MAGE KNIGHT™

Quick-Start Rules

Welcome to Mage Knight!

Mage Knight™ is a fast-playing game of tabletop combat using collectable **Mage Knight** miniatures. In this game, you take on the role of a powerful warlord to battle opposing armies. These rules will teach you everything you need to know to begin your first **Mage Knight** game using two players. These quick-start rules simplify the full **Mage Knight** rules presented in the Complete Rules of Play.

Factions

Each **Mage Knight** miniature is called a warrior, and is affiliated with one of many different groups, or factions. It might also be a member of a subfaction.

Atlantean Empire

Black Powder Revolutionaries

Dark Crusaders

Draconum

Elemental Freeholds

Elven Lords

Ork Khans

Shyft

Solonavi

Components

In this **Mage Knight** Starter Set, you will find these rules, nine warriors, one 28″ ruler, two six-sided dice, three control markers, three objective tokens, six tokens, one complete rulebook, and one Special Abilities Card. Not all of these components are used in these quick-start rules.

Mage Knight Warriors

Each warrior's base and combat dial contain important game play information.

The combat dial is the rotating disk found under each warrior's base. Each time one of your warriors is damaged during the game, you turn its combat dial clockwise (once for each point of damage) to the next set of numbers. This generally weakens the warrior. When three skulls appear in its stat slot, the warrior is eliminated from the battle, and is removed from the battlefield.
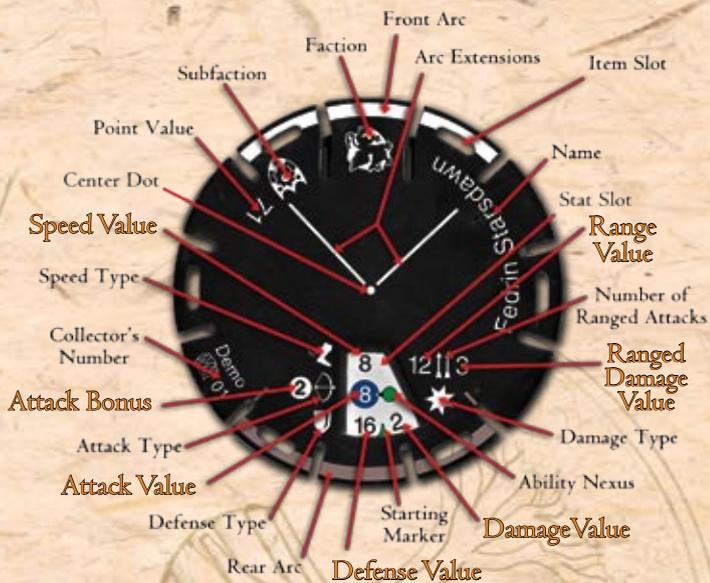
There are seven combat values that you'll be looking at a lot in **Mage Knight**. They are as follows:

- **Speed Value:** How many inches your warrior can move.
- **Attack Value:** This number is added to your dice roll when you attack.
- **Attack Bonus:** This number is added to your warrior's attack value when it makes an attack using its specific attack type.
- **Defense Value:** The number an attack result must meet or beat in order to succeed against a warrior.
- **Damage Value:** The damage the warrior deals in close combat.
- **Ranged Damage Value:** The damage the warrior deals in ranged combat.
- **Range Value:** How far your warrior's ranged attack can reach, in inches.

Hint: Not all the information found on the combat dial/base illustration will be discussed in these quick-start rules. All game features are explained in the Complete Rules of Play.

Other Materials You Will Need

To play, you will need a large square tabletop and a few household items to serve as terrain—features on the battlefield that might affect what your warriors can do. Stacks of books can represent buildings, woods, and boulders. You'll also need some pennies or other small objects to serves as action tokens, which are described in the "Playing the Game" section.

Terrain

For the quick-start rules, we'll use only two types of terrain: clear and blocking. Clear terrain is the tabletop you play on. It has no effect on game play.

Blocking terrain represents objects such as boulders and buildings. No part of a warrior's base can cross into blocking terrain. Blocking terrain also blocks any line of fire drawn through it. Line of fire is described in the "Ranged Combat" section.

