game effect prevents a figure from being given move actions specifically, such as with Word of Levitation, game effects which would normally prevent a warrior from being given actions are ignored when using Magic Confusion against that warrior.

Spells

Implant Channel, S-023

Q: *My sorcerer casts S-023 Implant Channel, using a friendly target Atlantean Empire warrior as the target of the spell. I want to increase my caster's ranged damage value using Magic Enhancement. Do the Magic Enhancement figures need to be in base contact with the caster, or with the Atlantean Empire target?*

A: The Magic Enhancement figures must be in base contact with the Atlantean Empire target. Any Magic Enhancement figures basing the caster are ignored for the attack.

Figure Corrections























Figure	Click	Correction
Mage Knight: Nexus 		
011 Submersible Golem (S)	Base	The damage type is  , not  .
037 Galeshi Sun Prophet (S)	8-9	The defense special ability is Ghostform, not brown circle.
063 Fanged Whelp (S)	1	The nexus ability is Terrify, not grey circle attack.
Mage Knight: Omens 		
029 Fear Priest (W)	Base	The subfaction is  , not  .
030 Fear Priest (S)	Base	The subfaction is  , not  .
031 Fear Priest (T)	Base	The subfaction is  , not  .
032 Rector Valkut (U)	Base	The subfaction is  , not  .
048a Hazna Bez (U)	1	The speed special ability is Pathfinder, not brown circle.
048b Hazna Bez (U)	1	The speed special ability is Pathfinder, not brown circle.
048c Hazna Bez (U)	1-2	The speed special ability is Pathfinder, not brown circle.
048d Hazna Bez (U)	1-2	The speed special ability is Pathfinder, not brown circle.
048e Hazna Bez (U)	1-3	The speed special ability is Pathfinder, not brown circle.
066 Venthian Assassin (S)	Base	The subfaction is  , not  .
081 Battle Mentor (W)	Base	The rank of this figure is Weak (one star), not Unique.
096 Preceptor Nala (U)	Base	The subfaction is  , not  .
203 Hedera Rose (U)	Base	The subfaction is  , not  .
207 Karlis (U)	1-3	The speed special ability is Charge. The defense special ability is Toughness.
	4-6	The damage special ability is Crushing Blow.
	4-5	The damage value is 3.
	6	The damage value is 2.
	10	The speed, attack, and defense slots should have  .
215 Korebow (U)	Base	The damage type is  , not  .
217a Lord Katalkus (U)	4-5	The attack special ability is Stormfire, not black square. The nexus special ability is Pierce, not red circle attack.
217b Lord Katalkus (U)	3-4	The attack special ability is Stormfire, not black square.
Apocalypse Dragon, Front	1-5	The damage special ability is Pierce, not Berserk.
	6	The defense value is 22.
Apocalypse Dragon, Left	1-6	The nexus special ability is Invulnerability, not Terrify.
	7-11	The nexus special ability is Toughness, not Cursed.
Mage Knight: Dark Riders 		
006 Prieskan Warrior (S)	2	The speed special ability is Bound, not Stealth.
013 Talon Warrior (W)	1-2	The attack special ability is Magic Healing, not black square.
020 Freeholder Warrior (T)	2-3	The nexus special ability is Bound, not Stealth.
023 Freeholder Sorceress (S)	1-3	The attack special ability is Magic Healing, not black square.
027 Snow Centaur (S)	1	The speed special ability is Bound, not Stealth.
029 Snow Maiden (W)	2-3	The nexus special ability is Bound, not Stealth.
030 Snow Maiden (S)	2-3	The speed special ability is Bound, not Stealth.
031 Snow Maiden (S)	2-3	The nexus special ability is Bound, not Stealth.
046 Screecher (S)	1-4	The attack special ability is Arcing Fire, not Bombardment.
047 Screecher (S)	1-4	The attack special ability is Arcing Fire, not Bombardment.
048 Screecher (T)	1-4	The attack special ability is Arcing Fire, not Bombardment.
	1	The speed special ability is Bound, not Stealth.
062 Solonavi Oathsworn (S)	5-6	The speed special ability is Summon, not Ram.
064 Solonavi Oathsworn (T)	1-3	The attack special ability is Magic Healing, not black square.





















Figure	Click	Correction												
066 Surok Rider (S)	2-4	The damage special ability is Magic Confusion, not Necromancy.												
086 Dragon Priest (W)	3-5	The damage special ability is Magic Confusion, not Leadership.												
098 Herald Calianthia (U)	1-5	The damage special ability is Magic Confusion, not Necromancy.												
100 Morathai (U)	Base	The attack type is  , not  .												
Mage Knight 														
055 Combat Magus (W)	1-3	The damage special ability Berserk should be removed.												
056 Combat Magus(S)	1-3	The damage special ability Berserk should be removed.												
067 Dwarven Mechanic (W)	Base	The damage type is  , not  .												
077 Rage Paladin (S)	7	The defense special ability is Ghostform, not brown circle.												
123 Khan Rava (U)	Base	The point cost is 91, not 97.												
203 Khurga (U)	Base	The damage type is  , not  .												
206 Turbine (U)	4	The defense value is 16, not 6.												
210 Flayer (U)	Base	The name of this figure is "Flayer (Skeleton)"												
211 Kolt (U)	Base	The name of this figure is "Kolt (Zombie)"												
214 Zeph Wyndfenner (U)	5	The defense value is 15, not 5.												
Dragon's Gate 														
064 Drakona Myrmidon (U)	1	The damage special ability is Command/Starting Position.												
095 Baran Skullcracker (U)	Base	The range value is 8, not 0.												
Minions 														
107 Marrow (U)	Base	The name of this figure is "Marrow (Skeleton)"												
Pyramids 														
064 Hooded Assassin	Base	The range value is 10.												
Dungeons 														
072 Arnan Gessep (U)	1	The damage special ability is Starting Position (5 th level).												
103 Jawless Jenkins (U)	Base	The name of this figure is "Jawless Jenkins (Skeleton)"												
104 Young Rich (U)	Base	The name of this figure is "Young Rich (Skeleton)"												
rm1 Rayden Marz	Base	This Hero has the following levels and associated point costs: <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>Level</th> <th>5</th> <th>4</th> <th>3</th> <th>2</th> <th>1</th> </tr> </thead> <tbody> <tr> <td>Points</td> <td>104</td> <td>86</td> <td>58</td> <td>44</td> <td>34</td> </tr> </tbody> </table>	Level	5	4	3	2	1	Points	104	86	58	44	34
Level	5	4	3	2	1									
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bt1 Black Thorn	Base	This Hero has the following levels and associated point costs: <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>Level</th> <th>5</th> <th>4</th> <th>3</th> <th>2</th> <th>1</th> </tr> </thead> <tbody> <tr> <td>Points</td> <td>110</td> <td>89</td> <td>70</td> <td>53</td> <td>42</td> </tr> </tbody> </table>	Level	5	4	3	2	1	Points	110	89	70	53	42
Level	5	4	3	2	1									
Points	110	89	70	53	42									
Chest #116	Top	The disarm number is 10.												
Whirlwind 														
016 Rancid Bloodsucker (W)	3	The speed special ability is Flight.												
166 Sig Eightfingers (U)	Base	The range value is 10.												
Unlimited 														
004 Utem Guardsman (W)	Base	The point value is 11.												
005 Utem Guardsman (S)	Base	The point value is 13.												
006 Utem Guardsman (T)	Base	The point value is 14.												
052 Technomancer (W)	Base	The point value is 25.												
053 Technomancer (S)	Base	The point value is 27.												
054 Technomancer (S)	Base	The point value is 29.												
085 Amazon Blademistress (W)	Base	The point value is 20.												
086 Amazon Blademistress (S)	Base	The point value is 26.												
087 Amazon Blademistress (T)	Base	The point value is 30.												
151 Dwarven Hammerskald (U)	9	The damage special ability is Berserk, and the Pole Arm defense special ability should be removed.												
155 Pyre Spirit (U)	Base	The  should be removed. The figure is Mage Spawn.												

Figure	Click	Correction
Rebellion # 		
015 Woodland Scout (T)	3	The Demoralized damage special ability should be removed.
	5	The damage special ability is Demoralized.
Multiple-Dial Warriors & Titans		
Black Powder War Wagon	Base	The rank of this figure is Standard (two stars), not Unique.
Atlantean Ram	8	The damage value is 0, not  .
Elemental League Living Ballista	10-12	The defense special ability is Regeneration, and the damage special ability Necromancy should be removed.

Styrene Card Corrections

Card	Correction
Items & Relics	
I-013 Magestone Bracers	Replace the rules text with: <i>The wielder gains the Spell Resistance special ability.</i>
R-005 Book of Lightning	Replace the second sentence of the rules text with: <i>Select a single target figure not in base contact with the wielder as the target of a ranged combat attack, ignoring all line of fire requirements and modifiers to the attack.</i> Explanation: By removing reference to the "attack roll", the intent of the Book of Lightning is clarified. The sum of the wielder's unmodified attack value plus its attack bonus and attack roll result is compared to the target's unmodified defense value.
R-012 Blade of Dominance	Add the following to the beginning of the rules text: <i>All figures ignore the wielder's Ghostform special ability.</i> Replace the last sentence of the rules text with: <i>The wielder always fails to break away from a figure with a higher point value than itself.</i>
R-027 Karrudan's Bow	Replace the last sentence of the rules text with: <i>If the wielder is eliminated by an opposing figure, Karrudan's Bow deals 4 damage to all figures within 12" of the wielder.</i>
R-041 Gorgon's Blade	Replace <i>Defense</i> with <i>Damage</i> beneath the purple circle. The wielder gains Immobilize.
R-049 Tome of Shadow	Replace the first sentence of the rules text with: <i>(Optional) Give the wielder a ranged combat action targeting a single opposing figure that is not a mount, a rider of a cavalry unit, a titan, a multiple-dial figure, or a figure with the  speed type; the wielder ignores terrain and figure bases for line of fire purposes.</i>
R-055 Blade of Shadows	Replace the rules text with: <i>Any faction or subfaction symbols the wielder has are ignored.</i>
R-057 Giant's Wrath	Replace the last sentence of the rules text with: <i>If the attack succeeds, deal 1 damage to every opposing figure within a 3" area of effect of the target after resolving the attack.</i>
R-064 Rage Hammer	Add the following sentence to the beginning of the rules text: <i>Riders and warriors that can become riders cannot wield Rage Hammer.</i>
R-069 Storm Maul	Replace the second bullet point with: <i>Deal 3 damage to a single opposing figure in base contact with the wielder.</i>
R-076 Lance of Light	Replace the second sentence of the (Optional) rules text paragraph with: <i>When the wielder succeeds at a close combat attack against a single opposing target figure with the Life Drain, Necromancy, or Vampirism special abilities or the Revenant or Vampirism subfaction abilities, roll one six-sided die.</i>
R-080 Spirit Armor	Replace the last sentence of the rules text with: <i>If the wielder is eliminated by an opposing figure before the target, eliminate the target.</i>
R-104 Scorch Hammer	Replace <i>Defense</i> with <i>Attack</i> beneath the black circle. The wielder gains Sweep.
R-108 Star Shield	Replace <i>Attack</i> with <i>Defense</i> beneath the red circle. The wielder gains Dodge instead of Venom.
R-110 Coconut Halves	Remove the word (Optional) from the rules text. Add the following to the beginning of the rules text: <i>Coconut Halves may not be wielded by riders or warriors that can become riders.</i>
R-124 Wyrmfire	Replace the last sentence of the rules text with:

