



Mage Knight: Unlimited Official FAQ

Updates Tournament Legal: [1 April](#) 2003.

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

Figure Corrections

Chariot Figures

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

Conquest Figures

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

Dungeons Figures

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

Rebellion Figures (Alpha)

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

Unlimited Figures

- 1) #6, #7, #8 Utem Guardsman. An early printing of these figures in **Unlimited** had incorrect point values printed on the base. The correct point values for these figures are 11 (Weak), 13 (Standard) and 14 (Tough).
- 2) #52, #53, #54 Technomancer. An early printing of these figures in **Unlimited** had incorrect point values printed on the base. The correct point values for these figures are 25 (Weak), 27 (Standard) and 29 (Tough).
- 3) #85, #86, #87 Amazon Blademistress. An early printing of these figures in **Unlimited** had incorrect point values printed on the base. The correct point values for these figures are 20 (Weak), 26 (Standard) and 30 (Tough).

- 4) #151. Dwarven Hammerskald. The red block appearing on the **defense** value in the 9th slot is an error. The red block should be on the **damage** value of that slot instead. The figure has Berserk, not Pole Arm.
- 5) #155. Pyre Spirit. There should be no faction symbol. The figure is Mage Spawn, not Draconum.

Whirlwind Figures

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

Minions Figures

- 1) #107 LE "Marrow". The name should be followed by: (Skeleton)

Pyramids Figures

- 1) #064 "Hooded Assassin". The **range** value should be 10.

Rule Changes

- 1) Unlimited rulebook, pg 10, "Ranged Combat Formations". Replace 4th line with "Ranged combat formations can only be used when the attack is only going to affect a single figure, and the intent is to damage (not heal) it."
- 2) Unlimited rulebook, pg 10, "Close Combat Formations". Replace 5th line with "Close combat formations can only be used when the attack is only going to affect a single figure, and the intent is to damage (not heal) it."

Mage Knight™ Special Ability Update

The following entries update and replace previous versions of these abilities as listed on the **Mage Knight** Special Abilities Card.

AQUATIC. This warrior is not affected by water terrain (optional).

This warrior is neither hindered nor blocked while moving in water terrain features. This warrior may end its move in deep water. While this warrior's center dot is in any water terrain, increase its defense value by 2 against ranged combat attacks that target or affect it.

MAGIC FREEZE. This warrior may use a ranged combat action to place an action token on a target figure (optional). When you give this warrior a ranged combat action, reduce its damage value to 0. If this warrior successfully uses a ranged combat action to hit a target figure, and that figure has zero or one action token, place an action token on the target figure. Treat the target figure as if it were given a nonpass action. If a second action token is placed on the target figure in this way, it is considered pushed and takes 1 click of pushing damage. If the target figure already has two action tokens, it does not gain another action token but still takes 1 click of pushing damage.

MAGIC CONFUSION. This warrior may use a ranged attack action to move an opposing figure (optional). Give this warrior a ranged combat action and choose one opposing target figure that has zero or one action token. This attack does no damage. Treat an opposing figure hit by this attack as if it has been given a move action, but you control the target figure's movement. Resolve this move action immediately. The target figure cannot attack, may not use any special ability that reads "but do not move him," and none of its optional special abilities may be canceled while you resolve this move action. Place an action token on the target figure if it does not already have one.

MAGIC LEVITATION. This warrior can move another figure up to 10" (optional). Give this warrior a move action, but do not move him. Select a target figure that is in base contact with this warrior at the beginning of the action. Move the target figure up to a maximum of 10" in any direction, ignoring terrain and figure bases. You decide the target figure's facing. The target figure may not be placed in blocking terrain. The target figure may not be given an action for the remainder of the turn.

COMMAND. This warrior may add an action to your action total for the turn. At the beginning of your turn, you may roll 1 six-sided die for this warrior. On a result of 6, add one extra action to your normal action allotment for that turn. Also, at the beginning of your turn, each Demoralized friendly figure in base contact with this warrior may automatically heal 1 click. This warrior may not be captured.

Mage Knight Dungeons Special Ability Update

The following entry updates and replaces the previous version of the Aquatic ability as listed on the **Mage Knight Dungeons Special Abilities Card**.

AQUATIC. This warrior is not affected by water terrain (optional).

While moving, this warrior treats all water terrain as clear terrain. When occupying water terrain, this warrior increase its defense value by 2 against ranged combat attacks that target or affect it.

