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Mage Knight

COMPLETE RULES OF PLAY

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Mage Knight

Complete Rules of Play

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NEW GAME FEATURES

The following features are new to the **Mage Knight**[™] game. We recommend that both experienced and new players read the entire rulebook in order to get the full game experience.


- * New faction and subfaction names (p. 2)
- * Stat slot moved to the rear of the base (p. 3)
- * New setup sequence (p. 4)
- * New rule of 3 limits cumulative modifiers (p. 7)
- * New ability nexus location on the combat dial (p. 7)
- * New speed types and speed proficiencies (p. 8)
- * New flight stand indicates soaring status (p. 8)
- * New attack types and attack proficiencies (p. 9)
- * Magic immunity becomes a defense type (p. 10)
- * Close combat formations have been replaced by the gang up proficiency (p. 10)
- * New capturing rules (p. 11)
- * New ranged combat formation rules (p. 14)
- * The Shyft faction ability has been changed (p. 14)
- * The special action is introduced and the pass action removed (p. 15)
- * New terrain types (p. 15)
- * New domains alter the battlefield (p. 18)
- * Item slots appear on warrior bases, allowing them to equip items (p. 18)
- * Redefined victory conditions (p. 19)
- * New Special Abilities Card with both new and modified abilities


THIS IS MAGE KNIGHT!


In the **Mage Knight** game, you take on the role of a powerful warlord: a king, baron, or high wizard who sends his or her troops out to do battle with opposing armies. Races of fantastic beings populate your army, which is fortified with arcane magic and powerful technology. If you are up to the task of carving a kingdom out of chaos, then read on!


Mage Knight is a fast-playing game of tabletop combat using collectable **Mage Knight** miniatures. Each miniature is called a warrior, or figure, and most are members of one of several different factions. In addition to belonging to factions, warriors can also belong to subfactions. The object of the game is to control the most battlefield objectives when the game ends.


Factions and Subfactions


 Atlantean Empire

Golemcore 


Imperial Legion 


 Black Powder Revolutionaries

Bloody Thorns 


Northlanders 


 Dark Crusaders


Deathspeakers 

Order of Vladd 


 Draconum


 Elemental Freeholds


 Elven Lords

 Orc Khans


 Shyft


 Solonavi

Wylden Host 

Free Armies 

Temple Masters 

Broken Tusk 

Shadow Khans 

You build an army from your collection of warriors. You can build your army hundreds of different ways, using warriors from one faction or multiple factions.

You can play the game with as many players as you like, but the game plays best with from between two and four players, each with his or her own army. You can also play team games, with two or more teammates allied on each side.

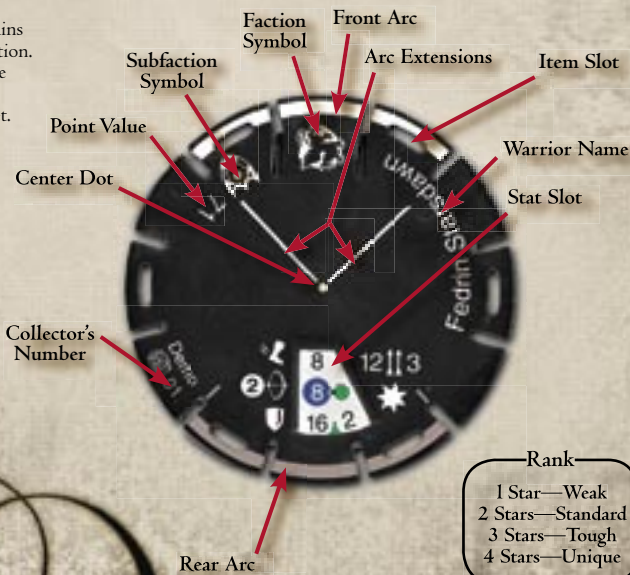
MAGE KNIGHT WARRIORS

A **Mage Knight** warrior is composed of three main parts: the figure (the three-dimensional representation of the warrior), the base, and the combat dial. The base and combat dial are described below.

The Base

Each warrior's base contains important game information.

Hint: There are nine different **Mage Knight** warriors in the Starter Set. Some warriors look the same, but have different ranks, paint schemes, and combat dials to identify them. Each warrior's base has a collector's number printed on it so that you can keep track of your collection.



Rank

- 1 Star—Weak
- 2 Stars—Standard
- 3 Stars—Tough
- 4 Stars—Unique

The Combat Dial

The combat dial is the unique feature that sets **Mage Knight** apart from other miniatures games. The combat dial is the rotating disk found under each warrior's base, and is viewed through the stat slot on the rear of each warrior's base. Each warrior's combat dial shows sets of numbers that tell you how well the warrior does certain things. Each time one of your warriors is dealt damage during the game, you turn its combat dial clockwise to the next set of numbers. When one of your warriors is healed of damage during the game, turn its combat dial counterclockwise.

The bases on some warriors turn from underneath the dial. To make turning these dials easy, there is a flight stand in each Starter Set that doubles as a turning "key ring." Simply match up the grooves on the flight stand with the grooves on the bottom of the base and turn the dial.



COMBAT VALUES

Each warrior has seven combat values, all of which can change during the game. The seven combat values are speed, attack, defense, damage, attack bonus, ranged damage, and range. Some appear on the combat dial and can be seen through the stat slot, and some appear on the base.

WHAT YOU NEED TO PLAY

In addition to your **Mage Knight** warriors and this rulebook, two players will need the following items to play: one 28" flexible ruler marked in 1" increments, three objective tokens, three double-sided control markers, six Hex/Overwatch tokens, two six-sided dice, and one Special Abilities Card—all of which are supplied in the **Mage Knight** Starter Set. In addition, you will need a few coins or beads to use as action tokens during the game and some simple items to use as terrain.

There are also round, blank stickers provided with each pack of **Mage Knight** warriors. Attach one to the bottom of each warrior's base and write your initials on the sticker to help you sort out which warriors are yours at the end of a game. If a base requires the flight stand in order to be turned, simply trim a sticker to fit on the bottom of the base so that it doesn't cover the turning grooves.

GETTING STARTED

There are two things players must do before beginning a **Mage Knight** game: build armies and set up the battlefield.

Building Your Army

Everyone in the game should agree on the build total of each player's army. Build totals must be in multiples of 100 points. While you are learning the game, use armies with build totals of 100 points. Once you feel comfortable with the basics, you can increase the build total of your armies to 200 or 300 or more points.

Each **Mage Knight** warrior has a point value printed on its base. Choose warriors for your army whose point values add up to, but do not exceed, the build total.

Example: Christine is creating an army with a build total of 100 points. For some close combat ability, she takes one Tough Orc Marauder (19 pts.). For ranged combat ability, she chooses one Weak Orc Hunter (21 pts.) and a Standard Gulthak Orc (25 pts.). Finally, she chooses a Weak Blood Shaman (34 pts.) for its healing ability. Christine adds up the point values of her warriors. The total is 99 points ($19 + 21 + 25 + 34 = 99$), less than the 100-point build total, which is fine. She could not have exceeded 100 points.

Your army can contain two or more of the same warrior, unless that warrior is Unique. A Unique warrior has no rank stars on its base, and is identified by its name and collector's

number. It's okay if the same Unique warrior appears in opposing armies on the same battlefield.

Once you feel comfortable playing **Mage Knight**, you can also equip your warriors with items. These items also have point values that contribute to the build total. See "Items" on p. 18 for more information.

Hint: When building your army, mix and match warriors that work well together and help achieve your strategic goals. Armies can be created to keep opponents at a distance with ranged attacks, reanimate eliminated warriors, or capture and eliminate opposing warriors. Of course, there is a counterstrategy for every strategy, so be sure that your warriors are diverse enough to handle threats your opponents might bring to the table. Visit www.mageknight.com to join a community of players who discuss army-building strategies and game rules.

Setup

Now it's time to create the battlefield for your game. **Mage Knight** can be played just about anywhere, but a flat tabletop about 3' long on each side is best. Each player selects one edge of the battlefield to be his or her starting edge. If there are only two players, the starting edges must be directly opposite each other.

Along your starting edge, you have an imaginary rectangular box called your deployment area. Your deployment area begins at your edge and extends 3" into the battlefield. Your deployment area must also be at least 8" away from any other battlefield edge. Your deployment area has two short edges and two long edges. The long edge farthest from you is called the far edge. The long edge nearest you is called the near edge.

PLACING TERRAIN AND OBJECTIVE TOKENS

Each player then places from zero to four terrain features in a pile off to the side of the battlefield. Terrain is fully described beginning on p. 15. Many everyday items can act as terrain: a book, a sheet of paper, or even a salt shaker.

Now it's time to place the objective tokens. Objective tokens are included in the Starter Set and represent strategic battlefield locations—called objectives—that each player is trying to control. For each game, use one objective token plus one objective token per player.