Card	Correction
	<i>The wielder gets -1 to its attack value and +1 to its ranged damage value for each additional successful attack after the first for the duration of the ranged combat attack action.</i>
Domains	
D-012 Fen Swamp	Replace the last sentence of the rules text with: <i>Fen Swamp is cancelled by the Grasslands or Mountain Pass terrain domains, or the Cold Snap weather domain.</i>
D-014 Grasslands	Replace the last sentence of the rules text with: <i>Grasslands is cancelled by the Blasted Lands or Wylden Forest terrain domains or the Inferno catastrophe domain.</i>
D-015 Wylden Forest	Replace the last sentence of the rules text with: <i>Wylden Forest is cancelled by the River Valley or Fen Swamp terrain domains.</i>
D-016 River Valley	Replace the last sentence of the rules text with: <i>River Valley is canceled by the Cold Snap weather domain, the Mountain Pass terrain domain, or the Wave of Water catastrophe domain.</i>
D-027 Famine	Replace the first sentence of the rules text with: <i>When each figure is deployed, deal 1 pushing damage to it after turning its combat dial to the starting marker.</i>
D-045 Vurgra Divide	The name of the domain is Vurgra Divide.
Spellbooks	
RS-023 Book of Power	Replace the first sentence of the rules text with: <i>A wielder without the  attack type may not assign spells to or use spells assigned to Book of Power.</i>
Spells	
S-045 Circle of Blood	Add the  symbol between the "8 pages" and the "  6 pages" page counts.
S-038 Death Throes	Replace the second paragraph of the rules text with: <i>When a friendly figure is eliminated by an opposing figure, each opposing figure within a 3" area of effect of the eliminated figure is dealt 1 pushing damage.</i>
S-106 Exhaustion	Replace the first paragraph of the rules text with: <i>At the beginning of each player's end phase, no more than one action token may be removed from a warrior not given an action token that turn.</i>
Adventuring Companies	
AC-003 Vurgra Riders	Replace the rules text with: <i>A friendly skittish mount without a rider is not removed from the game if another member is within 8" of it.</i>
AC-004 Midnight Watch	Replace the Sunborn Nomad cohort with Galeshi Sun Prophet.
AC-006 Black Blades	Replace the rules text with: <i>(Optional) When a member moves into base contact with any number of opposing figures, roll one six-sided die and subtract 3 from the result, minimum result 1. Deal damage equal to the result to any of those opposing figures whose rear arc the member remains in after their free spin opportunity. Each member may only use this ability once per turn.</i>
AC-010 Deathseekers	Replace the Vampiric Archer cohort with Vampire Archer. Replace the second sentence of the rules text with: <i>The member deals damage equal to its damage value +X, where X is equal to the result.</i>
AC-012 Fickett's Fifty	Replace the Freehold Warrior cohort with Freeholder Warrior.
Constructed Terrain	
CT-017C	This card is 3/3, not 1/3.
CT-018C	The name of this card is "Wooden Watchtower", not "Stone Watchtower".

Rules Clarifications

Mage Knight: Sorcery

Subfaction Abilities

Replace the optional text of Bedlam on page 6 of the Mage Knight: Sorcery rules with the following:
(optional) When given a close or ranged combat action, this warrior may use the unmodified attack value of any Minions of Apocalypse figure on the battlefield instead of its own attack value.

Mage Knight: Dark Riders

Mounts

Replace the last sentence of the Mounts section on page 1 with:
Mounts cannot make free spins or capture attempts.

Cavalry Units

Add the following to the beginning of the list of things cavalry units cannot do, found on page 2:

- *be affected by any game effect that causes either the mount's or the rider's friendly or opposing status to change.*

Replace the first sentence of paragraph 4 on page 2 with:

A mount and its rider are in base contact with each other. For purposes of their front arc facing, their front arcs are in base contact.

Explanation: Removal of the phrase "and form a single figure, or unit" permits the intended interaction of the mount and the rider without affecting attacks on the cavalry unit as described in the rules.

Add the following sentence to the end of paragraph 4 on page 2:

While part of a cavalry unit, a rider gains the speed type of its mount instead of the rider's speed type.

Add the following paragraphs to the end of the Cavalry Units section on page 2:

If an action token is given to a rider or a mount that is part of a cavalry unit, give the token to the cavalry unit instead. If a rule or effect refers to the action tokens of either rider or mount, use the action tokens of the cavalry unit instead.

Effects that target a single figure can target a cavalry unit instead. Choose either the mount or the rider to be the target of the effect. If an effect causes the center dot of either the mount or the rider to change its position on the battlefield, both mount and rider are moved together.

Giving Actions to a Cavalry Unit

Replace the third paragraph of Giving Actions to a Cavalry Unit with:

When a cavalry unit is given a move action, only the mount's speed value and proficiencies can be used to resolve the action. Both the rider's and the mount's special abilities can be used to resolve the action.

Proficiencies

Replace the second sentence of paragraph 1 on page 4 with:

In these cases, the mount or the rider can use any single special ability they possess that requires the kind of action given when they resolve the action.

Explanation: The phrase "unless specifically stated otherwise" was redundant and causing misinterpretation of the interaction of proficiencies and abilities.

Mounted Bound

Add the following sentence to the end of the Mounted Bound section on page 4:

Only the rider may use special abilities which require a ranged combat action during the resolution of mounted bound.

Mage Knight

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.

Placing Terrain and Objective Tokens

Add the following after sentence 7 in paragraph 3 on page 4:

Each player must place objective tokens entirely on the battlefield at least 3" away from any battlefield edge, and perpendicular to the far edge of their deployment area.

Turns, Actions, and Phases

Replace the first sentence of the seventh paragraph of the Turns, Actions, and Phases section on page 5 with:

At the beginning of your end phase, you check for control of objective tokens and remove any action tokens from your warriors that were not given an action token during your current turn.

Controlling Objectives

Replace the first sentence of the second paragraph on page 6 with:

At the beginning of any player's end phase, if opposing players have an able warrior in base contact with the same objective token, that objective is contested.

Action Tokens

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

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

Measuring

Add the following sentence to the end of the Measuring section on page 6:

When measuring, ignore all vertical distances; use only the flat, horizontal distance on the battlefield between the two points.

Proficiencies

Add the following section to the top of page 7:

Proficiencies

Proficiencies are additional abilities a warrior possesses. The proficiencies available to a warrior are determined by its combat value types or its unit type. A warrior is never forced to use any of the proficiencies it has; they are merely choices available to it. Announce the use of a proficiency when the appropriate action is given to a warrior.

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.

Soaring

Replace the first sentence of paragraph 3 of the Soaring section with:

A warrior at soaring level cannot end its movement with its flight stand in base contact with or completely covering an objective token; that is, it cannot control an objective.

Add the following sentence before the last sentence in the first paragraph on page 9:

Soaring warriors are in base contact when their flight stands are touching each other.

Add the following sentences at the end of paragraph 2 on page 9:

When a soaring warrior targets a figure at ground level, warrior bases do not block line of fire. The line of fire from warriors at soaring level is not blocked or hindered by terrain unless the target occupies the terrain feature.

Capturing

Replace the first sentence of paragraph 2 of the Capturing section with:

The captor and captive gain the boot speed type instead of their speed type and they must use the lower of the captor and captive's speed values.

Add the following sentence at the end of paragraph 1 of the Capturing section on page 11:

Captors cannot make free spins.

Replace the sixth sentence of the third paragraph of the Capturing section on page 11 with:

A captive is freed if its captor is eliminated, captured, or changes its friendly or opposing status.

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.

Bombardment Attacks

Add the following sentence after paragraph 2 of Bombardment Attacks on page 13:

If an attack result is less than the lowest value shown on the Bombardment token, use the lowest value to determine the drift distance instead.

Shyft Formations

Replace the second sentence of Shyft Formations on page 14 with:

If a Shyft warrior is on the battlefield, all Mage Spawn on the battlefield friendly to that Shyft gain the Shyft faction symbol.

Constructed Terrain in Game Play

Add the following paragraph after paragraph 1 of Constructed Terrain in Game Play on page 17:

The flight stand of a warrior at soaring level cannot be placed on constructed terrain features.

Add the following paragraph to the end of the Constructed Terrain section on page 17:

A warrior on top of a constructed terrain feature with an access point (for example, a Wooden Watchtower) is always in base contact with the access point. Warriors in base contact with the same access point are in base contact with each other.

Attacking and Eliminating Constructed Terrain

Add the following paragraph after paragraph 1 of Attacking and Eliminating Constructed Terrain on page 17:

Warriors on top of an abrupt elevated constructed terrain feature that is eliminated are also eliminated.

Items

Replace the first full sentence of page 19 with:

A warrior can be given a special action to pick up and wield an item provided the warrior meets the item's wielder requirements and it is in base contact with the item token when the special action is given to the warrior.

Add the following sentences to the end of paragraph 1 on page 19:

Place the item token of an item dropped by a warrior at soaring level in base contact with the outside of the warrior's flight stand. An item dropped in blocking terrain (but not terrain that is blocking for movement purposes) is removed from the game.

Replace the third sentence of paragraph 2 on page 19 with:

These items can be picked up by a warrior in base contact with the item token and wielded as described above.

