

Mage Knight – One Page Rules (incl. Bombardment and Dark Rider)

Give Actions

For every 100 points of starting army, you get one action point. Use each action point on a unit as *one* of the following: Move, Attack, Bombardment or Special (as described in special ability). Give an action token to each unit after action is performed. *Note:* If give an action to a unit that already has an action token, resolve action then deal 1 pushing damage. Calvary units do not receive this pushing damage.

Movement

1. Touching enemy unit? Roll break away – 1d6: 1-3 cannot move, but can change facing (Horseshoe fails only on a roll of 1 but cannot change facing if fail). 4-6 – can move as normal.
2. Next to a mount? Must match symbol! Form new calvary unit. Give new calvary unit an action token. You can now perform an additional action. If so, perform the action and give the unit an *additional* action token. No pushing damage is dealt.
3. Moving in formation? Roll 1d6 for *each* unit moving in formation. 1-3: cannot move in formation, 4-6: can move in formation.
 - A. All friendly units of same faction touching bases can move as one. Calvary units can only form with other calvary units. Move distance is least of all touching units. Must end movement touching bases. Give all units an action token.
4. Move up to full movement range. For calvary unit, only consider the mount's movement.
 - A. **Double-time** (boot/horseshoe type only!) – move up to *double* movement range. If boot type, deal 1 pushing damage.
 - B. **Soar** (wing type only!) – If not soaring, move up to *half* movement range. If soaring, can move full movement range. Indicate soaring with special soaring base. Cannot end soaring movement touching any non-soaring base or objective. Only other soaring units can close combat. Any unit can attack with ranged combat.
 - C. **Surge** (not calvary!) – move up to full movement range, deal 1 pushing damage, resolve close combat (below).
 - D. **Mounted Bound/Charge** (calvary only!) – full movement range and then do close combat (use mount or rider's attack dial) or range combat (use rider's attack dial).
 - E. **Overwhelm** (calvary only!) – Move full movement. If touching another calvary unit, roll 1d6+attacker's attack bonus. If 6 or more, target calvary unit rider is dismounted. Place target rider next to mount's base.
 - F. **Trample** (calvary only!) – calvary unit moves in straight line up to full movement range. Any target base crossed receives 1 damage.
5. Take a free spin (*not* calvary!). Change facing as desired.

Attacking

1. Chose close or ranged combat action. If in combat formation, choose primary attacker. For calvary unit, choose to use either mount *or* rider's combat dial for attacking.
2. Declare the target(s). If ranged, must be \leq range and in line of site. If targeting a Calvary unit, choose to target mount *or* rider.
3. Add attack bonuses. Attacker can cancel any optional special abilities.
 - A. **Point blank** (bow type only!): Ranged attack. If within $\frac{1}{2}$ range distance, add +1 to damage *or* attack.
 - B. **Precision** (bow type only!): Ranged attack. If target is touching friendly's base, -2 to attack.
 - C. **Gang Up**: for each friendly unit touching target *and* also ganging up, add +1 to attack.
 - D. **Formation**: Ranged attack. +2 to attack *or* +1 damage for each friendly unit touching attacker. Give action token to all friendly's.
 - E. **Capture** (sword type only!): Close combat. -3 to attack.
4. Add defense bonuses. Target can cancel any optional special abilities.
 - A. **Magic Defense** (wand shield defense only!) – Cannot be affected by magic attack.
 - B. **Soaring** (wing type only): +1 to defense.
 - C. **Horsemanship** (calvary only!): If target of ranged attack, +2 to defense.
5. Apply rule of 3: Max +3 attack bonus, max +3 defense bonus.
6. Roll to hit. $2d6 + \text{Attack} \geq \text{Target's Defense}$. Roll of 12 *always* hits. Roll of 2 *always* misses.
 - A. **Multiple Ranged Attack Targets** (multi-arrows on base only!): Roll to hit once, compare to each target's defense and divide damage as see fit between successful hits.
 - B. **Capturing**: Remove action tokens from captive. Captor can now only move (per boot type) least of his and captor's speed, must end in base contact with captive. Captive cannot be given actions and *cannot take damage!* Other than killing the captive, captor cannot case being the captor. To kill captive, captor can attack again at -3. If succeed, captive is dead. If captor dies, captive is normal unit.
7. Did you hit? Modify damage as appropriate – but *no* damage to captive! Max +3 damage bonus. Apply clicks of damage to target(s).
 - A. **Critical Hit**: Roll of 12 is +1 damage to each target.
 - B. **Impale** (calvary only!): If close combat single target, +2 to damage.
8. Did you miss? If attack roll was 2, deal 1 damage to attacking unit.
9. Apply effects generated by the damage dealt and/or the attack (e.g. Vampirism, Smite, etc).
10. Dead? Remove unit from the battle and give to attacking player for scoring. If calvary unit mount is dead, place rider next to mount and remove mount. If rider is dead, the mount either (i) Skittish – remove from battle, (ii) Independent – remains as unit, (iii) Mean Spirited – is controlled by each player during their turn.

Bombardment

1. Attack with Bombardment
 - A. Give unit a range attack action.
 - B. Place bombardment token within double attack range. Ignore line of site. Position bombardment token arrow in line with attack.
2. ON YOUR NEXT TURN, resolve Bombardment
 - A. Roll 2d6 once to hit all tokens. (-2 if line of site is disrupted). Note: If attacker is demoralized or dead, use attack and damage value of *token* instead.
 - B. Did you hit? Roll 2d6 once again to hit all units (friendly and enemy!) in token's area of effect. For each hit (\geq target's defense), apply *attacker's* ranged damage value to each unit.
 - C. Did you miss? Roll 1d6 for drift direction. Use *failed attack roll* to determine drift distance. Determine damage as described in hit above.