Place one objective token in the center of the battlefield and give each player one of the remaining objective tokens. Next, each player rolls two six-sided dice. Reroll ties. The player with the highest result is the first player. The first player places his or her objective token on the battlefield. Players' dice roll results also indicate how far away in inches they must place their objective tokens from the far edge of their deployment areas. Measure from the far edge of your deployment area to the center of the objective token when placing that objective token. Also, each player should choose a differently colored control marker that he or she will use during the game. Control markers identify which players control objective tokens. Objective tokens are clear terrain.

After objective tokens have been placed, the player to the left of the first player takes a terrain feature out of the pile and places it on the battlefield. Each terrain feature must be placed at least 3" away from any of the following elements:

- * Any other terrain feature on the battlefield
- * Any objective token on the battlefield
- * Any battlefield edge
- * The far edge of any deployment area

Then the next player to the left chooses a terrain feature and places it using the same rules. This process continues clockwise around the battlefield until four terrain features or all the terrain features have been placed, whichever comes first.

You can also play with constructed terrain (p. 17) and domains (p. 18), which also affect the battlefield.



DEPLOYING YOUR ARMY

After terrain features and objective tokens have been placed, players turn their warriors' combat dials so that the green starting marker shows in each stat slot. Now it's time to deploy your army.

The first player deploys his or her army first. Each of the first player's warriors must be placed with its center dot, or the center of its base if you cannot see the center dot, within his or her deployment area. After the first player has deployed all of his or her warriors, the player to the left of the first player deploys his or her warriors in his or her deployment area. If there are more than two players, continue this process clockwise around the battlefield.

Once all warriors have been deployed, you are ready to play. Let the battle begin!

HOW TO PLAY

Players alternate moving their warriors and having them attack opposing warriors in order to gain control of objectives and win the game.

Turns, Actions, and Phases

Mage Knight is played in a series of turns. The first player takes the first turn. The player to his or her left takes the next turn, and so on, clockwise around the table. If a player is eliminated from the game, the remaining players continue taking turns in the same clockwise order.

You begin each turn with a certain number of actions known as your action total. The number of actions you get depends on the build total of your army: You get one action for every 100 points of your army's build total. An army with a build total of 100 points gives you one action each turn, a build total of 200 points gives you two actions each turn, and so on. Your action total remains the same even if some of your warriors are eliminated or captured. Your warriors use these actions to attack, move, and use special abilities.

Each turn is divided into three phases: the command phase, the action phase, and the end phase. You must declare the end of one phase before moving on to the next.

At the beginning of your command phase, you can give actions to your warriors that are specific to the command phase. Some special abilities or actions given on previous turns resolve during your command phase. You choose the order in which these actions or special abilities resolve. After resolving the first action or special ability, choose another to resolve, as appropriate. Continue until all such actions and special abilities have been resolved.

During your action phase, you give actions to your warriors. You are allowed to see the result of one action before choosing the next action (if you have more than one action available). No warrior can ever be given more than one action per turn. You cannot save or accumulate actions from turn to turn; if a player has any unused actions at the beginning of his or her end phase, those actions are lost.

Each action must be chosen from the following four options:

- * Move action
- * Close combat action
- * Ranged combat action
- * Special action

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 during your current turn's action phase. Action tokens will be described later in these rules. Once you declare that your end phase is complete, it is the next player's turn.

Example: Scott is playing with a 200-point build total, which gives him two actions during each of his action phases. This turn, he wants to take a shot at one enemy warrior and move closer to another one. Scott gives a ranged combat action to one of his warriors, and after resolving this attack, he gives a move action to a different warrior. Scott has now given his two actions to two different warriors and announces the end of his action phase. Note, for example, that he could have given two warriors move actions, or two warriors close or ranged combat actions.

Hint: As you can see, turns go by very quickly. Don't worry if you don't accomplish everything you want to do in a single turn, because your opponent is playing under the same restriction.

Controlling Objectives

A **Mage Knight** game is won by gaining control of strategic battlefield locations called objectives, which are represented by objective tokens. The player who controls the most objectives at the end of the game wins the game. Each player selects a control marker color during setup to identify objectives he or she controls during the game. Control of objectives can change during the game.

Objectives can be neutral, contested, or controlled; the status of each objective is checked at the beginning of each

player's end phase. All objectives begin the game neutral; no player has control of a neutral objective.

At the beginning of any player's end phase, if opposing players have a warrior in base contact with the same objective token, that objective is contested. Remove any control marker from a contested objective; no player controls a contested objective.

At the beginning of any player's end phase, if a player has a warrior in base contact with an objective token, and no opposing warriors are in base contact with the token, that player gains control of that objective. That player removes any control marker from the objective and places his or her control marker on top of the objective token. Once a player has control of an objective, he or she is not required to leave a warrior in base contact with the objective token to maintain control of that objective.

Warriors with item slots in their bases can completely overlap an objective token so that no other figure can contest it.



This objective is contested.



This objective is controlled by a player.

IMPORTANT GAME CONCEPTS

Here are some game concepts important to the Mage Knight rules.

Able Warriors

An able warrior is one that is not a captive and does not have the Demoralized special ability.

Action Tokens

If you give an action to one of your warriors, mark it with an action token (a coin, bead, or other tiny object). If a warrior has two action tokens, it cannot be given another action until the tokens are removed. At the beginning of your end phase, remove all action tokens from any of your warriors not given an action that turn.

Base Contact

A warrior is in base contact with another warrior if their bases are touching. A warrior can also be in base contact with a token, terrain feature, or an item.

Facing

The position of a warrior's front arc relative to the battlefield indicates its facing. When you move a warrior, you determine its facing at the end of the movement.

Friendly and Opposing Warriors

Friendly warriors are those that you or an allied teammate controls in the game. Opposing warriors are those controlled by an opponent. Friendly and opposing status is determined at the beginning of the game, but can change during the game.

Measuring

When measuring distances during setup and during the game, always measure to and from the center of a warrior's base. Most bases have a center dot that can be used as a measurement guide. You can measure anything on the battlefield at any time.

Modifiers

Combat values can be altered during the game. Numbers that alter combat values are called modifiers. A modifier can be either positive or negative, adding to or subtracting from that value. Special abilities, domains, items, and terrain can modify combat values. Attack bonuses are not modifiers.

A combat value cannot be negative. If a modifier would cause a value to be negative, the value is 0 instead.

Always use a warrior's modified (if applicable) combat values unless a rule or special power specifically states that the warrior's unmodified combat value should be used. If an effect says to double or halve an unmodified combat value, modifiers can be applied only after the increase or decrease is made.

A single attack affecting multiple targets can have separate modifiers specific to each target.

Pushing

If you give an action to a warrior that causes it to be given a second action token, that warrior is dealt 1 pushing damage after it resolves the action. This is called pushing. Pushing damage represents the warrior's fatigue; it cannot be reduced in any way, even by special abilities.



This Horned Hunter was given an action when it already had an action token on it. This action pushed the warrior, dealing it 1 pushing damage. The Stag was also given a second action token after the action was resolved.

Warriors also have an ability nexus. An ability nexus is a stat slot location in which a special ability might appear. A special ability in an ability nexus appears as a colored square or circle with an arrow that points to the specific combat value that it applies to.

RULE OF 3

Many modifiers can affect combat values during the game. Because all modifiers are cumulative, there is a special rule called the rule of 3. The rule of 3 states that once all modifiers have been calculated, no value can be modified by more than 3. It is important to note that the effects of special abilities and items override standard **Mage Knight** rules. The rule of 3, however, takes precedence over any special abilities or items.

Example: Scott gives his Atlantean Sorcerer a ranged combat action to make a wand ranged attack against a Black Powder Rifleman. Scott decides to create a ranged combat formation using the Atlantean Sorcerer and three Apprentice Sorcerers to add to the Atlantean Sorcerer's attack value. The Atlantean Sorcerer gets +2 to its attack value for each Apprentice (for a total of +6). In addition, the line of fire passes through the Black Powder Rifleman's rear arc, giving the Atlantean Sorcerer +1 to its attack value (now for a total modifier of +7). The Black Powder Rifleman has the Spell Resistance special ability, which gives the Atlantean Sorcerer -3 to its attack value. In total, the Atlantean Sorcerer gets +4 to its attack value. Because of the rule of 3, however, the modifier to the attack value becomes +3.

MOVEMENT

A warrior's current speed value and speed type appear on its combat dial.

A warrior's speed value is the maximum number of inches it can move when given a move action. The speed type tells you how the warrior moves. A particular speed type can allow a warrior to ignore certain types of terrain or use a particular proficiency. When you move a warrior, place the **Mage Knight** flexible ruler on the battlefield. Measure from the center of your warrior's base to the desired destination, curving the ruler as necessary to show the warrior's exact movement path.