New Glossary Terms

objective token: Add the following sentence to this glossary entry on page 23:

Objective tokens are clear terrain

Special Ability Card

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.

Sword Attack Special Abilities:

COUNTERATTACK: Replace the text with the following:

(optional) After this warrior is the target of an unsuccessful close combat attack made by an opposing target figure in its front arc, it can immediately make a close combat attack against the target. This warrior may use a single special ability which requires a close combat action (except Charge), but is not given an action token for using Counterattack.

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.

Defense Special Abilities:

CURSED: Replace the text with the following:

When this warrior is affected by an action from a figure with the wand attack type, deal 1 damage to this warrior after the action resolves.

Damage Special Abilities:

DEMORALIZED: Replace the text with the following:

This warrior can only be given move and special actions. This warrior cannot move into base contact with any opposing figure. This warrior cannot control an objective. Opposing figures fail to break away from this warrior only on a die roll result of 1.

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.


MAGIC ENHANCEMENT: Replace the text with the following:

(Optional) Each friendly figure in base contact with this warrior gets +1 to its ranged damage value when it succeeds at a ranged combat attack. Magic Enhancement cannot be used to increase healing.

Explanation: The clarified wording reinforces the original intent of the rules that the modifier provided by Magic Enhancement occurs at the same time as other modifiers to the ranged damage value (step 8A of the Attack Sequence). In addition, the interaction of Magic Enhancement with Bombardment and Overwatch is improved since the Magic Enhancement warrior must be in base contact with the attacker when the attack succeeds as opposed to when the action is given.

Subfaction Abilities:

FIELD REPAIR (Golemcore): Replace the text with the following:

(Optional) Give this warrior a close combat action, with a single friendly warrior with the  damage type as the target. Ignore all modifiers to the close combat attack. If the attack succeeds, and the target is not on its starting marker, heal the target of 1 damage. Ignore all repair markers on the target's combat dial for the purposes of healing.

RALLY (Imperial Legion): 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; the attack succeeds without an attack roll.

Mage Knight FAQ

Actions

Q: *I give my warrior with Revenant a special action during my command phase to reanimate a figure. Does this count towards my action total for the turn?*

A: Yes, actions given to a warrior at any time during the turn count towards your action total unless specifically stated otherwise.

Action Tokens

Q: *Some effects tell you to put an action token on a warrior. If a warrior already has two action tokens, how are these effects resolved?*

A: Unless the effect specifically tells you to add a third action token, a warrior should never have more than two action tokens. If an effect would cause a third action token to be placed on a warrior without specific instructions on how the third token would be used, do not place another token on the figure. The figure is considered to have been given a second action token that turn.

Adventuring Companies

Fickett's Fifty, AC-012

Q: *I have a figure who is a member of the Fickett's Fifty adventuring company. After making a ranged combat attack that successfully hits multiple target figures, I am required to deal at least one damage to each target hit. However, the figure's ranged damage value is less than the number of targets successfully hit. What happens?*

A: The Fickett's Fifty requirement to deal at least one damage to each target successfully hit by the attack takes priority over regular ranged damage distribution rules. If the ranged damage value is less than the number of targets, deal one damage to each target.

Apocalypse Dragon

Q: *What type of action is required to activate one of the Powers of the Apocalypse on the Apocalypse Dragon?*

A: Any type of action may be used to activate the power. This action does count against the Dragon's action total for the turn and will give the section an action token. The exception to this is the Death ability: when activating the Death ability, it does not count against the Dragon's action total for the turn, does not give the section an action token, and may be used during an opposing player's turn. Also note that the action given to an opposing warrior described in the Death and War abilities does not count against the Dragon's action total for the turn.

Q: *Can a section of the Apocalypse Dragon that has two action tokens or is otherwise unable to receive actions able to contribute to the "free" move during the command phase?*

A: No. Only sections that a move action could be legally given to may contribute to the "free" move.

Army

Q: *The rules say that a player cannot have more than one of any Unique warrior (of the same collector's number) in an army. Which figures are considered part of a player's army?*

A: By definition, a player's army is a group of warriors that a player controls during the game. Thus, only warriors that are on the battlefield under a player's control are part of an army. Eliminated warriors, and warriors removed from the game are not part of a player's army. However, if a warrior is reanimated, or if an opposing warrior becomes friendly to the player, those warriors become part of the player's army. Since a player cannot have more than one of the same Unique warrior in an army, if that player controls a Unique warrior, any effects that would cause another of the same Unique warrior to be in his army are ignored.

Bases

Q: *Can my warrior have its base overhang the edge of the battlefield since its center dot still occupies the battlefield?*

A: No, the entire base of each warrior must remain on the battlefield unless a rule dictates otherwise. Similarly, a warrior cannot exit the battlefield unless a rule dictates otherwise.

Browsing

Q: *During my turn I browse a spell contained in a spellbook wielded by one of my warriors. How does my opponent know that I used the correct browse cost?*

A: When browsing, you must reveal the browse cost of the bookmarked spell to your opponent. Do this by simply revealing the edge of the spell card that shows the browse cost; you need not reveal the entire card to your opponent.

Captured Warriors

Q: *If my warrior is captured, is that warrior still part of my army?*

A: Yes. Though captured warriors are not friendly or opposing to any other figures, they are still controlled by the player whose army the warrior was in, and as such is part of that army.

Q: *During a game, a warrior that began the game in my opponent's army becomes controlled by me, and becomes part of my army. Later, that warrior is captured. When the captor is eliminated or otherwise releases the captive, who controls the warrior?*

A: The player who controlled the warrior prior to it being captured continues to control the warrior.

Cavalry Units

Q: *Page 3 of the Cavalry Rules says "If a cavalry unit is dealt pushing damage, you must choose to apply the damage to either the mount's or the rider's dial." What types of pushing damage does this apply to?*

A: This refers to any pushing damage dealt to a cavalry unit that isn't specifically assigned to the mount or rider. For example, if the cavalry unit's mount has the Boot speed type, and the cavalry unit uses the double-time proficiency, you may assign the pushing damage to either figure.

Q: *My mount is part of a cavalry unit. Does it gain the faction symbol of its rider?*

A: No. While the mount's faction symbol is ignored during cavalry formations, it retains its faction symbol even if the rider has a different faction symbol.

Q: *The mount of a cavalry unit has the horseshoe speed type, which causes the rider to also gain the horseshoe speed type. When the cavalry unit breaks away from an opposing figure, do the mount and rider each deal a click of shake off damage?*

A: No, only one click of damage is dealt to the opposing figure.

Chariots

Q: *Can the passenger of a chariot be damaged or healed by other figures or effects, even if the passenger is not a target of an attack?*

A: No. The passenger of a chariot cannot be healed by any outside effects, and is only damaged by outside effects via damage dealt to the chariot.

Q: *The passenger of a chariot has the Venom special ability. Several opposing figures are in base contact with the rear and side arcs of the chariot. Are those figures affected by passenger's Venom ability?*

A: No. The passenger only uses the side and rear arcs of the chariot as its own front arc when given a close or ranged combat action.

Domains

Q: *Some domains refer to an "opposing player" or to "your figure." Are these domains relative to all players, or only to the player who played it?*

A: Unless specified otherwise, any text on a domain is relative to the player who played the domain. If a domain refers to "your warriors" or "your command phase" without specifically saying it applies to each player, it applies only to the player who played the domain. If a domain refers to an "opposing player" or "opposing figure," it refers to a player or figure opposing to the player who played the domain unless the text specifies otherwise.

Mountain Pass, D-017

Q: *Both the Mountain Pass terrain domain and the Downpour weather domain are in play. I have a figure with the Horseshoe speed type, with a speed value of 8. What is the figure's new speed value?*

A: When the Mountain Pass terrain domain interacts with the Downpour weather domain, first reduce the speed value of all figures with the Horseshoe speed type by half. If this reduced speed value is greater than 6, reduce the speed value to 6. The same interaction will occur between the Mountain Pass terrain domain and the Rain and Mud weather domain.

War, D-029

Q: *My dismounted rider is making an attack while the War domain is in play. Can I use the dismounted rider's rider attack bonus for the attack?*

A: No. The War domain allows an attack bonus to be used for all attacks; however, the a rider only has access to the rider attack bonus while on a mount, and cannot use the bonus for any reason if not on a mount, even if the War domain is in play.

Eliminated Warriors

Q: *My warrior is eliminated by being pushed. Who gets points for it as an eliminated warrior?*

A: If a warrior is eliminated but not by an opposing warrior (for example, a critical miss on an attack roll, or by taking pushing damage), all opponents share in its defeat. Divide the eliminated warrior's point

value by the number of opponents you have; each opponents receives that number of points (round down) towards their eliminated warrior point total.

Q: *Some effects are triggered when a figure is eliminated by an opposing warriors. What determines if a figure is eliminated by an opposing warrior?*

A: A figure is eliminated by an opposing warrior when the opposing warrior:

- Eliminates the figure with an attack.
- Eliminates the figure by using a special ability, proficiency, or by dealing shake off damage.
- Is the wielder of an item, and that item's special rules text causes the figure to be eliminated.
- Is the caster of a Sorcery, Glyph, or Illusion spell, and that spell's rules text causes the figure to be eliminated.
- Is being affected by an Enchantment spell, and the Enchantment's rules text causes the figure to be eliminated.
- Is a member of an Adventuring Company, and uses an ability of that Adventuring Company that causes the figure to be eliminated.

Q: *During a game, a warrior that began the game in my opponent's army becomes controlled by me, and becomes part of my army. Later, that warrior is eliminated. Can I use Necromancy or Summon to reanimate that warrior?*

A: No. When a warrior is eliminated, it is no longer controlled by any player. When reanimating a figure, it does not matter who last controlled it. A player can only use Necromancy and Summon to reanimate figures that began the game in that player's army (or are later brought into the game by that player using a spell or other game effect.)

End Phase

Q: *It is my turn. My warrior reanimated with Revenant is in base contact with an objective token. Since control of objective tokens is checked at the beginning of the end phase, and figures reanimated with Revenant are removed from the game at the beginning of the end phase, what happens?*

A: The player whose turn it is decides the order that events resolve, whether the events were generated by friendly or opposing figures. In this example, you would be wise to check for control of objectives first, then remove your reanimated warrior from the game.

Formations

Q: *How many figures can be in a cavalry unit formation?*

A: A cavalry unit formation must consist of three to five cavalry units.