Mage Knight Faction Ability Update

The following entries update and replace the Apocalypse and Shyft faction abilities.

Apocalypse Faction Rules

The following entry replaces all previous Apocalypse faction rules:

A warrior of the Apocalypse faction may be a member of a formation with friendly warriors of another faction as if it were the same faction as those other warriors. All other formation rules apply normally.

Shyft Faction Rules

The following entry replaces the "Shyfts" section in the *Unlimited* rulebook:

Instead of being unable to make formations, Mage Spawn may be members of a formation if a Shyft warrior is also a member of that formation. All other formation rules apply.

Mage Knight and Mage Knight Conquest Rules Update

The following entries update and replace some **Mage Knight Conquest** rules for specific figure types; they also apply when using these figure types in **Mage Knight**.

Titans General Rules

A titan cannot be affected by Healing, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation, or Venom. It cannot be brought back into play by Necromancy. Its attacks may not benefit from Magic Enhancement.

Multiple-Dial Warriors General Rules

A multiple-dial warrior cannot be affected by Healing, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation, or Venom. It cannot be brought back into play by Necromancy. Its attacks may not benefit from Magic Enhancement.

Chariot Combat Actions

A passenger on a chariot may attack only through one arc during an action.

Rule Clarifications

Special Abilities, General

Special Abilities and Giving Actions - Some special abilities require you to give the warrior a particular type of action for the special ability to function. When you give the warrior this type of action, you are effectively turning off any other ability which must be granted the same type of action to function.

For example, if your warrior has Shockwave and Magic Confusion, by giving a ranged attack action to the warrior to use its Shockwave, you automatically shut off Magic Confusion.

Changing Special Abilities – Changes in a warrior’s special abilities, as healing or damage are applied, do not affect the damage or healing currently being applied. For example, if a figure is affected by a Magic Healing attack, but after the first click of healing the figure gains Magic Immunity, the remainder of the healing is still applied. The use of Command is considered a healing ability for a Demoralized figure, so this rule applies.

Special Abilities and Beginning of the Turn - Abilities which state “take place at the beginning of your turn” may take place in any order the player whose turn it is wishes.

Applying Damage -In all cases, calculate damage in the following order:

Apply any modifier that increases the damage value first. This includes Critical Hit rolls and the damage increase for Sneak Attack. Abilities which double the damage value, like Sneak Attack, are applied before those which add to the damage value. Then apply any and all modifiers or abilities that reduce the damage.

Special Abilities and Line of Fire -If the line of fire from an attacking warrior to a figure crosses the base of any figure that cannot be targeted due to a special ability, the line of fire remains blocked.

Aquatic

Aquatic and Shockwave – As stated in the Unlimited Special Ability card, Aquatic is not ignored by Shockwave. The addition to defense added by Aquatic for a unit whose center base is in water terrain still applies.

Aquatic and Flame/Lightning – Aquatic only increases the defense value of a warrior who is the target of or affected by a **Ranged Combat** attack. Flame/Lightning does affect each warrior that is in base contact with the targeted warrior.

Aquatic and Defend – If a warrior has both Aquatic and Defend (such as the **Mage Knight Dungeons: Pyramid** unit Pearl), and the warrior is targeted by, or affected by, a ranged combat attack, the defense value shared by all warriors in base contact with the Defend warrior would increase by 2.

For example:

A Level 5 Pearl standing in water next to a Storm Golem outside the water.

If the Storm Golem is targeted by Flame/Lightning, Pearl's defense value would increase by 2. The defense value for Pearl would be 20. However the defense value for the Storm Golem would be 22 (the Defense Value of Pearl + 2 from Battle Armor (due to the ranged combat attack)). If the Storm Golem was attacked in close combat, the defense of the Storm Golem would be 18 (neither Battle Armor or Aquatic would apply).

Command

Command and Beginning of the Turn – If you do not roll your Command at the start of your turn, it is assumed that you choose not to use the special ability.

Demoralized

Demoralized & Formations – A Demoralized warrior may not be declared as part of a ranged or close combat formation, but may be declared as part of a movement formation.

Demoralized & Magic Levitation – A Demoralized warrior may be moved with Magic Levitation into base contact with an opposing figure. The move is not considered “voluntary” from the perspective of the Demoralized figure.