The movement path shown by the flexible ruler cannot cross any warrior bases and cannot pass between two warriors in base contact. There must be room for the moving warrior's base to rest completely on the battlefield at the end of its movement path.

Replacement Values

Some special abilities, domains, items, and terrain allow the substitution of one combat value for another. These substitute values are called replacement values. For example, when one value "becomes" or is used "instead of" another value, it is a replacement value. Replacement values are not modifiers.

Special Abilities

There are colored squares or circles on each warrior's combat dial representing special abilities that warrior possesses. Special abilities come and go as your warrior is dealt or healed of damage. Special abilities are described on the **Mage Knight** Special Abilities Card. Effects described on the Special Abilities Card take precedence over game rules, except where noted.

A warrior's special abilities are in effect as long as they appear in that warrior's stat slot. If a special ability is described as optional, it is assumed to be in effect unless it is canceled. A warrior's controller can cancel any of its optional special abilities at any time. This "turns off" that special ability until the end of the turn during which it was canceled, after which time it is assumed to be in effect again.

When all players are satisfied with the movement path, pick up your warrior and place it at its new position on the battlefield. You determine the warrior's facing. The warrior's facing is important because it can attack (using close and ranged combat actions) only through its front arc. A warrior is considered to have moved if its center dot changes position on the battlefield at any time during the game, or if it changes its facing at any time other than during a free spin.

Breaking Away


If you give a move action to a warrior in base contact with one or more opposing warriors, that warrior must attempt to break away. Roll one six-sided die. On a result of 1–3, the warrior fails to break away and cannot move, though you can change its facing. On a result of 4–6, the warrior succeeds in breaking away from all opposing warriors in base contact, and can move.

Free Spin


If a warrior ends its movement in base contact with one or more opposing warriors, those opposing warriors can immediately change their facing to bring any portion of their front arcs into base contact with the warrior that moved. These free spins do not cost an action.

Speed Types


BOOT

A warrior with the boot () speed type exists at ground level. Ground level is any point on the battlefield that is not elevated (an elevated terrain feature or a warrior using the soaring proficiency). It interacts with all terrain types per the rules for those types. It has the double-time proficiency, described below.


HORSESHOE

A warrior with the horseshoe () speed type exists at ground level, and interacts with all terrain types per the rules for those types. It has the double-time proficiency, described below, except this warrior is not dealt 1 pushing damage for using double-time. This warrior fails to break away only on a die roll result of 1. This warrior cannot change its facing if it fails to break away. If this warrior successfully breaks away, it deals 1 shake off damage to all opposing warriors in base contact with it outside of its front arc at the time it broke away.

WAVE

A warrior with the wave () speed type exists at ground level. It interacts with all terrain types per the rules for those types, except that it treats any type of water terrain as clear terrain. It gets +2 to its defense value when it is in any type of water terrain.

WING

A warrior with the wing () speed type exists at ground level. It interacts with all terrain types per the rules for those types, except that it is unaffected by warrior bases and terrain during movement. It cannot, however, end its movement with its base overlapping another warrior's base or blocking terrain. It fails to break away only on a die roll result of 1. It has the soaring proficiency, described below.

Speed Proficiencies

DOUBLE-TIME

Only warriors with the boot or horseshoe speed type can use double-time. To use double-time, a warrior cannot be in base contact with an opposing warrior. Give the warrior a move action and double its unmodified speed value. If the warrior has the boot speed type, at the end of the movement, deal 1 pushing damage to the warrior. A warrior cannot use speed special abilities or subfaction abilities when using double-time. Double-time can be used in a movement formation (see "Movement Formations," p. 13) as long as all members have either the boot or horseshoe speed type. When using double-time in a movement formation, each member with the boot speed type is dealt 1 pushing damage at the end of the movement.

SOARING

A warrior with the wing speed type can use the soaring proficiency, which allows it to exist at soaring level. Soaring level is the level of the battlefield that is above elevated terrain. A warrior at soaring level does not interact with any terrain type. A warrior with the wing speed type can be deployed at either ground or soaring level.

To move a warrior from ground level to soaring level (or vice versa), give the warrior a move action. Reduce its unmodified speed value by half (round up) for the action. Place a warrior on a flight stand to indicate it is at soaring level.

A warrior at soaring level cannot end its movement with its flight stand in base contact with an objective token;

that is, it cannot control an objective. A warrior at soaring level cannot end its movement with its flight stand overlapping the base of a warrior at ground level, and a warrior at ground level cannot end its movement with any part of its base beneath the flight stand of a warrior at soaring level. Warriors at soaring level cannot be members of formations. No warrior is affected by a soaring warrior's base for movement and line of fire purposes. A warrior at soaring level can only be in base contact with another warrior at soaring level. A warrior at soaring level gets +1 to its defense value; this is the height advantage modifier (see p. 16).

Warriors at ground level can target warriors at soaring level only with ranged combat attacks. Warriors at soaring level can target each other with close or ranged combat attacks. When targeting a warrior at soaring level, no terrain modifiers apply and warrior bases do not block line of fire.

COMBAT

Warriors can be given two kinds of combat actions: close combat and ranged combat. Both types of combat actions are described below. A warrior given a close or ranged combat action is the attacker. The warrior against which the attack is made is the target.

Important Combat Concepts

The following general rules apply to both close and ranged combat.

ATTACK TYPES

There is one close combat attack type—the sword (♠) attack type—and two ranged combat attack types—the bow (♣) and wand (☼) attack types. An attack type indicates that a warrior excels at a certain kind of attack. It gives the warrior access to certain combat proficiencies and attack bonuses, and might allow the warrior to wield certain items.

If a warrior makes a close combat attack, and it has the sword attack type, the close combat attack is an attack of that type. If a warrior makes a close combat attack, and it does not have the sword attack type, the close combat attack has no attack type.

If a warrior makes a ranged combat attack, and it has the bow or wand attack type, the ranged attack is an attack of that type. If a warrior makes a ranged combat attack, and it does not have one of those attack types, the ranged attack has no attack type.

CRITICAL HITS AND MISSES

When you give an action to a warrior that requires an attack roll, and the result is 2 (two 1s showing on the dice), the attack automatically misses, even if the attack result is high enough to hit the target. This is called a critical miss. It represents a weapon backfire or the attacker straining or wounded itself during the action. The attacker is dealt 1 pushing damage after a critical miss.

If the result is 12 (two 6s showing on the dice), the attack automatically succeeds, regardless of what is needed to hit. This is called a critical hit. If the attack was meant to deal damage, the critical hit deals +1 damage. If the attack was a ranged combat attack against multiple targets, this +1 damage is dealt to each target.

If the attack was meant to heal a warrior of damage, the attack automatically succeeds, and the target is healed of +1 damage.

DAMAGE

When your warrior succeeds at an attack, the damage dealt to the target is equal to the warrior's damage value, affected by any modifiers. Your opponent must turn the target's combat dial clockwise a number of times equal to the damage dealt. All damage from the same attack is dealt at the same time.

ELIMINATING WARRIORS

As soon as three skulls appear in a warrior's stat slot, it is eliminated and must be removed from the battlefield.

HEALING WARRIORS

Some special abilities make it possible to heal a warrior of damage. When a warrior is healed of damage, turn its combat dial counterclockwise; never turn past a warrior's starting marker.

A warrior with the golem (♁) damage type has repair markers (▲) on its dial. Whenever a warrior with the golem damage type is healed of damage, turn its combat dial counterclockwise until either the starting marker or a repair marker appears in the stat slot. A warrior cannot be healed while a repair marker appears in its stat slot.

Repair Marker

MAGIC IMMUNITY

Warriors with the magic immunity (M) defense type cannot be affected by magic attacks. This means that they cannot be affected by any special ability with the word “magic” in its name or targeted by a ranged attack that uses the wand attack type.



RESOLVING AN ATTACK

To resolve an attack, roll two six-sided dice (called the attack roll) and add the attacker’s attack value; this total is the attack result. If the attack result is equal to or greater than the target’s defense value, the attack succeeds and your warrior deals damage to the target.

TARGETING FRIENDLY WARRIORS

Warriors friendly to each other cannot target each other with damaging attacks. Additionally, a warrior can never target itself with any attack or special ability.

Close Combat

Close combat represents hand-to-hand and melee weapon attacks; any warrior can make a close combat attack. In order for a warrior to make a close combat attack, its controller must first give it a close combat action. In addition, the front arc of the attacker must be in base contact with the target of the attack. Close combat attacks deal damage equal to the attacker’s damage value.

If a warrior making a close combat attack is in base contact with a target’s rear arc, it gets +1 to its attack value.

A warrior with the sword attack type might have an attack bonus that adds to its attack value when it is given close combat actions. This attack bonus is not subject to the rule of 3.

CLOSE COMBAT PROFICIENCIES

Warriors with the sword attack type can use the gang up and surge proficiencies.