Giving Actions to a Cavalry Unit

Q: *The rider of a mount has Healing. Its mount doesn't have the golem damage type. Can the rider be given a close combat action to heal the mount of damage?*

A: Yes. The same is true of mounts and riders with the golem damage type and Tinker.

Heroes

Q: *Can I use Heroes in a Mage Knight game? At what point cost?*

A: Yes, Heroes can be used in Mage Knight. In Mage Knight, a Hero starts the game at any level using its associated point cost; use a MK Dungeons level marker to record a Hero's level. A Hero cannot change its level, and cannot be healed of damage past its starting level.

Items

Q: *During deployment, I give an item that has a speed type requirement to a warrior that can become a rider. I put this warrior on a mount, changing its speed type to that of its mount. What happens to the item now that its wielder no longer meets the requirements of the item?*

A: The wielder continues to wield the item. The requirements of an item are only checked when the warrior begins wielding the item.

Q: *My soaring warrior wielding an item is eliminated over blocking terrain. What happens to the item?*

A: Follow the rules on p. 19 for placing an item on the battlefield when its wielder is eliminated. This may result in an item being unrecoverable (if, for example, the item occupies a blocking terrain building), or recoverable only by certain warriors (if, for example, the item occupies deep water terrain).

Potion of Water Breathing, I-006

Q: *Does the wielder of the Potion of Water Breathing keep its old speed type when it gains the wave speed type?*

A: Yes.

Scroll of Shielding, I-012

Q: *When using the optional effects of the Scroll of Shielding, does the “new” defense value also include other modifiers that may be applied to the figure, or does it only include the +3 from the Scroll’s optional effects?*

A: Only the +3 is included as part of the “new” unmodified defense value. Other modifiers can be added to this new value, but when sharing the defense value with other figures, those other modifiers are not shared.

Point Values

Q: *Some game effects say to apply the effect to the figure with the highest point value (among other things). What if two figures with identical point values would both qualify as the “highest point value”?*

A: In such cases, neither figure is affected by the effect. If the rules text for effect applies to “the figure” that meets the criteria, it only applies if there is only one figure meeting that criteria (unless the rules text specifically says otherwise). This does not apply if the figure is used as a comparison to other figures, such as with AC-001 Dragonslayers.

Q: *Some game effects are dependent upon a figure’s point value. If a rider or mount affected by such is part of a cavalry unit, do you use the combined point value of the cavalry unit?*

A: No. The rider and mount of a cavalry unit use their own point values (only) during such effects.

Q: *My warrior is wielding an item. A game effect which depends upon my warrior’s point value is being resolved. Do I add the point cost of the wielded item to my warrior’s point value?*

A: No. An item’s point value is never added to the point value of the wielder. Only the warrior’s actual point cost is considered.

Proficiencies

Counterspell

Q: *During a game involving four players, Player 1 casts a spell. Players 2, 3, and 4 all have figures that are able to use the Counterspell proficiency to attempt to counter the spell. Which player gets to counter the spell?*

A: If all 3 opposing players declare a legal Counterspell attempt, Player 1 chooses which order to resolve them in. Since only one figure may attempt to counter a spell, this means Player 1 will choose which opposing player’s figure is used for the Counterspell attempt; the other two players’ figures will not be allowed to attempt to Counterspell.

Q: *Focus and Sorcery-Counterspell cards allow a countering sorcerer to add to the counterspell roll. Are these effects subject to the Rule of 3?*

A: No. The Rule of 3 applies only to modifiers to the sorcerer’s combat value. The 1 added to a counterspell attempt, as well as other bonuses (such as that from the Focus subfaction ability and spells such as S-066, Nature’s Rebuff) are not modifiers to the combat value and hence are not subject to the Rule of 3.

Double-Time

Q: *My warrior with a speed value of 7 and the horseshoe speed type starts the turn in base contact with hindering terrain. If I use double-time, how far can I move it?*

A: This warrior can move 8 inches with double-time. The domain is applied first, and the unmodified speed value is replaced with a value of 4 (half of 7 is 3.5, so round up). Then double-time is applied, and the speed value is replaced with a value of 8. If there were any speed modifiers, those would be applied last.

Q: *Can some but not all of my warriors in a movement formation use double-time?*

A: No. Any warrior in a movement formation--including those using the double-time proficiency--may move less than their full speed value, but when any member of a movement formation uses double-time, all members of that formation must use the double-time proficiency, and all warriors with the boot speed type are dealt 1 pushing damage at the end of the movement.

Impale

Q: *The rider in my cavalry unit has the Healing special ability. The rider makes a successful healing attempt against one of my figures. Can the rider use Impale to increase the amount of healing to the target?

A: No. When using Healing, you ignore all modifiers to the attack. Applying clicks of healing or damage to a target figure is part of the attack, so the modifier granted by Impale is ignored during a Healing attempt.

Q: *When using the impale proficiency, do you declare its usage before or after the attack roll?*

A: Normally, you declare the use of a proficiency when you give the warrior the action which activates the proficiency. However, the impale proficiency is not activated by an action, but is instead activated upon a successful close combat attack. Thus, you do not need to declare its

usage until after the attack roll is made. Declaring its usage before the attack roll is also acceptable, but not required.

Mounted Bound

Q: *The rider in my cavalry unit has the Overwatch ability. I give my cavalry unit a ranged combat action to activate Mounted Bound, and choose to activate Overwatch at the same time. How do I resolve the action?*

A: If two abilities occur at the same time, and one says to do something while the other says not to, the "not to" wins. In this instance, move the figure using the mount's speed value, and give the cavalry unit an Overwatch token, but do not make an attack; resolve the attack at the beginning of your next command phase.

Mounted Charge

Q: *My mount has the Charge special ability. Can I use Charge when using the mounted charge proficiency?*

A: Yes. Mounted charge allows you to use a single special ability that requires a close combat action. When both mounted charge and Charge are used together, you must choose the order in which to resolve them. For example, you could use Charge first by moving and then attacking with the mount; then you could resolve the mounted charge by moving again and attacking with either the mount or the rider.

Soaring

Q: *My warrior is at soaring level. An opposing figure at soaring level makes a ranged combat attack against my warrior. Does my warrior get to add +1 to its defense value?*

A: No, the +1 that is added to the target's defense value while soaring is the height advantage modifier. Thus, a soaring target will only get the +1 to its defense value if the attacker is not at soaring level when it makes a ranged combat attack. The +1 modifier is not added for close combat attacks against a soaring figure.

Q: *Due to another effect, my warrior cannot use soaring when it is at soaring level. What happens?*

A: A warrior at soaring level that cannot use soaring is placed on the battlefield at ground level without changing its center dot location and facing. If this cannot be done for any reason (e.g. the warrior overlaps another warrior's base, the warrior occupies blocking terrain or blocking terrain for movement purposes), the warrior is eliminated instead.

Q: *My warrior at soaring level captures an opposing warrior at soaring level. What happens?*

A: The captor and its captive both gain the boot speed type and are placed on the battlefield at the same time at ground level without changing their current locations and facings. To complete placing the figures, move the captive into base contact with the captor by the shortest distance between the two figures. If the captive or captor cannot be placed in these locations, eliminate the figure that cannot be placed.

Q: *How do I place a mount at soaring level? Do I use two flight stands?*

A: Place a soaring mount on the center of a single flight stand, as you would a non-mount warrior. Do not use two flight stands.

Q: *Can my soaring cavalry unit have its base overlap figures or objective tokens that are at ground level?*

A: Yes, as long as the flight stand does not overlap those figures and/or tokens.

Q: *If a warrior changes from soaring level to ground level, or vice versa, has its center dot changed location if it stays in the same horizontal position?*

A: No. Changing only the level of the warrior does not change the location of its center dot.

Q: *My warrior at soaring level is in base contact with an opposing figure at soaring level. I give my warrior a move action to change to ground level. I fail the breakaway roll. What happens?*

A: When a warrior fails a breakaway roll, it only prevents the figure from changing its position on the battlefield. However, if a figure changes from soaring to ground level (or vice versa) without moving its center dot, it has not changed position. If an action is given to change levels, and the breakaway roll fails, the warrior must still change levels if it is possible to do so without changing the center dot's position.

Q: *Can a warrior change from ground to soaring level (or vice versa) and use surge or Charge?*

A: No. To change from ground to soaring level (or vice versa), you must give the warrior a move action. Surge and Charge require close combat actions. Additionally, you may not change levels and use any proficiency or other game effect that requires you to give the warrior an action.

Surge

Q: *Can a warrior using surge also use a special ability that says "Give this warrior a close combat action?*

A: Yes.

Q: *Can a warrior using surge also use a special ability that says "When this warrior makes a close combat action?*

A: Yes.

Q: *I gain Weapon Master after taking pushing damage from using surge. Can I use Weapon Master during the close combat attack at the end of movement?*

A: Yes.

Q: *My surging warrior loses Weapon Master after it is dealt 1 pushing damage, but before resolving its close combat attack. Can it use Weapon Master during the close combat attack at the end of movement?*

A: No.

Q: *When does my surging warrior take the pushing damage for surging?*

A: The pushing damage for using surge is an effect of using surge and is applied after the surging warrior ends its movement with its front arc in base contact with an opposing warrior. If the movement generates multiple effects, the player whose turn it is decides the order these effects resolve.

Q: *My warrior with Crushing Blow surges and ends its movement with its front arc in base contact with an opposing warrior with Pole Arm. Does Crushing Blow prevent the opposing figure from using Pole Arm?*

A: No. Once the warrior with Crushing Blow completes its move and takes 1 pushing damage for surging, the opposing warrior is awarded a free spin. If after the free spin, the opposing warrior's front arc is in base contact with your surging warrior, Pole Arm deals 1 damage to your warrior and its action is ended. Since the surging warrior didn't begin to resolve its attack, Crushing Blow has no effect.

Q: *My warrior has the Ram special ability showing. However, the next click does not have the Ram special ability. If my warrior uses the surge proficiency, will it deal Ram damage to figures it moves into base contact with?*

A: The application of Ram and the click of damage from surge occur simultaneously in this case. As such, the active player chooses the order to resolve them. However, if the surge damage is applied first, causing the warrior to lose Ram, the Ram damage cannot be applied.

Trample

Q: *Does trample affect both friendly and opposing warriors?*

A: Yes.

