Mage Knight™: Unlimited Official FAQ

Updates Tournament Legal: 1 September 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 figure's 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.

Dragon's Gate Figures

    1) #064 "Drakona Myrmidon". There should be a green Starting Position block on his 1st slot.

Mage Knight™ Faction, Titan and MDW 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 section during an action.

Long-Range Attack Option
If a titan, multiple-dial warrior, or castle section is given a **ranged combat** action and the target of the attack is a titan, multiple-dial warrior, or an opposing castle section, the firer may double the range or maximum range value (double only the maximum range value if the warrior has minimum and maximum range values), but reduce its printed **damage** value by 2.

Mage Knight™ Rule Clarifications

RULE UPDATES

The following entries update and replace previous rules as listed in the appropriate Unlimited, Conquest, or Pyramid rulebooks.

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."

3) Conquest rulebook, pg 23 "Victory Points". Replace 5th line with "and if only figures controlled by that opponent are on top of the castle section or in contact with its access points at the end of the game, and at least one of those figures is not Demoralized.

4) Pyramid rulebook, pg 15 "Close Combat Attacks". Add the following: Add 1 to the attack dice roll result if attacking through the target's rear arc.

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 non-pass 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 target opposing figure that has zero or one action token. This attack does no damage. If the ranged combat action is successful, treat the target figure 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™ Rule Clarifications: Rules & Special Abilities

SPECIAL ABILITIES, GENERAL

Canceling Special Abilities – All special abilities are assumed to be in effect at all times unless a player voluntarily cancels one (or more) on a figure. Only special abilities that say, "Optional" may be cancelled. A special ability may be cancelled during any player's turn. When a warrior's special ability is cancelled, the entire text for the special ability is ignored for that warrior. If cancelled, the ability remains off until the end of the current player's turn.

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 apples.

Special Abilities and Beginning of the Turn - At the beginning of your turn, choose the order in which all 'beginning of turn' effects occur, and perform them in that order. If a 'beginning of turn' effect becomes available while performing the 'beginning of turn' effects, you must wait until your next turn to use this effect since the beginning of this turn has already passed.

Special Abilities and Giving Actions - Some special abilities require you to give a warrior a particular type of action for the special ability to function. Each assignment of a type of action can only be used once to trigger a special ability.

For example, if your warrior has Shockwave and Magic Confusion and you give it a ranged combat action, you must choose if you want to use Shockwave or Magic Confusion.

*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.

ACCESS POINTS

Access Points & Arcs - Warriors on top of a keep or tower are always considered to have their front arcs touching the access point for this purpose.

Access Points & Figure Placement - Warriors may not be placed inside of the towers, or inside the doorways of the tower, wall, or keep in such a way as to block the door from being closed. A warrior may be placed inside of a gatehouse or in such a way as to block the door from being closed because of the special rules for the gatehouse. The gatehouse is the exception, not the rule.

Access Points & Movement - A warrior may use an access point even if it must move its full distance to reach the access point. A warrior that starts its action touching an access point must still end its movement as soon as it moves to the new elevation level or connected access point. A warrior may not use an access point for movement if there is insufficient room to place its base at the new elevation level or connected access point it is being moved to.

Access Points & Ranged combat – Warriors may not make a **ranged combat** attack through a connected access point. However, a warrior on an access point may still make a **ranged combat** attack against a figure on a connected access point if they are otherwise able to draw a line of fire to their target.

Lines of fire may be drawn through open portals that are not access points, such as the Portcullis of the Gatehouse.

Access Points & Sweep – A **close combat** attack using Sweep, made through a connected access point, will only affect one figure. Even when there are multiple figures touching the connected access point, such as when there are several figures on top of a Tower, the defender chooses one to be the target. The attack is resolved against that single figure normally.

ACTIONS

Actions & Build Totals – Each player receives one action for every 100 points of the army's build total, not part thereof. A 125 point build total would net a player 1 action per turn.

If a sanctioned match or scenario arises where there is a build total of less than 100 points a notation in the match or scenario will be made for how many actions each player receives each turn.

Actions & Multiple Dial Warriors –Attack actions do not have to be given to the multi-dial figure at the same time. You can move the multi dial warrior figure, do something else with another figure, and then come back and attack with the same multi dial warrior.

Actions & Titans – In Unlimited you can give the Titan 2 actions in the same turn. These count towards your total actions for your turn. These are separate actions.

In Conquest titan warriors may only be given 1 action in a turn. If the titan is given an action and it is not in base contact with an opposing figure at the start of the turn, it may move (as if it had been given a move action) before taking its action. Treat these as if they are separate actions.