Gang Up

Gang up is used by friendly figures to assist a warrior making a close combat attack. The warrior given the close combat action is called the primary attacker. The primary attacker gets +1 to its attack value for each friendly warrior using gang up. To use gang up, a friendly figure must have its front arc in base contact with the target, must have the sword attack type, and must not have an action token. Warriors using gang up do not receive an action token.

Example: Jim’s Harka Orc, Cloud Warrior, and Ub-Khan are hoping to eliminate an opposing Orc Warbeast. Jim gives his Harka Orc a close combat action targeting the Warbeast. Because the Harka Orc is attacking through the Warbeast’s rear arc, it gets +1 to its attack value. The Cloud Warrior can use its gang up proficiency to enhance the Harka



Orc’s attack because the Cloud Warrior is a friendly warrior, has the sword attack type, and its front arc is in base contact with the Warbeast. This modifies the Harka Orc’s attack value by an additional +1, for a total modifier of +2. Though the Ub-Khan is also friendly to the Harka Orc, has the sword attack type, and has its front arc in base contact with the Warbeast, because it has an action token it cannot use its gang up proficiency. Once the attack is resolved, the Harka Orc will be given an action token, but the Cloud Warrior will not. Note that Jim could have given the Ub-Khan the close

combat action and instead had both the Cloud Warrior and the Harka Orc use their gang up proficiencies. The total modifier to the Ub-Khan’s attack would also have been +2, but after resolving the attack only the Ub-Khan would have been given an action token. This would have pushed the Ub-Khan, but would have then allowed Jim to give a close combat action to his Harka Orc and have the Cloud Warrior again use its gang up proficiency.

Surge

Surge allows a warrior given a close combat action to both move and make a close combat attack, though the warrior is dealt pushing damage. To use surge, a warrior cannot be in base contact with any opposing warriors. Move the warrior up to its speed value. At the end of the movement, the warrior's front arc must be in base contact with an opposing warrior. Deal 1 pushing damage to the warrior using surge, and then resolve the close combat attack.

CAPTURING

Warriors with the sword attack type can capture opposing warriors. To capture an opposing warrior, give the attacker a close combat action targeting a single opposing warrior; the attacker gets -3 to its attack value. If the attack succeeds, the target takes no damage but becomes the attacker's captive. A warrior with a captive is called a captor.

The captor gains the boot speed type instead of its speed type and must use the lower of its and its captive's speed values. The captor can be given only move actions, unless it tries to eliminate the captive (see below). When moving with its captive, a captor must be in base contact with the captive both before and after the move.

Remove any action tokens from a warrior when it becomes a captive. Only a captive's captor can target it with an attack, and then only to eliminate it. A captive never takes damage. A captive is neither a friendly nor an opposing warrior to any other warrior. A captive cannot be given actions, and its special abilities, speed types, and items are ignored. A captive is freed if its captor is eliminated. Freed captives immediately cease being captives, and all captive traits no longer apply. Other than eliminating its captive, a captor cannot get rid of its captive and cease being a captor.

A captor can eliminate its captive. To eliminate its captive, give the captor a close combat action targeting its captive. The captor gets -3 to its attack value for that attack. If the attack succeeds, eliminate the captive. If the attack is unsuccessful, the captive takes no damage. The gang up proficiency cannot be used when a captor attempts to eliminate its captive.

Ranged Combat

Ranged combat represents long-distance attacks, such as those using bows, guns, or magical spells.

Each warrior has a range value on its base. This value is the maximum number of inches that its ranged combat attack can reach. If your warrior's range value is greater than 0 and it is not in base contact with an opposing unit, you can give it a ranged combat action. Place one end of the ruler at the center of the attacker's base and draw a straight line to the center of the target's base. This line is called the line of fire.

A line of fire must pass through the attacker's front arc, and can be no longer than the attacker's range value. The line of fire is blocked if it crosses a warrior's base (friendly or opposing) other than the attacker's and the target's. If the line of fire is blocked, the attacker cannot make a ranged combat attack against the target.

You can check a potential line of fire at any time during the game. A successful ranged combat attack deals damage to the target equal to the attacker's ranged damage value.

If a line of fire passes through the target's rear arc, the attacker gets $+1$ to its attack value.

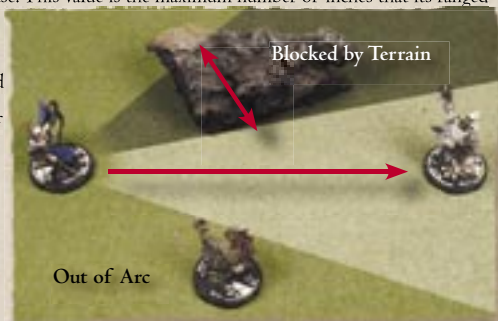
A warrior with the bow or wand attack type might have an attack bonus that adds to its attack value when it is given a ranged combat action. This attack bonus is not subject to the rule of 3.

RANGED COMBAT AGAINST MULTIPLE TARGETS

A warrior might be able to affect two or more targets with a single ranged combat action. No warrior, however, can target a single warrior more than once with any one ranged combat action.

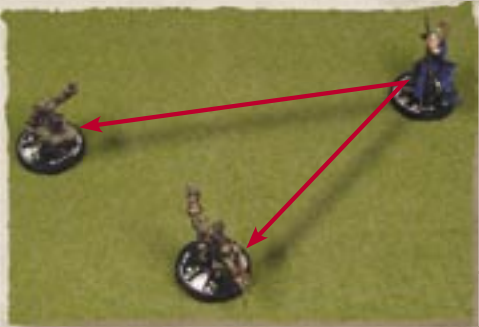
Each warrior has one or more arrow symbols next to its range value. The number of arrow symbols is the maximum number of different targets that warrior can target with a single ranged combat action. To affect multiple targets with a ranged combat attack, the attacker must be able to draw an unblocked line of fire to each target.

Hint: Certain special abilities, such as Stormfire, also allow ranged combat actions to be resolved against multiple targets, but an unblocked line of fire need be drawn only to the target of the special ability.



When your warrior is attempting to target multiple targets with a ranged combat attack, you make only one attack roll. Compare the attack result to every target's defense value. Some targets with low defense values might be affected by the attack, while others with high defense values might be unaffected. After determining against which targets the attack succeeds, divide the attacker's ranged damage value among the targets. The attacker can deal 0 damage to a target.

Example: Pat gives his Master Archer a ranged combat action. The Archer has two arrow symbols next to its range value, so Pat chooses two opposing warriors as targets: Scott's Gulthak Orc and Blood Shaman. The lines of fire to the two targets are not blocked, neither target is in base contact with any warrior friendly to Pat, and both targets are within the Archer's 12" range. The Archer's attack value is 9 and Pat's attack roll is 6, making the attack result 15 ($9 + 6 = 15$). Pat compares the 15 to the defense values of the two targets: the Gulthak Orc has a defense value of 15 and the Blood Shaman has a defense value of 16. The Archer's attack is unsuccessful against the Blood Shaman, but successful against the Gulthak Orc. The Archer's ranged damage value is 2, so the Archer deals 2 damage to the Gulthak Orc. If Pat's attack roll had been 7, the attack result would have been 16 ($9 + 7 = 16$), and the attack would have been successful against both targets. Pat then could have chosen to deal 1 damage to each target, or he might have chosen to deal 2 damage to one target and 0 damage to the other.



RANGED COMBAT PROFICIENCIES

Warriors with the bow attack type can use the point blank and precision proficiencies.

Point Blank

Point blank gives a warrior given a ranged combat action +1 to either its attack or damage value as long as the target or targets are within one-half the distance of the warrior's range value (rounded up).

Precision

Precision allows a warrior given a ranged combat action to make a ranged combat attack against a single target opposing warrior in base contact with warriors friendly to the attacker. The attacker gets -2 to its attack value when using precision.

Bombardment Attacks

A warrior with the Bombardment special ability can make Bombardment attacks. Each warrior with the Bombardment special ability comes with Bombardment tokens specific to that warrior. A Bombardment attack is resolved in two stages: 1) determining the location of the Bombardment tokens, and 2) determining if figures in the area of effect of each token are affected by the attack.

To make a Bombardment attack, give the warrior a ranged combat action, with its Bombardment token or tokens as the target(s) of the attack instead of an opposing figure or figures. An attack targeting a Bombardment token can be made even if line of fire to that token is blocked, though this will affect the chance of success for the Bombardment attack for that token. Double the warrior's range value and place its Bombardment token or tokens face up anywhere on the battlefield within the warrior's line of fire and doubled range. The arrow on the Bombardment token must point in the direction of the line of fire.