Q: *My cavalry unit uses trample. Its movement path crosses the bases of both a mount and its rider. Are both the mount and the rider dealt 1 damage from trample?*

A: Yes.

Q: *My cavalry unit uses trample. Its movement path crosses the base of a warrior with Pole Arm. What happens?*

A: Pole Arm does not interact with trample. The trample move resolves and deals 1 damage to any figure at ground level whose base is crossed by the movement path. Even if the cavalry unit ends its move in base contact with the front arc of an opposing warrior with Pole Arm after the free spin opportunity, the trample damage is dealt before the Pole Arm ability triggers.

Ranged Combat

Q: *Does a captive warrior block line of fire?*

A: Yes, the line of fire is blocked if it crosses a warrior's base other than the attacker's or the target's base.

Ranged Combat Formations

Q: *The primary attacker in a ranged combat formation has the Bow attack type. The other members of the formation have the Wand attack type. Can the formation be used to attack a target figure with the Magic Immunity defense type?*

A: No. All members of the formation must be able to legally target the opposing target figure.

Q: *When are the modifiers to the primary attacker's attack value and ranged damage value determined?*

A: Ranged combat formations modifiers must be applied either before the attack roll in step 4 of the Attack Sequence (if they modify the attack value of the primary attacker), or after the attack roll in step 8A of the Attack Sequence (if they modify the primary attacker's damage value). Once the attack roll is made, you cannot decide to modify the attack value.

Reanimated Warriors

Q: *Is a reanimated warrior a moved warrior when it is returned to play?*

A: No.

Q: *Can I reanimate a cavalry unit?*

A: No. Necromancy, Summon, and Revenant all reanimate a single eliminated warrior. Either a rider or a mount can be reanimated, but not a cavalry unit.

Q: *My warrior with Necromancy is in base contact with a friendly mount without a rider. Can I reanimate a rider on to my mount?*

A: Yes, a warrior can be reanimated on to a friendly mount provided the mount type matches the mount symbols on the rider. This applies to Summon and Revenant, as well.

Q: *My army contains a certain Unique figure. My opponent's army also has the same Unique figure. During the game, I eliminate my opponent's Unique figure. May I use Revenant to reanimate my opponent's Unique figure?*

A: No. Your army may never contain more than one of the same Unique figure. If you control a certain Unique figure, you cannot control another of that same Unique figure at the same time. This includes reanimating the other same Unique figure, or gaining control of it through an effect that changes friendly or opposing status of an opponent's Unique figure. Note that this only applies while that Unique is in your army (see entry on Army for further information).

Relics

Q: *Are all relics also items?*

A: Yes. Relics follow all item rules in addition to the rules specific to relics.

Book of Lightning, R-005

Q: *Is the Book of Lightning limited by the range of the wielder?*

A: No. The Book of Lightning ignores all line of fire requirements, including range.

Q: *Can the wielder of Book of Lightning target a warrior with the magic immunity defense type?*

A: No, unless the wielder has the Spellbreach subfaction ability.

Decapitator, R-011

Q: *My warrior wielding Decapitator is making a ranged combat attack, and rolls a critical miss. Is the wielder eliminated?*

A: Yes.

Sawtooth, R-013

Q: *The wielder of Sawtooth has Thunder Blow. What is the damage value when calculating the damage dealt?*

A: Thunder Blow allows a warrior to continue to attack until an attack is unsuccessful. Normally, after all these attacks have been made, the damage dealt is calculated by adding +1 to the attacker's damage value for each successful attack after the first. However, when wielding Sawtooth, the wielder's damage value is ignored, and the damage dealt is equal to the difference between the successful attack result and the target's defense value. Therefore, if the wielder's final Thunder Blow attack roll is successful, Sawtooth triggers and the damage dealt is determined only by the final attack result, which includes the negative modifiers to the attack value imposed by the Thunder Blow special ability. However, the modifiers to the wielder's damage value are not included, since the wielder's damage value is ignored. If the wielder's final Thunder Blow attack roll is unsuccessful, Sawtooth does not trigger, and the wielder's damage value is used, including any modifiers to the damage value.

Book of the Stormcrow, R-015

Q: *I have a Bombardment token in play when the Book of the Stormcrow is used to either limit ranges or prevent ranged combat actions. What happens?*

A: The Book of the Stormcrow or other effects may alter the conditions under which a Bombardment token resolves.

- 1) If the range or front arc of a warrior with Bombardment changes such that its Bombardment token is no longer within the warrior's range value and/or front arc, resolve the Bombardment attack with a blocked line of fire.
- 2) If a condition is introduced that prevents ranged combat actions, no further Bombardment attacks can be initiated while the condition is in play, but Bombardment tokens already on the battlefield are resolved as normal, with no hindrance.
- 3) If a condition is introduced that prevents ranged combat attacks, any Bombardment token which must be resolved during that time is removed – the attack cannot be made while the condition is in play.

Karrudan's Bow, R-027

Q: *The wielder of Karrudan's Bow is a passenger of a chariot and is eliminated. What happens?*

A: Karrudan's Bow is placed on the battlefield in base contact with the any of the side or rear sections of the chariot. The Bow's effect then resolves, dealing 4 damage to all figures (including the chariot) within 12" of the center of the chariot. The chariot owner decides which single section takes the 4 damage.

Snow's Fuser Rifle, R-036

Q: *A domain is in play that reduces the range value of all figures. Does the wielder of Snow's Fuser Rifle use the range value of the domain, or the range value of 48 provided by Snow's Fuser Rifle?*

A: The wielder of Snow's Fuser Rifle has a range of 48.

Silvercloud, R-037

Q: *I use Silvercloud to move a target soaring warrior to ground level. What happens if this soaring warrior is over blocking terrain?*

A: If for any reason, a figure at soaring level becomes a figure at ground level and any part of its base overlaps blocking terrain or terrain that is blocking terrain for movement purposes, that figure is eliminated.

Fireshield, R-039

Q: *My warrior, who is wielding Fireshield, has its front arc facing an opposing figure who is wielding Book of Lightning, R-005. Can the opposing warrior target my warrior while using the Book of Lightning ability?*

A: No. The line of fire requirements ignored by Book of Lightning are that the line of fire must pass through the attacker's front arc, can be no longer than the attacker's range value, and cannot be blocked. If the line of fire passes through the front arc of the Fireshield wielder, the Fireshield wielder cannot be targeted by the attack, as this is not a line of fire requirement.

Q: *The wielder of Fireshield has the magic immunity defense type. Does it get the -2 defense modifier listed on Fireshield?*

A: No. The -2 defense modifier only applies to a wielder with the shield defense type.

Dragonfly, R-042

Q: *Dragonfly says to deal the wielder's damage value upon a successful ranged combat attack in its optional rules text. Is this damage dealt in addition to the wielders ranged combat damage?*

A: No, only the wielders damage value is dealt to the target.

Vermillion Crown, R-043

Q: *My warrior, wielding Vermillion Crown, causes an opposing figure to become friendly to me until the beginning of my end phase. Can use this figure to form a cavalry unit?*

A: No. If a figure is affected by a game effect that causes its friendly or opposing status to be changed for a predetermined, limited duration, that figure cannot be part of a cavalry unit during that period.

Book of Nightmares, R-044

Q: *Book of Nightmares deals damage equal to the number of special abilities showing on the target's combat dial. Does this include special abilities granted to a warrior by items or spells?*

A: No, only those abilities that are physically showing on the target's combat dial are counted.

Threadcutter, R-047

Q: *A rider who is part of a cavalry unit is wielding Threadcutter. The cavalry unit uses the trample proficiency and deals damage to a figure with the same name as Threadcutter's target. Will this trigger the Threadcutter ability?*

A: Yes.

Tome of Shadow, R-049

Q: *My warrior is wielding the Tome of Shadow, and uses the optional text when making a ranged combat attack against an opposing figure. The attack succeeds, but the damage dealt to the target eliminates it. Does my warrior still swap places with the target?*

A: No. Since no measurement needs to be made from the target, it is removed as soon as the 3 skulls appear. When the effects of the attack are resolved in Step 9 of the attack sequence, the target figure no longer occupies the battlefield, and the swap cannot be resolved. The attacker maintains its original position and facing.

Q: *My warrior at ground level, who is wielding Tome of Shadows, targets an opposing warrior at soaring level. The attack succeeds, and I wish to use the special text of the Tome of Shadows to swap positions with the target. However, doing so would cause the target's flight stand to overlap another warrior's base. How does this resolve?*

A: If either figure is unable to occupy the position occupied by the other, the effects of Tome of Shadows cannot be resolved, and both figures retain their original positions and facing.

Heartsinger, R-051

Q: *My warrior with Counterattack is wielding Heartsinger. An opposing figure targets my warrior with a close combat attack. Per the Heartsinger text, I roll a die, and the result is a "1". Can my warrior use Counterattack against the attacker?*

A: No. If the Heartsinger ability is successful, no attack is made. The reference to "unsuccessful attack" is referring to the attempt at making the attack, and does not mean that it results in an automatically unsuccessful attack result. Likewise, the Relicbreaker relic will not trigger in this situation.

Q: *If the Heartsinger text causes an attempted Counterattack to not be made, does the warrior using Counterattack get an action token?*

A: No, the reference in Heartsinger regarding action tokens applies only to attacks that were made due to the attacker being given an action.

Gatekeeper, R-052

Q: *My warrior is wielding the Gatekeeper relic and is in base contact with an objective token. What happens when a game effect targets the warrior with an effect that would cause it to leave base contact with the objective token?*

A: The wielder of Gatekeeper cannot leave base contact with the objective token. Anything which would cause it to do so would not take effect.

Tezla's Manual, R-054

Q: *Tezla's Manual grants the wielder "+2 Damage". Does this also increase the wielder's ranged damage value?*

A: No. If a modifier affects "damage", it applies only to the damage value printed on the warrior's dial that applies to close combat attacks. Any modifier to ranged damage will specifically have the words "ranged damage". If a modifier applies to both, it will list "damage" and "ranged damage" separately.