Magic Enhancement

Magic Enhancement & Multiple Targets – A warrior's ranged combat attack will deliver one extra click of damage to each figure successfully hit for each friendly warrior with Magic Enhancement in base contact with him. An attack against multiple targets reduces the damage value of the attack to 1, but Magic Enhancement adds to the damage delivered, not the damage value.

Example: A warrior that has a damage value of 4 and is in base contact with 3 friendly warriors with Magic Enhancement will do $4 + 3 = 7$ damage to any figure that it hits with its ranged attack. If the figure has 3 range arrows, allowing it to make ranged combat attacks against 3 separate targets, each target hit would take $1 + 3 = 4$ damage.

Defend

“Chain Defend” - A warrior with the Defend ability may have its own defense value raised by another friendly figure with Defend. This new defense value may then be used by other friendly figures in contact with the warrior

Example: An Elemental Priest with a defense value of 18 and the Defend ability is in base contact with a Mending Priestess with a defense value of 16 and the Defend ability. The Priestess is in contact with a Ranger with a defense value of 15. Both the Priestess and the Ranger may choose to use the Elemental Priest's defense value of 18. This tactic is commonly known as “Chain Defend”.

Figures do not lose their defensive special abilities while they have a “borrowed” defense value from a friendly figure. Other defensive modifiers also stack with a “borrowed” defense value.

Dodge

Dodge & Flame/Lightning – Any warrior successfully hit by a Flame/Lightning attack that has the Dodge ability may use the ability normally, even if they are not the actual target of the attack. In other words, a warrior may dodge the “splash” damage; on a 4, 5, or 6 the attack is considered to miss instead. This is because a warrior that is splashed is still being affected by an attack.

One warrior making a successful Dodge roll does not change the resolution of attacks against other figures affected by the attack. The attack can be dodged by some figures (including the original target) and still hit others.

Flame/Lightning

Flame/Lightning & Limited Invisibility – Limited Invisibility will not protect a warrior from splash damage from someone else being targeted by Flame/Lightning.

Flame/Lightning & Lines of Fire – A valid line of fire only has to be drawn to the target of a Flame/Lightning attack, not to the other figures that may be affected. This means that figures in base contact with the target can still be affected by the Flame/Lightning attack even if they are out of the attacker's range or behind blocking terrain from the attacker. Also, terrain modifiers to those being affected by splash are not added into their defense. Special Abilities that can reduce damage still reduce damage.

Flame/Lightning & Magic Retaliation – When a warrior with Magic Retaliation is “splashed” by a Flame/Lightning attack, the Magic Retaliation will deliver one click of damage to the attacker. A warrior with Magic Retaliation splashed multiple times in one attack (see “Flame/Lightning & Multiple Attacks”) will still only deliver one click of damage to the attacker. Multiple warriors with Magic Retaliation who are all damaged at the same time will all deliver one click of damage to the attacker, all at the same time but applied separately. If the target has Toughness or Invulnerability, it will take no damage.

Flame/Lightning & Multiple Attacks – A warrior with multiple ranged attacks may use Flame/Lightning against each target.

Flame/Lightning against multiple targets is still considered one attack. A figure that is “splashed” from two different directions, or that is the primary target of one part of the attack and is splashed by another will take two clicks of damage, because that's how Flame/Lightning specifically works. However, everything that modifies the damage up or down only happens once: that includes critical hits, Toughness, Invulnerability and Magic Enhancement.

Example: Player 1's Hierophant is making a **ranged combat** attack, using Flame/Lightning, against Player 2's figures. Player 2 has four Trolls standing ABCD. All the Trolls have Toughness.

The Hierophant has two ranged attack arrows. Player 1 declares Trolls B and C as the two targets of the attack. The attack die roll is high enough to hit all of the figures potentially affected.

Trolls A and D take 1 click Flame/Lightning splash - 1 click Toughness = 0 clicks of damage each.

Trolls B and C take 1 click Flame/Lightning + 1 click Flame/Lightning splash - 1 click Toughness, = 1 click of damage.

If the attack roll had been a 12, the damage delivered would be:

A and D: 1 click Flame/Lightning splash + 1 click critical hit - 1 click Toughness = 1 click of damage each.

B and C: 1 click Flame/Lightning + 1 click Flame/Lightning splash + 1 click critical hit - 1 click Toughness = 2 clicks of damage each.

Flame/Lightning & Pierce – Pierce will only ignore the Battle Armor, Invulnerability and Toughness of the target of the Flame/Lightning attack, not the other figures that are “splashed”.