At the beginning of your next command phase, resolve the Bombardment attack against the Bombardment token(s). If the line of fire to a token is blocked at this time,



this warrior gets -2 to its attack value against that token. Make only one attack roll, even if there are multiple Bombardment tokens, and compare the attack result against each Bombardment token. If an attack succeeds against a Bombardment token, all figures (friendly and opposing) within that token's area of effect become targets of the Bombardment attack. Make one more attack roll, and compare the attack result against each target's defense value. Deal damage equal to the attacker's ranged damage value to each figure against which the attack succeeds.

If an attack is unsuccessful against a Bombardment token, the Bombardment attack has drifted. Roll a six-sided die; the result is the drift direction noted on that Bombardment token. Reference the unsuccessful attack result on the Bombardment token to determine the distance of the drift, and move that Bombardment token that distance in the drift direction. All figures (friendly and opposing) within the token's new area of effect are targets. Resolve the attack against these targets as described above.

If a warrior with an unresolved Bombardment attack is eliminated or gains Demoralized, use the attack and damage values on its Bombardment token(s) to resolve the Bombardment attack.

Formations

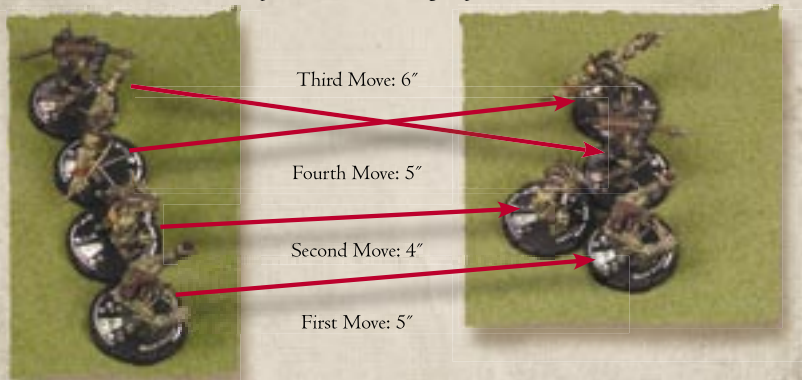
By using a formation, an action that you give to one of your warriors can be shared by other friendly warriors. Formations are optional, and exist only for the duration of the actions for which they occur. In order to create a formation, three to five of your warriors must be grouped so that each is in base contact with at least one other of those warriors. Each warrior in a formation is called a member.

All members of a formation must be from the same faction, though they can be from different subfactions. Look at the faction symbol on each warrior's base to determine if the warrior can be a member of the formation. Mage Spawn warriors don't have faction symbols, so they cannot normally be members of formations. Shyft warriors are the exception to creating formations with Mage Spawn (see "Shyft Formations," p. 14).

MOVEMENT FORMATIONS

In addition to the general formation requirements described above, only a warrior eligible to receive a move action can be a member of a movement formation

When you give a move action to just one member, all members of the movement formation can move using that one action. The speed value of each member becomes that of the member with the lowest speed value. Move all members of the formation one at a time. The action is resolved when each member has moved. At the end of the movement, each member must once again be in base contact with at least one other member—the formation cannot be split into two or more groups at the end of the action.



Each member is given an action token, and all are considered to have been given an action for that turn. This can push some members but not others.

Make all break away rolls for members of a movement formation before any member moves. If any member fails a break away roll, that warrior cannot move, though it can still change its facing. Other members can still move according to the movement formation rules.

RANGED COMBAT FORMATIONS

A ranged combat formation can be used only for a damaging (not healing) ranged combat attack against a single warrior. In addition to the general formation requirements described above, the following additional criteria must be met in order to create a ranged combat formation:

- * Only a warrior eligible to receive a ranged combat action can be a member of a ranged combat formation.
- * Each member must be able to draw an unblocked line of fire to the target.

When you give a ranged combat action to just one member, all members contribute to the attack. The member given the ranged combat action is called the primary attacker. Only the primary attacker can use special abilities or items in the attack. Each member modifies either the primary attacker's attack or damage value.

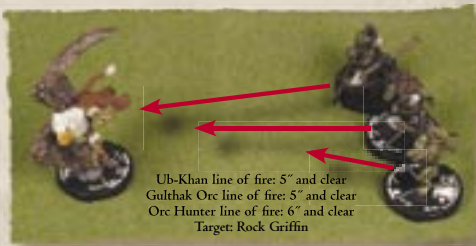
If a member has the bow attack type, it can modify either the primary attacker's attack value by +2 or damage value by +1. If a member does not have the bow attack type, it can modify the primary attacker's attack value (only) by +2.

Example: The Orc Khan warriors create a ranged combat formation. Lines of fire are drawn; all are clear and within the range values of each member. The Ub-Khan is chosen as the primary attacker. It gets +2 to its attack value from the Orc Hunter and +1 to its damage value from the Gulthak Orc.

Each member is given an action token, and all are considered to have been given an action for that turn. This can push some members but not others.

Only the primary attacker's line of fire might be subject to the height advantage modifier and/or hindering terrain modifier.

If you roll a critical miss for a ranged combat formation attack, the attack automatically misses, and only the primary attacker is dealt 1 pushing damage.



SHYFT FORMATIONS

Warriors with the Shyft faction symbol (A)—Shyfts—can create formations with friendly Mage Spawn warriors. If a Shyft warrior is on the battlefield, all Mage Spawn friendly to that Shyft gain the Shyft faction symbol.

Attack Sequence

Use the following sequence of events to make a close or ranged combat attack:

1. Give a close or ranged combat action to your attacking warrior (or primary attacker of an attack formation).
2. Declare the target(s) of the attack.
3. Declare a capture attempt, if applicable.
4. The attacker chooses which of its optional special abilities to cancel and determines any modifiers to its attack value.
5. The target chooses which of its optional special abilities to cancel and determines any modifiers to its defense value.
6. Apply the rule of 3 to the attacker's attack value modifiers and the defender's defense value modifiers, if applicable.
7. Make an attack roll and determine if the attack succeeds.
8. If the attack succeeds, calculate the damage dealt:
 - A. Modify the attacker's damage value or ranged damage value, as appropriate.
 - B. Apply the rule of 3 to the total damage value modifiers, if applicable.
 - C. If capturing the target, deal no damage. Otherwise, deal damage to the target(s) equal to the attacker's close or ranged damage value, as appropriate. If the attack roll was a critical hit, increase the damage dealt to each affected warrior by 1.

9. Apply effects generated by the damage dealt and/or the attack (for example, the Vampirism or Smite special abilities).
10. Give an action token to each warrior contributing to the attack.
11. Apply pushing damage to any warrior that received a second action token as a result of the action.

SPECIAL ACTION

A special action is a requirement for some special abilities and actions (noted in the text of the special ability or action). Give an action token to any warrior given a special action.

TURN EXAMPLE

Matt has nine warriors in his 200-point army, which gives him two actions to use on his turn. At the beginning of his command phase, he notes that he has a warrior with the Venom special ability, which deals 1 damage to each figure in base contact with its front arc. He also has a Bombardment attack that must be resolved. Matt chooses to resolve the Venom special ability first, then resolves his Bombardment attack. He can do nothing else during his command phase, so he announces the end of his command phase and moves on to his action phase.

He still has two actions remaining (the Venom special ability doesn't cost an action). He uses the first action to have one of his warriors make a ranged combat attack. Matt gives his warrior a ranged combat action and resolves the attack. He uses the second action to move another one of his warriors. He gives this warrior a move action and resolves the movement. Matt has now used his two actions on two different warriors. He can do nothing else during his action phase, so he announces the end of his action phase and moves on to his end phase.

At the beginning of his end phase, Matt checks to see if he controls any objectives. He also removes any action tokens from any of his warriors that were not given actions this turn.

TERRAIN

You do not have to use terrain in a **Mage Knight** game, but adding terrain to the battlefield will make your game more challenging and interesting.

There are three main types of terrain features: clear, hindering, and blocking. These terrain types can exist at ground level or they can be elevated. In addition, there are several types of special terrain features described throughout this section. A warrior occupies a terrain feature if its center dot is in the terrain.

Clear Terrain

Clear terrain can represent features such as grassy plains or a city square. The entire battlefield is clear terrain, except those areas where hindering, blocking, or special terrain features are placed. Clear terrain has no effect on game play.

Hindering Terrain

Hindering terrain can represent features such as brush, light woods, and debris. You can represent hindering terrain using shapes cut out of construction paper or cloth. The outer edges of these shapes are the boundaries of the hindering terrain. Hindering terrain should lie flat on the table so that it will not interfere with the placement of warrior bases.

Warriors can move into and through hindering terrain, but with some restrictions. If a warrior begins a movement with any part of its base overlapping clear terrain, its movement must end immediately when its base crosses completely into hindering terrain. It does not have to stop if its base does not cross completely into hindering terrain. If a warrior begins a move with any part of its base overlapping hindering terrain, its unmodified speed value is halved (round up) for that movement.