Building Your Army

You and your opponent should each sort through your warriors and choose the ones you will use to play the game. For your first game, you should each choose warriors whose point values add up to, but don't exceed, 100 points. For example, a Tough Crusader Priest (44 pts.), a Standard DarkCrusader (25 pts.), and a Standard Deathsinger (29 pts.) add up to 98 points, within the allotted 100-point limit.

Setup

Now it's time to create the battlefield. Sit across from your opponent at a square tabletop. This square tabletop becomes the battlefield where you will stage your battle. You and your opponent each roll two dice. Whoever rolls highest is called the first player; the other player is the second player. The first player puts an objective token (⊕) in the center of the table. The goal of the game is to have control of the objective token (the objective) at the end of the game. Each player should also choose a control marker (⊙). Each side of the marker is a different color. Each player must choose a different color he or she wants to use.

After the objective is placed, the second player places a piece of terrain on the table, at least 3″ from the objective. Then the first player places a piece of terrain at least 3″ from the objective and the previously placed piece of terrain. Continue taking turns placing terrain, each at least 3″ from the objective and any other piece of terrain on the battlefield, until four pieces of terrain are placed.

Next, the first player sets up his or her warriors along his or her edge of the table, and the second player sets up his or her warriors along his or her edge of the table. Turn the combat dials of all warriors to their starting markers (the green arrow on the combat dial).
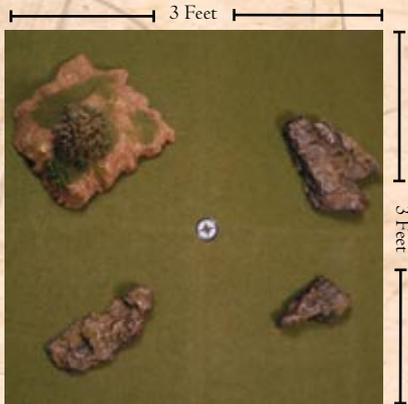
Playing the Game

Mage Knight is played in a series of turns. The first player takes the first turn. Turns then alternate between players until 50 minutes have passed or all of one player's warriors are eliminated (removed from the game).

Each turn has two phases: the action phase and the end phase. During your action phase, you'll give one action to one of your warriors. That action must be one of the following types: move, close combat, or ranged combat. When you give an action to a warrior, mark it with an action token.

If you give an action to a warrior that causes it to be given a second action token, this is called pushing the warrior. This deals 1 damage to the warrior at the end of the action, and you must turn the warrior's combat dial clockwise once to reflect this. This pushing damage represents fatigue caused to the warrior by acting on consecutive turns. You cannot give an action to a warrior that already has two action tokens. You don't have to give an action if you don't want to. Once you have given an action to one of your warriors or decided not to, your action phase is over, and your end phase begins.

This warrior was given a move action and is marked with an action token after moving.

During your end phase, you check for control of the objective and remove any action tokens from any warriors that you didn't give an action to this turn. A player gains control of the objective if he or she has a warrior whose base touches (called "base contact") the token, but the other player doesn't. When a player gains control of the objective, that player places his or her control marker on it (with the side of the color he or she chose facing up). If both players have a warrior in base contact with the objective, neither player controls it. If a player already controls the objective, and an opposing warrior later comes into base contact with the objective, replace the previous control marker with the new player's control marker. You don't have to leave a warrior in base contact with the objective to keep control of it, but then an opposing warrior can take it without a fight!

Special Abilities

Colored squares or circles on each warrior's combat dial might highlight one of its combat values. These colored areas represent your warrior's special abilities, and apply to the combat values that they highlight. Special abilities come and go as your warrior takes damage. Each **Mage Knight** warrior also has an ability nexus—a location in which a special ability might appear. The special ability in the ability nexus can point to any of the warrior's combat values. This means that the warrior can have more than one special ability for a combat value. For your first game, don't worry about special abilities. After a game or two, you'll be ready to explore more of your warriors' abilities!

Hint: The **Mage Knight** Special Abilities Card details your warriors' special abilities. Belonging to a subfaction can also grant a warrior an ability.