Relicbreaker, R-074

Q: *My warrior wielding Relicbreaker has the Thunder Blow special ability. My warrior makes a Thunder Blow attack against an opposing figure wielding Spirit Armor, R-080. The final attack roll is unsuccessful, after making several successful attack rolls. When damage is dealt to the opposing figure, the figure is eliminated. What happens?*

A: The effects of Spirit Armor are resolved in Step 9 of the attack sequence, as it is an effect of the attack. The Relicbreaker ability will also occur in Step 9. The active player chooses which to resolve first. If the Relicbreaker ability is resolved first, Spirit Armor is removed from the game. This causes the effects of Spirit Armor to end immediately, and the target of the Spirit Armor ability will not be eliminated.

Magestone Armor, R-075

Q: *My warrior is wielding Magestone Armor, and has the Healing special ability. During my command phase, I decide to use the first option of Magestone Armor to give my warrior the wand attack type. Does my warrior gain Hex, represented by the green square on the dial?*

A: No. A warrior's special abilities are determined by the attack type printed on the base. If the warrior gains a new attack type, its special abilities do not change.

Q: *My figure is wielding Magestone Armor. During my command phase, I use the first option to give my figure the Wand attack type. Then, I drop Magestone Armor during the same command phase. During my action phase, can I give my figure a special action to wield an item that has Wand as a requirement?

A: No. When an item is dropped, all effects granted by that item are immediately cancelled.

Shadow Lance, R-083

Q: *Shadow Lance says that the wielder and the wielder's mount must end the turn in clear terrain. What happens if the wielder and the wielder's mount are soaring?*

A: A warrior at soaring level does not interact with any terrain type, including clear terrain. As a result, the wielder of Shadow Lance and the wielder's mount cannot end their move at soaring level.

Screaming Shield, R-091

Q: *Screaming Shield says that all figures within 12" of the wielder's front arc cannot make ranged combat attacks. Who does this affect?*

A: This affects figures who are within 12" of the wielder, measuring from center dot to center dot, that are within the wielder's front arc. The wielder is not affected by this restriction.

Pain, R-096

Q: *My rider is wielding Pain. What is the front arc the rider uses while it is a part of a cavalry unit?*

A: The rider uses the front arc of the mount, which is not affected by Pain. Only the rider's front arc becomes 360 degrees; the mount's does not.

Disruptor, R-105

Q: *My opponent uses the optional text of Disruptor to cause my soaring figure to be placed at ground level. Can I rotate my figure when placing it at ground level?*

A: No. When an effect causes a figure to change from soaring level to ground level without a move action, the figure's facing must remain the same after placing the figure at ground level.

Stick Horse, R-109

Q: *My figure, who is a rider as part of a cavalry unit, is wielding Stick Horse. The mount has the Boot speed type. What speed type does my rider have?*

A: Whenever a rider is part of a cavalry unit, it has the same speed type as the mount instead of its printed speed type and instead of any speed types gained by relics, spells, or domains.

Q: *My warrior wielding Stick Horse, who is not in base contact with the wielder of Coconut Halves, moves. Does the wielder of Coconut Halves get placed in base contact with this warrior?*

A: No. The entire text of Stick Horse is dependant upon its wielder being in base contact with the wielder of Coconut Halves, including the last paragraph.

Shadowplate of the Realms, R-111

Q: *My warrior is wielding the Shadowplate of the Realms and the Hammer of the Realms. An opposing figure wielding Relicbreaker misses my warrior with a close combat attack. Do I remove both relics from the game, or just one of them?*

A: When an effect causes a warrior to remove its relic from the game, all relics it is wielding are removed from the game.

Wylden Shield, R-125

Q: *Wylden Shield grants the wielder a green square attack ability, but does not specify an attack type. Which ability is the wielder given?*

A: If an item does not have an attack type specified for the ability, the ability gained will depend on the warrior's printed attack type. If the ability is not defined for that attack type, the wielder does not gain any special ability.

Shield of the Soulcat, R-129

Q: *The text of the Shield of the Soulcat says "The mount must have the necessary prerequisites, if any, in order to use the special ability." What does this mean?*

A: This means in order for the mount to use the special ability, it must have the "stat type" listed on the Special Ability Card for that ability. For example, in order for the mount to use the rider's Weapon Master ability, the mount must have the Sword attack type. This phrase only applies to the Shield of the Soulcat. Other game effects may allow a warrior to gain a special ability that has a different "stat type" than what the warrior shows.

Rule of 3

Q: *The rule of 3 limits the total of cumulative modifiers to combat values. Does it also apply to the damage dealt?*

A: No. The rule of 3 is applied to the modifiers of the combat values to determine the damage dealt. Toughness and Invulnerability reduce the damage dealt, after the rule of 3 has been applied.

Special Abilities

Q: *Many items give the wielder a special ability. What happens if a warrior has multiple occurrences of the same ability?*

A: All special abilities and their effects are cumulative. In some instances, multiple occurrences of the same special ability are redundant (a warrior with two occurrences of Weapon Master must choose which Weapon Master to use, since each requires the warrior be given a close combat action). In other instances, they will amplify an effect (a warrior with two occurrences of Vampirism will be healed of 1 damage twice for each figure against which its close combat attack succeeds).

Bombardment

Q: *Does my bombardment attack affect warriors with Ghostform or Limited Invisibility?*

A: No. A bombardment attack is a ranged combat attack that targets warriors, so it cannot target figures that cannot be the target of ranged combat attacks.

Q: *My bombardment attack has two bombardment tokens. If a warrior is in the area of affect of both tokens, how do I resolve the attack?*

A: A bombardment attack is a ranged combat attack; no warrior can target a single warrior more than once with a ranged combat attack. Even though the warrior can be the target of the bombardment attack twice (once for each area of affect it is in), it can only be targeted once, and only receives the damage equal to the attacker's ranged damage value.

Q: *I roll a critical miss (two 1s) when I'm resolving a Bombardment attack against my Bombardment token. Does my Bombardment warrior take 1 pushing damage? What if I roll a critical hit when resolving an attack against my Bombardment token?*

A: A Bombardment attack against a Bombardment token is a ranged combat attack, so the attack roll can result in critical hits and misses. A critical miss will deal 1 pushing damage to the attacker. A critical hit against a Bombardment token will deal an additional 1 damage to any target figures against which the Bombardment attack succeeds.

Q: *It's the beginning of my command phase, and I resolve my Bombardment attack given last turn. Since I gave the action, an opposing figure has entered base contact with my warrior with Bombardment, and I have given my warrior a free spin leaving the Bombardment token outside my warrior's front arc. How do I resolve the Bombardment attack?*

A: If the line of fire is outside of your warrior's front arc or your warrior is in base contact with an opposing warrior when the Bombardment attack resolves, your warrior gets -2 to its attack value when resolving the attack.

Charge

Q: *Can a warrior using Charge also use a special ability that says "Give this warrior a close combat action?"*

A: No.

Q: *Can a warrior using Charge also use a special ability that says "When this warrior makes a close combat action?"

A: Yes.

Command

Q: *I forgot to roll for Command at the beginning of my command phase. Can I roll for Command later in the turn, or undo any actions to the beginning of my command phase to use Command at the correct time?*

A: No. If you forgot to use a warrior's Command at the beginning of your command phase, you have lost the opportunity to use that instance of Command this turn.

Counterattack

Q: *When using the Counterattack special ability, I roll two "1"s for the attack roll. Is this a critical miss?*

A: Yes. Also, critical hits are scored as usual.

Cursed

Q: *Is Cursed optional?*

A: No. For an updated Special Abilities Card, go to http://www.wizkidsgames.com/mageknight/documents/MK_Complete_SAC.pdf

Q: *What actions made by figures with the wand attack type will cause damage to be dealt to a warrior with Cursed?*

A: Any action that causes a Cursed warrior to be moved, to be dealt damage or be healed of damage, to gain or lose action tokens, or to be the target of a spell will cause 1 damage to be dealt to the Cursed warrior by its Cursed special ability. Actions given to the Cursed warrior with the wand attack type will not cause Cursed damage to be dealt to itself.

Dodge

Q: *An opposing warrior uses Thunder Blow to attack my figure with Dodge. Which of the attack rolls can my figure use Dodge against?*

A: Because Dodge is not triggered upon a successful attack, but rather is triggered anytime an attack affects the figure, a figure may attempt to Dodge each attack roll made during a single Thunder Blow attack. If the Dodge roll is a 4, 5, or 6, that attack roll becomes unsuccessful, ending the Thunder Blow attack.

Q: *My warrior with Dodge is the target of a critical hit. Do I get to roll to see if the successful attack is avoided because of Dodge?*

A: Yes.

Frenzy

Q: *My warrior has the Frenzy special ability. A figure within 6" of the Frenzy warrior has cast S-063 Ward of Light, which prohibits the Frenzy figure from being given an action. Can I give actions to other warriors that are not affected by Ward of Light, even if they don't have Frenzy?*

A: Yes. The intent of Frenzy is that the Frenzy warrior must be given an action before other

warriors without Frenzy, but only if the Frenzy warrior can legally be given an action. If it cannot be given an action legally, then other warriors may be given actions.

Hex

Q: *My warrior makes a successful attack against an opposing figure with Dodge. The Dodge roll causes the attack roll to be unsuccessful. If I have an figure with an active Hex token within 18" of the attacker, may I make another attack roll to cause the Dodge roll to be rerolled?*

A: No. To use Hex, it's use must be declared immediately after the attack roll is made, before any other game effects are resolved. Once another game effect is resolved, that attack roll cannot be rerolled.

Invulnerability

Q: *Does Invulnerability reduce pushing damage?*

A: No.

Leadership

Q: *When using Leadership, does the line of fire have to pass through the front arc of the warrior that is using Leadership?*

A: Yes.

Magic Confusion

Q: *My warrior is the target of a Magic Confusion attack. Can I turn off my warrior's Pathfinder ability to limit where it can be moved if the attack is successful?*

A: Yes. Item 5 of the Attack Sequence (page 14 of the Mage Knight Complete Rules of Play) states that the target chooses which of its optional special abilities to cancel. Once the attack is successful, though, optional abilities cannot be turned off before the target warrior is moved.

Q: *An opposing warrior has two action tokens, or is within the area of effect of a Ward of Light glyph. Can my figure use Magic Confusion to cause that opposing warrior to move?*

A: Yes. Unless a game effect prevents a figure from being given move actions specifically, such as with Word of Levitation, game effects which would normally prevent a warrior from being given actions are ignored when using Magic Confusion against that warrior.

Overwatch

Q: *Can my warrior with an overwatch token make a ranged combat attack against an opposing warrior in base contact with its front arc?*

A: Yes. When the ranged combat action was given, the warrior was not in base contact with the warrior with the overwatch token, so that condition has been met.