HINDERING TERRAIN MODIFIER

Close combat attacks are not affected by hindering terrain. If a line of fire passes through any amount of hindering terrain, or targets a warrior occupying hindering terrain, the target gets +1 to its defense value. This is called the hindering terrain modifier.

If a warrior that occupies hindering terrain makes a ranged combat attack, it might not be penalized by the hindering terrain modifier. If the line of fire does not cross any hindering terrain except beneath the attacker's base, no hindering terrain modifier applies to that attack. This represents the attacker's ability to fire from the edge of hindering terrain, protected but not penalized by it.

CONCEALING TERRAIN

Concealing terrain represents tall grass or other light cover. Concealing terrain is clear terrain for movement purposes and hindering terrain for line of fire purposes.

Blocking Terrain

Blocking terrain represents features such as large boulders, high walls, and buildings. You can represent blocking terrain using common items such as decks of cards, small cartons, and scale models. Warriors cannot occupy, or have their movement paths cross, blocking terrain. Warriors cannot have any part of their bases overlapping blocking terrain. Blocking terrain blocks any line of fire crossing it.

CHASMS

A chasm represents a canyon or gorge. Chasms are blocking terrain for movement purposes and clear terrain for line of fire purposes.

Elevated Terrain

Clear, hindering, and blocking terrain can be elevated to form hills and low plateaus. Elevated terrain features have gradual slopes up to an elevated point. All elevated terrain features represent the same level of height above the battlefield, and all points of a single elevated terrain feature are at the same level.

You can represent elevated terrain using stacks of books and magazines or by using scale models. If you use models for hills, use models with a distinct elevation change and flat upper surface.

A warrior must end its movement as soon as it occupies clear or hindering elevated terrain. After that, the warrior's movement is subject to clear or hindering terrain movement rules while occupying the terrain, depending on the elevated terrain's type. A warrior cannot occupy elevated blocking terrain. When measuring a warrior's move onto or off of elevated terrain, don't measure any vertical distance traveled, only the horizontal distance traveled.

LINE OF FIRE AND ELEVATED TERRAIN

An elevated terrain feature blocks line of fire if neither the attacker nor the target occupies that elevated terrain feature.

If the attacker and target both occupy one elevated clear terrain feature, line of fire is affected by elevated hindering terrain on that same elevated terrain feature or blocked by elevated blocking terrain and the bases of other warriors on that same elevated terrain feature.

If the attacker or target is on an elevated terrain feature, but the other is not, line of fire is blocked under the following circumstances:

- * The line of fire crosses a warrior base on the
- * The line of fire crosses a different elevated terrain feature.
- * The line of fire crosses a blocking terrain feature, elevated or nonelevated.

Hindering terrain affects line of fire only if either the attacker or target is in hindering terrain or the hindering terrain is elevated; otherwise it has no effect.

This line of fire crosses hindering terrain and a warrior's base, but because the attacker is elevated, the intervening features do not block line of fire.

HEIGHT ADVANTAGE MODIFIER

When an attacker not on elevated terrain makes a ranged combat attack against an elevated target, the target gets +1 to its defense value. This is called the height advantage modifier. A target might get the benefit of the height advantage modifier and the hindering terrain modifier at the same time. In this case, the target gets +2 to its defense value. A warrior on elevated terrain attacked by a warrior at soaring level does not get the height advantage modifier.

ABRUPT ELEVATED TERRAIN

Raised parapets, flat rooftops, and plateaus flanked by cliffs are examples of abrupt elevated terrain. Abrupt elevated terrain is treated like elevated terrain except that warriors can move onto or off of such terrain only at an access point, such as a stairwell or ladder. Each abrupt elevated terrain feature must have at least one access point designated when it is placed on the battlefield. A warrior's movement path must be measured to and from such access points.

elevated terrain feature.



Constructed Terrain

Constructed terrain is terrain made from constructed terrain cards. Using constructed terrain is optional; if it is to be used, all players must agree to its use.

Constructed terrain cards display the terrain's name and describe all the terrain's game play information, including its terrain type, defense value, value, and structural point value, all described below. The pieces with which to build the constructed terrain feature are removed from their card or cards and assembled. After a game, a constructed terrain feature can be disassembled and snapped back into its card or cards for convenient storage.

A constructed terrain feature can be built from one or more constructed terrain cards and can represent many different terrain types.

The terrain type indicates what type of terrain the constructed terrain represents: **A** is abrupt elevated, **B** is blocking, **C** is concealing, **E** is elevated, and **H** is hindering. The defense value is the value a close or ranged combat attack result must meet or exceed in order to hit and damage the constructed terrain.

PLACING CONSTRUCTED TERRAIN

When creating the terrain pile during setup, each player can add two constructed terrain features in addition to their other terrain features.

When placing terrain, a player can place two pieces of constructed terrain on the battlefield instead of one nonconstructed terrain feature. Constructed terrain is placed following all the rules of terrain placement, except that constructed terrain can be placed within 3" of another constructed terrain piece. A constructed terrain piece must be placed with its entire base (indicated by a bold black line) in contact with the battlefield.

CONSTRUCTED TERRAIN IN GAME PLAY

A warrior can occupy constructed terrain. Constructed terrain that allows a warrior to occupy it will have a center dot printed on it. When targeting a warrior occupying a constructed terrain feature, instead of drawing the line of fire to the warrior, draw the line of fire to the constructed terrain feature's center dot instead. Note that with constructed terrain, you should look down from above to see if a warrior's center dot is within it.

Whenever a line of fire crosses constructed terrain, refer to the terrain type to see what modifiers might apply or if the line of fire is blocked.

In addition to any modifiers the terrain type might grant, some constructed terrain also has a fortification value. When a ranged combat attack targets a warrior in base contact with the constructed terrain, and the line of fire crosses the terrain feature, the target adds the fortification value to its defense value.

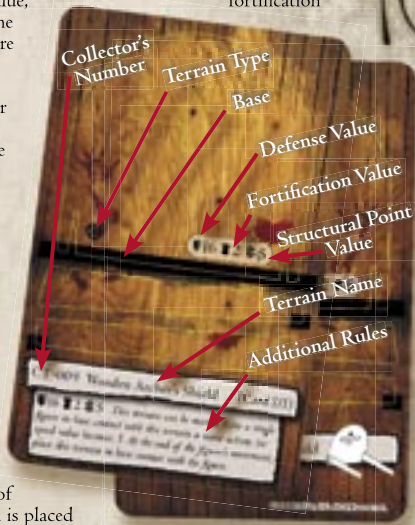
A warrior cannot be given a close combat action targeting another warrior if constructed terrain prevents base contact between the attacker and target at the time the attack roll is made.

Some constructed terrain cards have additional rules printed on them. Follow these rules to determine any additional effect the constructed terrain might have on game play.

ATTACKING AND ELIMINATING CONSTRUCTED TERRAIN

Constructed terrain, unlike other terrain, can be eliminated. The structural point value of a constructed terrain feature is the amount of damage that must be dealt to the constructed terrain during one player's turn in order to eliminate it. A constructed terrain feature can be the target of ranged combat attacks as long as the attacker's line of fire can be drawn to an edge of the terrain feature. A successful ranged combat attack deals damage equal to the attacker's ranged damage value. Close combat attacks can target a constructed terrain feature if the attacker's front arc is in base contact with the terrain feature. A successful close combat attack deals damage equal to the attacker's damage value.

Lines of fire drawn to or from titans and multiple-dial warriors are not affected by constructed terrain.



Special Terrain SHALLOW WATER

Shallow water terrain, such as streams, fords, and ponds, is hindering terrain for movement purposes and clear terrain for line of fire purposes.

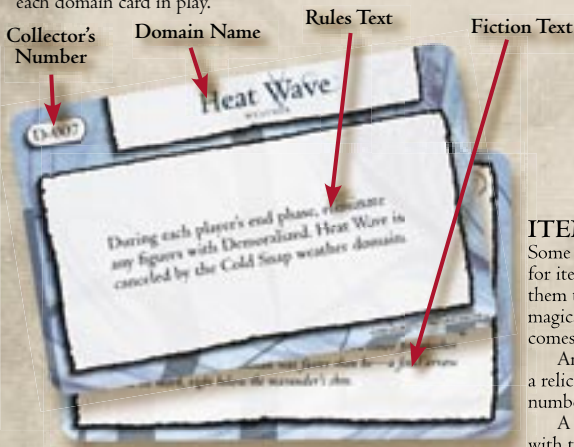
DEEP WATER

Deep water terrain, such as rivers and lakes, is blocking terrain for movement purposes and clear terrain for line of fire purposes.

DOMAINS

In addition to terrain features, a **Mage Knight** battlefield can also be affected by domains, which are represented by domain cards. Domains can alter terrain, weather, or other conditions on the battlefield. Using domains is optional, though if players agree to use them, then all players must use them.