Movement

A warrior's speed value is the number of inches you can move that warrior when you give it a move action. To move a warrior, begin by placing the **Mage Knight** ruler on the battlefield. Measure from the center of your warrior's base to the desired destination. Curve the ruler as necessary to show exactly where the warrior will move: This is called the movement path. When you know where you want to move the warrior, pick it up and move it to the new location. The movement path cannot go through another warrior's base or between two warriors in base contact. Also, the base of the moving warrior cannot overlap another warrior's base at the end of the move.

There are four speed types: boot (🥾), horseshoe (⊍), wave (◓), and wing (🐦).

All the speed types move as noted above. If a warrior has the wing speed type, however, its movement path can go through other warriors' bases, and it can move over blocking terrain, though it cannot end its move in blocking terrain; it must end its move in clear terrain.

Hint: The Complete Rules of Play tell you how to keep a warrior with the wing speed type in the air without having to come down, allowing it to end its move in blocking terrain.

Free Spin

Whenever one of your warriors ends a move in base contact with an opposing warrior, that opposing warrior is allowed to spin to bring its front arc into base contact with your warrior. This is called a free spin; it does not require an action and can be performed when it's not your turn, as long as the above condition is met.

Example, Part 1

Turn 1: Ian has three warriors: an Apprentice Conjurer, a High Elven Archer, and a War Priestess. During his action phase, Ian gives a move action to the

High Elven Archer and moves it in base contact with the objective. He must then give the Archer an action token. During his end phase, Ian checks the objective. He has one warrior in base contact with it, and no opposing warriors are in base contact with it, so he places his control marker on the objective. That completes Ian's turn.

Turn 2: Paul has three warriors: a Crusader Priest, a Dark Crusader, and a Deathsinger. During his action phase, Paul gives a move action to the Crusader Priest, and then gives it an action token. During his end phase, Paul checks the objective (Ian still has sole control of it), and then ends his turn.

Turn 3: During his action phase, Ian gives his Apprentice Conjurer a move action, moves it, and then gives it an action token. During his end phase, he checks the objective and removes the action token from the High Elven Archer he moved on his last turn. Ian's turn is now over.

Turn 4: During his action phase, Paul could give an action to his Crusader Priest to attack the High Elven Archer but that would mean pushing the warrior, and he doesn't want to deal pushing damage. So he chooses instead not to give an action. During his end phase, Paul removes the action token from the Crusader Priest, checks the objective, and ends his turn.

Close Combat

Close combat represents hand-to-hand fighting. Any warrior can make a close combat attack. A warrior making an attack is called the attacker. The warrior against which the attack is being made is called the target. If the front arc of your warrior is in base contact with an opposing warrior, you can give your warrior a close combat action.

To determine if the attack succeeds, roll two six-sided dice and add together the results. This is the attack roll. Add this attack roll to the attacker's attack value. This is the attack result. Add 1 to the attacker's attack value if it is in base contact with the target's rear arc. If the attack result is equal to or greater than the target's defense value (shown on its combat dial), then the attack succeeds against that target. If the result is less than the target's defense value, the attack is unsuccessful and there is no effect.

Hint: An attacker with the sword (⚔) attack type might get a bonus to its attack value. The sword attack type is used only for close combat.

Close Combat Damage

When one of your warriors succeeds at a close combat attack, look at its damage value. This is the amount of damage dealt to the target. Your opponent must turn the target's combat dial clockwise a number of times equal to the damage dealt.