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.

Q: *Pierce states that it ignores all defense special abilities of the target. Does Pierce ignore Dodge?*

A: Yes.

Ram

Q: *My warrior with Ram moves into base contact with an opposing warrior with Pole Arm. After the free spin, the warrior with Pole Arm has its front arc in base contact with my Ram warrior. Two effects occur at the same time: the Ram warrior deals 1 damage to opposing figures in base contact with its front arc, and the Pole Arm warrior deals 1 damage to the opposing Ram warrior, and the Ram warrior's action is ended. Which effect occurs first?*

A: If effects occur at the same time, the player whose turn it is decides the order that effects will resolve. In this case, the player with the Ram warrior would be advised to deal the Ram damage first, have the Pole Arm warrior take the 1 damage, and resolve any effects listed on its dial at that point next.

Q: *My warrior with Ram ends its move with its front arc in base contact with a cavalry unit. Are both the rider and the mount affected by the attack?*

A: Yes. Since a warrior in base contact with a cavalry unit is in base contact with both the mount and the rider, both the rider and the mount are affected by Ram.

Shockwave

Q: *Can my warrior use Shockwave when it is in base contact with an opposing warrior?*

A: Yes. Shockwave uses a special action. It is not a ranged combat action, so base contact with an opposing warrior is allowed.

Q: *If there is only one warrior in the area of effect of my Shockwave attack, is the damage dealt by the Shockwave attack pushing damage?*

A: No.

Q: *My warrior uses Shockwave and rolls a critical hit. Is the critical hit damage pushing damage?*

A: No.

Q:*Can a warrior damage itself with a Shockwave attack?*

A: No. Shockwave affects all figures within the area of effect except itself.

Sneak Attack

Q: *When using Sneak Attack, I "double this warrior's damage value." Is that a replacement value or a modifier?*

A: It is a replacement value; the warrior's damage value becomes double its damage value.

Q: *My warrior has Sneak Attack and uses surge. Can I use Sneak Attack and surge in the same action?*

A: No. Surge requires a close combat action be given while the warrior is not in base contact with an opposing figure, while Sneak Attack requires a close combat action be given when it is in base contact with a target figure's rear arc. The two conditions cannot be met.

Stormfire

Q: *My warrior uses Stormfire and rolls a critical hit. Do I apply the critical hit damage to each figure in base contact with the target against which the attack succeeds?*

A: Yes. Stormfire affects all warriors in base contact with the target against which the attack succeeds, and critical hit damage is applied to all affected warriors.

Sweep

Q: *My warrior has Sweep and Vampirism and I successfully attack multiple targets with a close combat attack. How much damage do I heal?*

A: A warrior with Sweep and Vampirism will be healed of 1 damage for each target against which the attack succeeds.

Q: *My cavalry unit is attacked by an opposing warrior with Sweep. Are both the rider and the mount affected by the attack?*

A: Yes. Since a warrior in base contact with a cavalry unit is in base contact with both the mount and the rider, and Sweep targets all warriors in base contact with the attacker's front arc, both the rider and the mount are targets of the attack.

Terrify

Q: *A surging warrior makes an unsuccessful roll to move into base contact with a warrior with Terrify. What happens?*

A: Since the surging warrior cannot move into base contact with the warrior with Terrify this turn, its action cannot be made and is not counted against the player's action total for the turn. Instead, its controller may assign another action.

Q: *Neither the mount nor the rider in my cavalry unit have the Terrify special ability. I want to move my cavalry unit into base contact with an opposing warrior that has Terrify. Do I roll once or twice for the Terrify ability?*

A: You roll twice; though the mount and rider make up a cavalry unit, each is still considered a separate figure, and Terrify is applied to each of them separately. If either figure fails the Terrify roll, the cavalry unit cannot move into base contact with that warrior this turn.

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.

Q: *My warrior has the Thunder Blow special ability, and a damage value of 3. Using Thunder Blow, my warrior makes an initial successful attack against the target, followed by two additional successful attacks. How much damage is dealt to the target?*

A: No damage is dealt to the target until the final attack roll has been made. After the final attack roll, determine the damage to be dealt by adding +1 to the damage value for each successful attack after the first. In this case, there were two successful attacks after the first, so the warrior will deal 5 damage to the target.

Q: *My warrior has the Thunder Blow special ability and the Vampirism special ability. When using Thunder Blow, my warrior makes several successful attacks before making a final unsuccessful attack roll. Will my warrior receive a click of healing because of Vampirism?*

A: No. If a relic, special ability, or spell is triggered by a successful close combat attack, only the result of the final attack roll of a Thunder Blow sequence will determine whether that effect will be triggered and resolved. If the final attack is successful, then the effect will trigger; otherwise, the effect will not trigger, even if prior attacks in the Thunder Blow sequence were successful.

Venom

Q: *I forgot to deal damage to opposing warriors in base contact with the front arc of my warrior with Venom at the beginning of my command phase. Can I deal the Venom damage later in the turn, or undo any actions to the beginning of my command phase to use Venom at the correct time?*

A: No. If you forgot to use a warrior's Venom at the beginning of your command phase, you have lost the opportunity to use that instance of Venom this turn.

Spellbooks

Q: *My sorcerer starts a game wielding a spellbook containing spells that have affinity page counts. The sorcerer drops the spellbook. Can another figure meeting the spellbook's requirements wield the spellbook, even if the figure would not meet the affinity requirements of the spells?

A: Yes. Affinity page counts only apply when initially building and wielding the spellbook. However, a sorcerer wielding a spellbook in this way cannot cast any spells in the spellbook that have a faction requirement that the sorcerer does not meet.

Q: *During gameplay, a spellbook is removed from the game. One or more of the spells assigned to the spellbook are in effect at the time. What happens to those spells?*

A: When a spellbook is removed from the game, all spells assigned to that spellbook are also removed from the game, even if they are currently in play. All effects of those spells end immediately.

Teachings of the True Way, RS-016

Q: *When building the spell stack for the Teachings of the True Way spellbook, may the initial wielder include spells that it could not normally use, such as a spell with the Dark Crusader faction requirement and the Blood Cultist subfaction affinity requirement?*

A: No. Unlike Ancient Mastery, Teachings of the True Way still requires that all spells being included be legally usable by the initial wielder. However, when including spells, the affinity page count may be used for every spell, regardless of affinity requirement.

Spells

Q: *Can my warrior at soaring level cast a Glyph spell?*

A: No. Casting a glyph requires you to place the spell element in base contact with the caster. Because there are no rules to allow a Glyph spell element to be placed at soaring level, it is impossible to place a Glyph spell element in base contact with a soaring figure.

Q: *My warrior wielding a spellbook casts an Enchantment spell during the game. Later, while the Enchantment is still in effect, the caster ceases to wield the spellbook. Does the Enchantment end?*

A: No. Once cast, a spell's effects become independent of the spellbook, unless noted otherwise. If the spellbook ceases to be wielded, or the caster is eliminated, the spell will remain in effect unless part of the spell's effects depend upon the caster being in play or wielding the spellbook.

Q: *While building my army, I include a warrior from the Order of the Ninth Circle subfaction, and assign a spellbook to it. I also include a figure from the Dark Crusaders faction. Can I include spells with a Dark Crusader faction requirement in the spellbook being wielded by the Order of the Ninth Circle figure?*

A: No. Spellbooks are assigned to figures prior to army deployment. Friendly and opposing status is not determined until after deployment, and as such, Pact will not give the Order of the Ninth Circle warrior the Dark Crusaders faction symbol until after deployment. When building the spellbook, spells with faction requirements cannot be included unless the warrior has that faction symbol printed on its base.

Q: *My sorcerer casts a Glyph spell that says to place it face down on top of the spell stack. The rules say to place Glyph cards on the battlefield until the spells effects end. What do I do with the Glyph card in this situation?*

A: The purpose of placing a card face down on top of the spell stack is to force the caster to browse the spell before casting another spell. In situations where the text of a cast spell card that you normally place next to the battlefield instructs you to place it face down on top of the spell stack, follow all other spell text normally but place the spell card face up on top of the spellbook instead. Placing the spell card on top of the spellbook serves as a reminder that it must be browsed before casting another spell, but it remains in effect and accessible if the spells text needs to be referred to. When the spell is browsed, place it face

up on the battlefield. When the spell's effects end, return it to the bottom of the spell stack. This same procedure should be followed if an Illusion spell is cast that requires you to place it face down on top of the stack when cast.

Q: *After casting a spell that is placed face up on the bottom of the spell stack, which spell becomes the next bookmarked spell?*

A: You may select any face up spell in your spell stack to be the new bookmarked spell, including the spell that was just placed face up on the bottom of the spell stack.

Q: *My sorcerer casts an enchantment on another figure. While the enchantment is still in effect, the sorcerer ceases to wield the spellbook. Does the enchantment end?*

A: No, a spell will remain in effect until the conditions required for the spell to end are met. Whether or not the spellbook is being currently wielded has no bearing on whether the spell remains in effect.

Q: *Can a sorcerer include a spell that has a faction requirement that the sorcerer does not meet, such as an Atlantean Empire sorcerer and Circle of Wraiths S-046?*

A: No. A spell cannot be included in a spellbook unless the initial wielder of the spellbook meets any faction requirement of the spell. If the figure meets the faction requirement for an affinity page count, it may include the spell at the affinity page count. For example, Vithzerai could include Dragonflame S-069 in a spellbook for 12 pages, but Oracle Daheia could not include this spell in a spellbook.

Q: *Can a figure with the Magic Immune defense type or special ability be the target of an Enchantment, or be affected by an Illusion or Glyph?*

A: Yes.

Q: *My sorcerer casts a spell which is placed face down on top of the spell stack. Can I bookmark a new spell?*

A: No. You cannot choose a new spell until you have browsed the face down spell.

Q: *During gameplay, a spell, which is currently in effect, is removed from the game. What happens?*

A: Whenever a spell is removed from the game, its effect immediately ends.

Implant Channel, S-023

Q: *My sorcerer casts S-023 Implant Channel, using a friendly target Atlantean Empire warrior as the target of the spell. I want to increase my caster's ranged damage value using Magic Enhancement. Do the Magic Enhancement figures need to be in base contact with the caster, or with the Atlantean Empire target?*

A: The Magic Enhancement figures must be in base contact with the Atlantean Empire target. Any Magic Enhancement figures basing the caster are ignored for the attack.