If using domains in a game, each player secretly chooses one domain card to play. After terrain is placed but before players deploy their armies, each player reveals the domain he or she chose and puts it into play next to the battlefield. Some domains cancel other domains. Canceled domains are removed from the game. If two domains cancel each other, both cards are removed from the game. Otherwise, follow the rules text on each domain card in play.



ITEMS

Some warriors in **Mage Knight** have slots for items in their base. These slots allow them to wield weapons, armor, and other magical devices called items. Each item comes with a corresponding item token.

An item of exceptional power is called a relic. If an item is a relic, its collector's number begins with "R."

A warrior can wield multiple items, with the following restrictions:

- * A warrior cannot wield more than one relic.
- * No more than one item with the same requirement can be wielded by the same warrior.
- * A relic cannot appear in one player's army more than once.
- * A warrior must have one item slot for every item it wishes to wield.

Each item is removed from its card so that it can be placed in a warrior's item slot. Besides showing the item's name, the card describes all the item's game play information and storyline text, including its collector's number, point value, wielder requirements, and the modifiers and special abilities it provides to the wielder. After a game, an item can be snapped back into its card for convenient storage.

The point value of an item counts toward the build total, just as the point value of a warrior does.

During deployment, an item must be placed in a warrior's item slot. This warrior becomes the wielder of the item. An item's wielder requirements describe the specific traits a warrior must have in order to wield it. For example, to wield *Dragonstar*, a warrior must have the bow attack type. Other requirements, such as faction or minimum attack value, are also possible.

An item can be dropped by its wielder at the beginning of the controlling player's command phase. This does not require an action. If a wielder drops an item, remove the item from the wielder's item slot and place the item's corresponding item token in base contact with the warrior that dropped

the item. A warrior can be given a special action to pick up and wield an item, provided the warrior meets the item's wielder requirements.

If a warrior that is wielding items is eliminated, before removing the warrior from the battlefield, remove the items from its base and place the corresponding item tokens in base contact with the eliminated warrior. Then remove the warrior from the battlefield. These items can then be picked up and wielded as described above. It is possible that picking up items in this way can cause your army to exceed its build total.

If a player's warrior equips an item originally owned by another player, the item must be returned to its owner after the game is completed.

ELIMINATING A PLAYER

At the end of any action phase, if a player has no able warriors on the battlefield, all that player's remaining warriors are removed from the game; they do not count as eliminated warriors. Remove the control markers from any objectives controlled by that player. These objectives become neutral, and the action phase ends. At the beginning of the next end phase, if only one player has able warriors on the battlefield, that player gains control of all objectives.

ENDING THE GAME

The game ends at the end of any turn in which any one of the following conditions is met:

- * Only one player still has an able warrior on the battlefield; OR
- * A predetermined time limit for the game is reached; OR
- * All remaining players agree to end the game.

Example: Kelly and Will are playing a two-player game. During Kelly's action phase, a successful attack eliminates one of Will's warriors. All of Will's remaining warriors are Demoralized or captured, so Will is eliminated. Because Kelly is the only player with an able warrior on the battlefield, the game will end at the end of her turn. At the end of Kelly's action phase, Will removes his remaining warriors from the game and removes his control markers from the objectives he controls. At the beginning of Kelly's end phase, she is the only player with an able warrior on the battlefield, so she gains control of all objectives. Next, Kelly checks control of objectives and notes that she controls all three objectives. Kelly removes action tokens from her warriors that were not given actions this turn and ends her turn. At the end of her turn, the game ends.

Victory!

When the game ends, all players count how many objectives they control. The player who controls the most objectives wins the game.

TIES

If no player controls a majority of objectives, total the point values of the warriors that each player eliminated during the game. The winner is the player who eliminated the most points' worth of warriors. If players are still tied, the winner is the player whose army was built with the fewest number of points.



THE STANDARD GAME

Players are free to make their own choices about build totals, battlefield size, and other game conditions when playing **Mage Knight**. The standard game is a suggested set of conditions under which to play the game, and is described below:

- * The battlefield is 3' by 3' square.
- * The build total is 300 points, giving each player three actions per turn.
- * The time limit for the game is 50 minutes.
- * Each player contributes from zero to four standard terrain features to the terrain pile.
- * Elevated terrain is not used.
- * Follow **Mage Knight** etiquette and have fun!

TOURNAMENT PLAY

For guidelines on how to play a **Mage Knight** game at the tournament level, visit www.wizkidsgames.com.

MAGE KNIGHT ETIQUETTE

Miniatures games lack the restricted environments of board games and card games. This is good, because you can use your imagination to develop all sorts of unique scenarios and terrain ideas. The butter dish is a sacred stone altar. The key chain in the center of the table is a treasure chest, and the first warrior to drag it back to its table edge is the winner!

On the other hand, situations can arise that are not covered by these rules. While we have attempted to write explicit rules, players might eventually disagree over who can do what. To both avoid and help resolve such situations, we suggest the following points of etiquette:

- * A player should never turn the combat dial of any of his or her warriors unless the warrior is dealt damage or healed of damage. Then, the player should turn the dial only the required number of times in the proper direction. In other words, don't turn through a combat dial just to see what's coming up.
- * You will constantly pick up your warriors during a game to adjust their combat dials. Mark the locations and facings of your warriors with markers on the table whenever you do this.
- * Because weapons, limbs, and other bits of warriors stick out from their bases, it is sometimes difficult to cleanly position two warriors in base contact. If you cannot achieve clean base contact, players should agree that the two warriors are in base contact until one of them moves away or is eliminated.
- * Ambiguous situations will arise. For example, a line of fire might or might not be nicking a warrior's base. There might or might not be enough room between two warriors to allow a third to stand between them. Players will reasonably disagree in these situations. In all such instances, roll one six-sided die: On a result of 1–3, the action is not allowed; on a result of 4–6, the action is allowed.

GLOSSARY

ability nexus: A location on the combat dial in which a special ability might appear. This special ability can apply to a warrior's speed, attack, defense, or damage combat value.

able: A warrior on the battlefield that is not a captive and does not have the Demoralized special ability.

access point: The point at which a warrior can move onto or off of a piece of abrupt elevated terrain.

action: There are four types of actions: move, close combat, ranged combat, and special. The number of actions you get each turn depends on the battle's build total: one action for every full 100 points of the build total. You give these actions to your warriors during each of your turns.

action phase: The period of a player's turn during which he or she gives actions to his or her warriors.

action token: A coin or bead used to mark a warrior that has been given an action.

action total: The number of actions you get on each of your turns.

arc extensions: Lines on a warrior's base that help to define its front arc in relation to its center dot.

area of effect: An area measured from a warrior's or token's center outward in all directions.

army: A group of warriors you control during the game.

attack bonus: A number, associated with a specific attack type, added to a warrior's attack value when it makes an attack using that specific attack type. An attack bonus is not a modifier.

attack result: An attack roll plus the attacker's attack value and any modifiers that apply to the attacker's attack value.

attack roll: The result of rolling two dice when a warrior makes a close or ranged combat attack.

attack type: Indicates that a warrior is good at a certain kind of attack, and gives the warrior access to certain combat proficiencies and attack bonuses, and might allow it to wield certain items.

attack value: A number a warrior adds to the attack roll when it makes a close or ranged combat attack.

attacker: The warrior to which a close or ranged combat action is given.

base: The plastic disc to which a warrior is glued.

base contact: One warrior is in base contact with another warrior when their bases are touching. A warrior can also be in base contact with a token, marker, or terrain feature.

break away: Attempting to move a warrior that is in base contact with one or more opposing warriors.

build total: A point total that limits how many combined points a player's army can be; the combined point value of a player's army cannot exceed the build total. The build total determines how many actions a player gets on each of his or her turns.

canceled: When a domain or special ability temporarily has no effect. A canceled domain is removed from the game. If a warrior's controller cancels one of that warrior's special abilities, this canceled special ability ceases to be canceled at the beginning of the next player's turn, unless the controller cancels it again.

captive: A captured warrior.

captor: A warrior that controls a captive.

capturing: Using a close combat action to turn a warrior into a captive instead of damaging it.

center dot: The point designated on a warrior's base as its center point. The center dot might not be visible on some bases; in these cases, use the front arc extensions as guides to find the center of the base.

close combat action: An action given to a warrior that allows it to make a close combat attack.

close combat attack: A hand-to-hand attack.

collector's number: An identifying number for some **Mage Knight** game pieces.

combat dial: The rotating disc under a warrior's base.

command phase: The period of a player's turn during which he or she gives orders specific to the command phase to his or her warriors. Some warriors have special abilities that resolve during the command phase, and some actions given on a previous turn might resolve during the command phase.

constructed terrain feature: A terrain feature built from one or more constructed terrain cards. Some constructed terrain features can be built from one card, and others require multiple cards.