Example, Part 2

Turn 5: During his next action phase, Ian gives a move action to his War Priestess, moving it into base contact with Paul's Crusader Priest. Ian marks his War Priestess with an action token. During his end phase, Ian checks the objective (which he still controls), removes the token from his apprentice conjurer, and ends his turn.
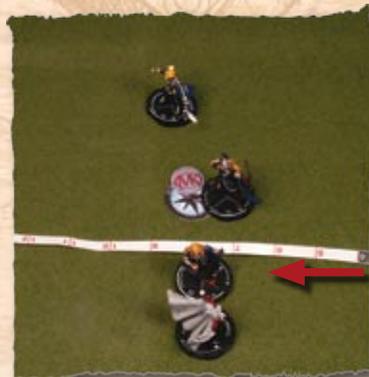
Turn 6: During his next action phase, Paul decides to give his Crusader Priest a close combat action targeting the War Priestess. The attack roll is 9 and the Crusader Priest's attack value is 7, for a total of 16 (7 + 9 = 16). The War Priestess' defense value is 16, so the attack succeeds. The Crusader Priest's damage value is 2, so Ian turns the War Priestess' combat dial twice to represent the 2 damage. Three skulls appear in its stat slot after the 2 damage is applied. Three skulls mean that a warrior is eliminated, so Ian must remove his War Priestess from the game. He begins plotting his revenge for the next turn! Paul checks the objective and ends his turn.

Ranged Combat

Ranged combat represents attacking from a distance. If your warrior has a range value greater than 0, and is not in base contact with any opposing warriors, you can give it a ranged combat action to make a ranged combat attack against an opposing warrior. Your warrior's range value is the distance in inches that its ranged attack can reach. Draw an imaginary straight line from the center of the attacker's base to the center of the target's base. This is called the line of fire: It must pass through the attacker's front arc and cannot cross the base of any warrior between the attacker and the target except the base of the attacker and target. The target cannot be in base contact with one of your warriors.

The High Elven Archer could target the Deathsinger with a ranged combat attack, but the line of fire to the Dark Crusader is blocked.

Ranged combat works just like close combat. If the target is within range, make an attack roll and add the attacker's attack value. If the attack result is equal to or greater than the target's defense value, then the attack succeeds against that target. If the result is less than the target's defense value, the attack is unsuccessful and there is no effect.

Hint: An attacker with the bow (⟨⟩) or wand (⟨⟩) attack type might also have an attack bonus that you can add to its attack value. These attack types apply only to ranged combat.

If a warrior has the magic immunity (⟨⟩) defense type, it cannot be targeted by ranged attacks made by warriors with the wand attack type, and takes no damage from those attacks. Because the wand attack type applies only to ranged combat attacks, a warrior with magic immunity can be targeted by close combat attacks, even those made by a warrior with the wand ranged combat attack type.

Ranged Combat Damage

Deal damage to the target as described under "Close Combat Damage," except that you use the attacker's ranged damage value instead of its damage value.

Example, Part 3

Turn 7: On Ian's turn, he decides to give his High Elven Archer a ranged combat action to attack the Crusader Priest. The line of fire to the Crusader Priest passes through the Elven Archer's front arc, and the target is within the Archer's 14″ range. The Elven Archer's attack value is 7 and it gets +1 to its attack value because of its bow attack type. Ian gets 9 on his attack roll, so the total is 17 (7 + 9 + 1 = 17). Paul's Crusader Priest has a defense value of 15, so the attack succeeds. The Elven Archer's ranged damage value is 2, so Paul turns the Crusader Priest's combat dial clockwise twice. During his end phase Ian checks the objective and ends his turn.

Turn 8: On Paul's turn, he decides to push his Crusader Priest by giving it a ranged combat action while it is already marked with an action token from the previous turn. He chooses Ian's High Elven Archer as the target. The Crusader Priest's attack value is now 6 (because of the damage it took from the last turn), but it gets +1 to its attack value because of its wand attack type. Paul gets 7 on his attack roll, so the total is 14 (6 + 7 + 1 = 14). Ian's Archer has a defense value of 16, so the attack is unsuccessful. Paul gives his Priest a second action token, and then turns its base clockwise once for the pushing damage. During his

end phase, Paul checks the objective and ends his turn. On his next turn, Paul will not be able to give the Priest another action, and will remove both of the Priest's action tokens during that turn's end phase.

Ending the Game

The game ends when you have been playing for 50 minutes or all of one player's warriors are eliminated. If all of one player's warrior's are eliminated, the player with warriors still remaining is the winner. If both players have warriors on the battlefield at the end of the game, whichever player has control of the objective at that time, wins. If the game ends with neither side having control of the objective, count victory points to see who won: Each opposing warrior that you eliminate during the game is worth a number of victory points to you equal to its point value.