Deny, S-030

Q: *If a warrior makes a counterspell attempt, can a figure friendly to that warrior cast Deny to improve the counterspell roll?*

A: No. A Sorcery-Counterspell spell can only be cast if the caster is the figure making the counterspell attempt.

Word of Levitation, S-036

Q: *A warrior in base contact with another figure is the target of a successful attack using the Word of Levitation spell. Since the flight stand is wider than the target's base, the flight stand would overlap the other figure's base. What happens to the target?*

A: If placing the target at soaring level causes it to overlap an objective token or another figure, move the target the smallest possible distance to allow the warrior to be legally placed at soaring level.

Arc Lightning, S-037

Q: *My warrior casts Arc Lightning to attack an opposing warrior. After resolving an attack, the target figure is eliminated. May I continue to resolve the spell by choosing another target?*

A: Yes. If a figure is eliminated, but a measurement needs to be made using the eliminated figure's center dot, do not remove the eliminated figure from the battlefield until the measurement has been made, and any relevant line of fire has been checked.

Q: *My sorcerer casts Arc Lightning and successfully attacks an opposing figure. Another opposing warrior is within 6" of the first figure, but is on the other side of a blocking terrain feature. May I choose this other warrior as my next target?*

A: No. The intent of Arc Lightning is that a clear line of fire must exist between the previous target and the next target. If this line of fire is blocked, a new target must be chosen. If this line of fire is hindered, the hindering modifier is applied to the target. However, there does not have to be a clear line of fire between the attacker and the subsequent targets, as long as there is a clear line of fire between the previous target and the next target.

Psychic Reflection, S-051

Q: *My warrior with Thunder Blow attacks an opposing figure that has the Psychic Reflection enchantment. How does the Thunder Blow attack resolve?*

A: Damage for Thunder Blow is not dealt to the target until all Thunder Blow attack rolls are resolved. Because of this, Psychic Reflection will only take effect if the final attack roll is successful. If the final attack roll is successful, roll a die for Psychic Reflection, and if the result is a 4-6, deal damage to the attacker equal to the modified damage value. If the final attack roll is unsuccessful, or if the Psychic Reflection result is a 1-3, then damage is done to the target as normal.

Ritual of Transformation S-061

Q: *My friendly Maren'kar picks up a spellbook containing S-061 Ritual of Transformation. Can Maren'kar cast this spell to replace Maren'kar with another Maren'kar?*

A: No. Doing this would cause both figures to be in your army simultaneously, even if briefly. Since you cannot have more than one of the same Unique in your army, this would cause the action to be illegal.

Auraheal, S-065

Q: *A multiple-dial warrior has an inactive section. When a nearby figure casts Auraheal, the line between the caster and the multiple-dial warrior crosses the inactive section. What happens?*

A: The caster of the spell chooses which active section is healed by the Auraheal spell.

Call Familiar, S-066

Q: *My sorcerer's familiar is eliminated when my sorcerer is at Soaring level. The familiar does not have the Wing speed type. What happens?*

A: If a spell cannot be legally resolved, its effects end immediately. In this situation, if the familiar cannot be placed in base contact with the caster, the Call Familiar spell cannot be resolved. Its effects immediately end.

Dragonflame, S-069

Q: *A sorcerer casts Dragonflame. A figure with Ghostform, a figure with the Magic Immunity defense type, and a figure friendly to the sorcerer are among the figures within the spells effect. Are these figures targeted by the attack?*

A: Only the friendly figure would be targeted by the attack. When an effect says to target all figures with an attack, it only causes friendly and opposing status to be ignored for the attack. Effects that prevent a figure from otherwise being affected by an attack, such as Ghostform and Magic Immunity, would still be in force, and those figures would not be targeted by the attack.

Flame of the Dragon's Heart, S-081

Q: *My warrior casts Flame of the Dragon's Heart to target an opposing figure. The spell text says to deal 4 pushing damage to the caster. Does the caster receive this damage before or after the attack roll?*

A: The damage is dealt before the attack roll. Use the combat values showing after the 4 pushing damage has been dealt when resolving the attack.

Exhaustion, S-106

Q: *The spell text for Exhaustion says "At the beginning of each player's end phase, no more than one action token may be removed from a warrior not given an action that turn." Does this mean only a single warrior can remove a token?*

A: No. Each warrior in the player's army that did not receive an action token that turn clears one token.

Subfactions

Dark Riders

Q: *Many of the Apocalypse figures from the Omens set have the Dark Riders subfaction symbol. Is this correct?*

A: No, all Apocalypse figures from the Omens set with the Dark Riders subfaction symbol should have the Minions of Apocalypse subfaction symbol instead, as listed in the figure corrections.

Subfaction Abilities

Bedlam

Q: *My Tough Cult Enforcer, with an attack value of 9, is on the battlefield at the same time as a friendly Kem Ravenbane, with an attack value of 9 and a Sword attack bonus of 3. When my Cult Enforcer makes a close combat attack using Bedlam, may it use the attack value and attack bonus of Kem Ravenbane, or just the attack value?*

A: A warrior's attack bonus is only added to the attack value when that warrior is making an attack of the type the attack bonus is associated with, or when a rule specifically allows otherwise. In this example, Kem Ravenbane is not making an attack, and so the attack bonus is

not added to the attack value. If the Cult Enforcer wants to use Bedlam, it will only be able to use the base attack value of Kem Ravenbane of 9.

Field Repair

Q: *My warrior, who is a member of the Golemkore subfaction, has the Tinker special ability. Field Repair says that you ignore repair markers on the target's combat dial for the purposes of healing. Does this only apply to the Field Repair healing, or also to Tinker?

A: You may only ignore the repair markers when using the Field Repair ability to heal the target figure. When using Tinker or any other healing effect, repair markers are not ignored.

Focus

Q: *My warrior from the Delphana subfaction is given an action to cast a spell. An opposing warrior makes a counterspell attempt. Can my warrior use Focus during the counterspell attempt?*

A: Yes. Although the countering sorcerer initiates the counterspell attempt, both sorcerers make a counterspell roll. Effects that modify the counterspell roll can be applied to either the countering sorcerer or the casting sorcerer.

Magestone Trance

Q: *My warrior is using Magestone Trance. After resolving the second action, I roll two dice, and the result is lower than my unmodified attack value. Do I roll only one more time, or do I keep rolling until the result is equal to or greater than my unmodified attack value?*

A: You will keep rolling until the result of the roll is equal to or greater than the unmodified attack value. You will then apply one pushing damage for each result rolled that was less than the unmodified attack value.

Mind Tap

Q: *My Oracles of Rokos figure is within its range value of a figure with Bombardment. Can I use Mind Tap to gain the Bombardment special ability for my turn?*

A: Yes. However, a figure uses its own Bombardment token(s) to resolve a Bombardment attack. If there are no Bombardment token(s) associated with the Oracles of Rokos figure, the Bombardment ability cannot be resolved when gained by Mind Tap.

Q: *My Standard Solonavi Shade has Vampirism showing on its dial. Can I use Mind Tap to allow the Shade to gain Vampirism again by targeting itself?*

A: No, a figure may not target itself with the Mind Tap subfaction ability.

Nature's Ally

Q: *My Wylden Host warrior attacks another Wylden Host figure who is occupying hindering terrain. Does the target get the +1 to its defense value?*

A: No. Targets of the ranged attack treat hindering and concealing terrains as clear terrain for the attack. This means that the target treats the hindering terrain that it occupies as clear terrain, and thus does not get the +1 to its defense value.

Revenant

Q: *I reanimate a figure using Revenant during my command phase. The reanimated figure is eliminated before my end phase. Is the figure removed from the game?*

A: Yes.

Terrain Features

Q: *What is a "terrain feature"?*

A: Any piece of terrain (including constructed terrain) that is placed on the battlefield during setup. The battlefield itself is not a terrain feature.

Tokens

Q: *When casting a Glyph spell, or dropping an item, may I place the item token completely underneath the figure?*

A: Yes. However, the figure must retain its facing and position on the battlefield after placing the token on the battlefield.

Mage Knight: Dungeons Pyramid Rules Clarifications

Step 5: Place Wandering Monster Tokens

Replace the first sentence of paragraph 2 with:

To create a wandering monster pool, each player contributes 2 Standard tokens and 4 Weak tokens face down to the pool.

Replace the second sentence of paragraph 3 with:

The starting player chooses a wandering monster token at random from the pool and places it in a tile containing a treasure chest.

Close Combat Attacks

Add the following sentence after paragraph four of Close Combat Attacks on page 15:

Add 1 to the attack dice roll result if attacking through the target's rear arc.

Mage Knight: Dungeons Pyramid FAQ

Changelings

Q: *Are Mage Spawn Changeling treasure chests tournament legal in Mage Knight and Conquest games?*

A: No.

Doors

Q: *My figure ends its movement adjacent to an opposing figure, but there is a closed door between the adjacent figures. Does the opposing warrior get a free spin?*

A: No. A closed door is considered blocking terrain, so figures on opposite sides of a closed door are not adjacent.

Q: *My figure is on the opposite side of a closed door from an opposing figure. Does the opposing figure get a free spin when my figure opens the door?*

A: No.

Q: *My figure is on the opposite side of a closed door from an opposing figure with Pole Arm. Does Pole Arm trigger when my figure opens the door?*

A: No.

Exiting the Dungeon

Q: *Can Mage Spawn or wandering monster tokens exit the dungeon?*

A: No.

Heroes

Q: *I reanimate a Hero. At what level does the Hero enter the game?*

A: When reanimated, the Hero enters the game at the level at which it began the game.

Q: *Can I use Heroes in a Mage Knight game? At what point cost?*

A: Yes, Heroes can be used in Mage Knight. In Mage Knight, Heroes can start the game at any level using its associated point cost; use a MK Dungeons level marker to record a Hero's level. A Hero cannot change its level, and cannot be healed of damage past its starting level.

Springing the Trap

Q: *When do I gain experience for springing a trap?*

A: A Hero gains 25 experience points after it has sprung a trap, including placing any Mage Spawn and resolving any trap attacks.

Stealing Treasure

Q: *Can a Hero attempt to steal treasure multiple times during a single turn?*

A: Yes. Stealing treasure is not an attack and can be attempted as many times in one activation as its speed points will allow.