contested: The state of an objective when opposing players have able warriors in base contact with the objective token.

control marker: The marker a player places on top of an objective token to show that he or she controls it. Each control marker has two sides, each a different color. At the beginning of a game, each player choose the control marker color he or she will use during the game.

controller: The player able to give actions to a warrior is its controller. Also, the player who controls an objective is that objective's controller.

critical hit: An attack roll of 12 (two 6s).

critical miss: An attack roll of 2 (two 1s).

damage dealt: An attacker's damage value, affected by any modifiers. A target's controller turns the target's combat dial clockwise once for each point of damage dealt.

damage type: Indicates what type of damage a warrior deals when it makes a close combat attack, and can affect game play, such as in regard to healing.

damage value: A number that indicates how much damage a warrior deals when making a close combat attack.

defense type: Indicates what type of defense a warrior uses. This can alter how a warrior is affected by attacks, such as wand ranged combat attacks made against a warrior with the magic immunity defense type.

defense value: A number that an attack result must meet or exceed in order to damage a warrior.

deploy: Placing your warriors on the battlefield before the game begins.

deployment area: A player must deploy his or her warriors in his or her deployment area. It is an imaginary rectangle that extends 3" from the edge of the battlefield and 8" away from any other edge of the battlefield. It has two short edges and two long edges; the edge closest to the player is called the near edge, and the edge farthest from the player is called the far edge.

domains: Conditions, such as weather and terrain—represented by domain cards—that can alter game and battlefield conditions.

elevated: The level, above ground level but below soaring level, where elevated terrain exists.

eliminated: A warrior or constructed terrain feature that is removed from the battlefield, or when a player is no longer part of the game.

end phase: The period of a player's turn during which he or she checks for control of objectives and removes all action tokens from his or her warriors not given an action that turn.

facing: The way a warrior's front arc is oriented on the battlefield.

faction: The main group to which a warrior belongs. All warriors belong to a faction, except for Mage Spawn warriors.

first player: This player (determined by dice roll) places the first objective token (besides the one placed in the center of the battlefield), deploys his or her warriors first, and takes the first turn.

flight stand: An indicator that you place under a warrior to show that it is using the soaring proficiency. It also doubles as a key ring.

fortification value: A number indicating the defense bonus that a constructed terrain feature provides to warriors.

free spin: Rotating a warrior so that its front arc touches an opposing warrior that moved into base contact with it. It does not require an action.

freed: When a captive is released from its captor because the captor was eliminated. A freed captive is no longer a captive.

friendly warrior: A warrior you control or one that is controlled by an ally.

- front arc:** The only portion of a warrior's base through which it can make attacks. A warrior's front arc must be in base contact with an opposing warrior in order for it to make a close combat attack, and line of fire must pass through a warrior's front arc in order for it to make a ranged combat attack.
- ground level:** Ground level is any point on the battlefield that is not at the elevated or soaring levels.
- healing:** A counterclockwise spin of the combat dial that indicates the removal of damage.
- height advantage modifier:** If a ranged attack originates on nonelevated terrain against a target on elevated terrain or at soaring level, the target gets +1 to its defense value.
- hindering terrain modifier:** If a line of fire passes through any hindering terrain, the target gets +1 to its defense value.
- item:** Weapons, armor, and other magical devices that a warrior can wield. An item can bestow special abilities, combat value modifiers, and so on.
- item slot:** The part of a warrior's base into which an item is inserted when the warrior wields it.
- key ring:** The flight stand doubles as a key ring, which can be used to turn the combat dials of some warriors.
- line of fire:** An imaginary line drawn from the center of an attacker's base to the center of the target's base. If this line is blocked, the attack cannot be made.
- member:** A warrior that is part of a formation.
- modifier:** A number that is added to or subtracted from a warrior's combat value. Attack bonuses and replacement values are not modifiers.
- move action:** An action given to a warrior that allows it to change its position on the battlefield.
- moved:** A warrior is moved when its center dot changes position at any time, or its facing changes during its controller's turn.
- movement formation:** Three to five friendly warriors in base contact with each other that are able to move as a unit.
- movement path:** The path shown by the flexible ruler that indicates where a warrior will move.
- neutral:** The state of an objective when it is neither contested nor controlled. All objectives begin a game neutral.
- objective:** One of several strategic battlefield locations that players vie to control in order to win a game.
- objective token:** A token placed on the battlefield to indicate the location of an objective.
- occupy:** A warrior occupies terrain when its center dot is within the terrain. Its base does not have to be entirely in the terrain for it to occupy that terrain.
- opposing warrior:** A warrior controlled by an opponent.
- owner:** The player to whom a warrior or item belongs. Control of a warrior can change during a game; ownership cannot.
- phase:** One of three segments of a turn: the command phase, the action phase, and the end phase.
- point value:** A number that indicates how much it costs to add a warrior or item to an army. Also the number of victory points gained by a player when he or she eliminates a particular warrior.
- primary attacker:** The warrior that is aided by other warriors when they create a ranged combat formation or use the gang up proficiency. The primary attacker is the only warrior given an action in such cases, though all warriors who aid the action are given action tokens.

proficiency: An ability granted to a warrior because of its attack or speed type.

pushing: Giving a warrior an action so that it is given a second action token. This deals 1 pushing damage to the warrior.

pushing damage: Pushing a warrior deals it 1 pushing damage, usually after the action that pushes the warrior is resolved. This damage cannot be reduced.

range value: A number that indicates the maximum number of inches that a warrior's ranged attack can reach.

ranged combat action: An action given to a warrior that allows to it make a ranged combat attack.

ranged combat attack: An attack made from a distance. This attack can include missile weapons, magic, mind power, and so on.

ranged combat formation: Three to five friendly warriors in base contact that can make a more effective ranged attack.

ranged damage value: A number that indicates how much damage a warrior deals when making a ranged combat attack.

reanimated: A reanimated warrior is an eliminated warrior that is returned to play, usually because of a special ability.

rear arc: The portion of a warrior's base through which it is especially vulnerable to close and ranged combat attacks. If a warrior makes a close combat attack against a target while it is in base contact with the target's rear arc, the warrior gets +1 to its attack value. If a warrior makes a ranged combat attack against a target, and the line of fire passes through the target's rear arc, the warrior gets +1 to its attack value.

relic: A rare and powerful item whose collector's number begins with "R."

removed from the battlefield: Something removed from the battlefield is still eligible to return to the game.

removed from the game: Something that is removed from the game cannot be used again in the current game.

repair marker: An indicator that might appear on the combat dials of warriors with the golem damage type. When healing one of these warriors of damage, the warrior's controller must stop applying healing when a repair marker appears on its combat dial. A warrior cannot be healed while a repair marker appears on its combat dial.

replacement value: A value, deriving from special abilities, domains, items, or terrain that becomes a substitute for one of a warrior's combat values. A replacement value is not a modifier.

resolve: To complete a move, close combat, ranged combat, or special action.

rule of 3: No modifier can increase or decrease any combat value by more than 3.

setup: The period of the game during which objective tokens and terrain are placed.

shake off damage: Damage dealt by a warrior (with the horseshoe speed type) that successfully breaks away from opposing warriors in base contact with it outside of its front arc at the time it broke away.

soaring level: Soaring level is the level of the battlefield that is above elevated terrain. Only warriors using the soaring proficiency exist at the soaring level.

special action: A requirement for some special abilities and miscellaneous actions. A warrior given a special action is given an action token.

speed type: Indicates the specific way a warrior moves. A speed type gives a warrior access to certain speed proficiencies and might allow it to interact with certain terrain types differently than other warriors do.

speed value: A number that indicates how far a warrior can move in inches.

starting marker: An indicator that shows the beginning of a warrior's dial. The combat dials of all warriors must be turned to their starting markers before they are deployed. In addition, a warrior cannot be healed beyond its starting marker.

stat slot: The visible area of a warrior's combat dial, represented by a pie slice-shaped "window."

structural point value: A number that indicates the amount of damage that must be dealt to a constructed terrain feature in one turn to eliminate it.

subfaction: A division of a faction. Warriors of a subfaction all possess the same subfaction abilities.

successful attack: An attack result that meets or exceeds a target's defense value.

target: The warrior against which an attack or special ability is directed.

turn: In general, the period in the game during which one player gives his or her actions to his or her warriors. Each turn has three phases: the command phase, the action phase, and the end phase.

Unique: A warrior without rank stars. You can have only one of any Unique warrior (of the same collector's number) in your army.

unmodified: A warrior's base combat value that is not affected by any modifiers, such as from items, terrain, and so on.

unsuccessful attack: An attack result that does not meet or exceed a target's defense value.

warrior: A Mage Knight miniature.

wielder: A warrior that is equipped with an item is a wielder in regard to that item.

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MAGE KNIGHT