If a warrior is both the target of a Flame/Lightning attack with Pierce, and is splashed by another portion of that attack it is treated as a target for the whole attack. The Battle Armor, Invulnerability and Toughness of that warrior are completely ignored.

Example: Player 1's Fist of Tezla (right side section) is making a ranged combat attack, using Flame/Lightning and Pierce, against Player 2's figures. Player 2 has three Trolls standing ABC. All the Trolls have Toughness. The Fist has two range arrows. Player 1 chooses A and B as targets of the attack, and rolls a high enough attack number that it can hit all 3 figures. (Remember, when resolving a Flame Lightning attack, all the damage is added together before applying any modifiers because it is really only a single attack.)

A: 1 click of damage from the attack, and 1 from the splash from B being hit. $1+1=2$, and because A was a target and the attacker had Pierce, its Toughness is ignored. A takes 2 clicks of damage.

B: B is in exactly the same situation as A, and will also take 2 clicks of damage.

C: C is only affected by the splash damage from B. It takes 1, and because C was not actually a target of the attack, Pierce has no effect and C's Toughness works normally. Figure C takes $1-1=0$ clicks of damage.

Invulnerability

Invulnerability & Vampirism If the damage done by the attack is reduced to zero by Invulnerability, the warrior with Vampirism does not heal a click of damage.

Magic Blast

Magic Blast & Magic Immunity – Intervening figure bases never block Magic Blast, even if the intervening figures have the Magic Immunity special ability.

Magic Blast & Multiple Targets – A warrior may only use Magic Blast to attack a single target. A warrior may not attack multiple targets in any way while using Magic Blast, even if he normally has multiple range attacks.

Magic Blast & "Normal" Ranged Attacks – Magic Blast is an optional ability. The player may cancel the ability in order to make a "normal" **ranged combat** attack instead

Magic Blast & Stealth – The Stealth special ability will not prevent a figure that has it from being targeted with a Magic Blast.

Magic Freeze

Magic Freeze & Ranged Combat Special Abilities – Due to the wording in Magic Freeze "When you give this warrior a ranged combat action", Magic Freeze can be combined with abilities such as Shockwave that say "Give this warrior a **ranged combat** action." Magic Freeze's effects are applied only after a successful **ranged combat** action has occurred. For example:

Magic Freeze + Shockwave : The ranged combat action would result in the range value reduced by half, effecting every unit within range in every direction and not blocked by figure bases. However the attack's damage would be reduced to 0, and any successfully hit targets would receive a token. . If a second action token is placed on the target figure in this way, it is considered pushed and takes 1 click of pushing damage.

Magic Healing

Magic Healing & Base Contact – Magic Healing may be used when the healer is in base contact with his target, as long as neither unit is in base contact with an opposing figure.

Magic Healing & Multiple Targets – Magic Healing may be made against multiple targets if the warrior with Magic Healing has more than one **range** arrow. If a Magic Healing attack

successfully hits more than one target, the die roll to determine how many clicks the figure is healed is rolled separately for each figure.

Magic Retaliation

Magic Retaliation & Invulnerability or Toughness - Multiple Magic Retaliation effects all occur at the same time but are applied separately. If the target has Toughness or Invulnerability, it will take no damage.

Magic Retaliation & Special Abilities – Magic Retaliation only activates as a result of a successful **ranged** or **close combat** attack against a warrior that has the ability.

Pole Arm

Pole Arm & Low Walls – Warriors on opposite sides of a low wall are not considered to be in base contact with each other. The Pole Arm ability will not affect an opposing figure across a low wall.

Pole Arm & Ram – When a figure with the Ram special ability moves into base contact with a warrior with the Pole Arm special ability, the free spin opportunity occurs and then the two figures damage each other simultaneously.

Regeneration

Regeneration & Base Contact – A warrior may use the Regeneration special ability while in base contact with an opposing figure.

Shockwave

Shockwave & Friendly Figures – A Shockwave attack may be declared if the only figures that will be targeted are friendly ones.

Shockwave & Targeting – The Shockwave special ability allows the targeting of figures that the player would not normally be able to target with a ranged attack. A Shockwave attack will target friendly figures and opposing figures regardless of whether they are in contact with other friendly figures, and will target warriors controlling a captive.

Shockwave & Stealth – A Shockwave attack's line of fire may be drawn through hindering terrain to a target with Stealth. The Stealth ability is ignored. Note that the target will still receive the normal hindering terrain modifier.