Action Tokens & Necromancy – Warriors retain their action tokens when eliminated. Action tokens clear from eliminated warriors in exactly the same way they do from figures in play; at the end of each players turn, remove all action tokens on all warriors belonging to that player that did not take an action that turn. If an eliminated figure is returned to play while it still has uncleared action tokens on it, it is returned to play with those action tokens.

Action Tokens & Summon– Warriors retain their action tokens when eliminated. Action tokens clear from eliminated warriors in exactly the same way they do from figures in play; at the end of each players turn, remove all action tokens on all warriors belonging to that player that did not take an action that turn. If an eliminated figure is returned to play while it still has action tokens on it, it is returned to play with those action tokens.

Extra Actions & Castle Sections - These extra actions are not cumulative. In an ***Unlimited*** game, a player could never get more than one extra action per turn, no matter how many Keep sections they have. In a ***Conquest*** game, a player could never get more than two extra actions per turn no matter how many Keep sections they had, or one extra action no matter how many other castle sections they had.

Illegal Actions – A player may not take an illegal action. If a player's action is found to be illegal its effects must be immediately reversed. If the next player's turn has not yet begun, the player who took the illegal action may take another action instead. If the next player's turn has begun, the action is lost.

AQUATIC

Aquatic & Captives – A warrior with Aquatic holding a captive gives the captive the Aquatic ability as well, allowing either or both of the figures to be placed in any kind of water terrain. If the controlling warrior loses or voluntarily cancels Aquatic while the captive is in deep water blocking terrain, the captive is immediately eliminated and the player that held it captive receives the victory points for eliminating it. This is true even if the figure was previously undamaged.

Aquatic & Shockwave –Aquatic is not ignored by Shockwave. The addition to **defense** added by Aquatic for a unit whose center dot is in water terrain still applies.

This means that an Aquatic figure in blocking deep water terrain is not eliminated just by being targeted by a Shockwave attack. However if the Shockwave damages that figure to the point that it no longer possesses Aquatic, the figure is eliminated.

Aquatic and Flame/Lightning – All figures affected by a Flame/Lightning attack, which have Aquatic and are in Water Terrain, may add 2 to their **defense** value.

Aquatic and Defend – A warrior with Defend and Aquatic (such as the **Mage Knight Dungeons:** *Pyramid* unit Pearl), may increase their **Defense** value with the Aquatic defense bonus before 'lending' their **Defense** value to another figure.

> Example: Pearl is in base contact with a Storm Golem. Pearl's center dot is in water terrain. If the Storm Golem is targeted by Flame/Lightning attack, Pearl would be affected so her **defense** value of 18 would increase by 2 because of Aquatic for a total of 20. Using Defend Pearl then lends this **Defense** value to the Storm Golem changing its **Defense** value from 18 to the new borrowed value of 20. The Storm Golem can then use its Battle Armor to further increase its **Defense** value by 2 for a grand total of 22.

If the Storm Golem was attacked in **close combat**, the **defense** of the Storm Golem would be 18 (neither Battle Armor nor the raised Defend value because of Aquatic would apply).

Aquatic & Ranged combat Actions: – All figures affected by a **ranged combat** attack, which have Aquatic and are in Water Terrain, may add 2 to their **defense** value.

ARCS

Arcs – The maximum number of figures that will fit in base contact with a standard 90-degree arc is 2. The maximum number that will fit in base contact with a 180-degree arc is 4.

Arcs & Multiple Dial Warriors Attacking - If the borderline between two of a multi dial warriors active sections is lined up with the center dot of an opposing figure, either or both of the sections can attack the opposing figure with a **ranged combat** action. If the borderline between two of a multi dial warriors active sections is in contact with the base of an opposing figure, either or both of the sections can attack the opposing figure with a **close combat** action. Each attack is still a separate action.

Arcs & Multiple Dial Warriors Being Attacked - If an opposing figure's attack goes down the borderline between two of a multi dial warriors sections, the player controlling the multi dial warrior decides which section is affected. The player controlling the multi dial warrior chooses the affected section for each attack and is not bound by previous choices, regardless of whether the source of the attack is the same.

BASES

Base Contact - The maximum number of figures that will fit in contact with a standard figure base is 6. The maximum number of figures that will fit in contact with a mounted figure base is 8. A warrior that has this maximum number of opposing figures in base contact with him is surrounded and will be unable to trace a valid line of movement through the surrounding figures unless it has Flight. This is not a special rule, it is just the geometry of the bases.

Base Contact & Low Walls - Adjacent figures that are on opposite sides of a low wall may make **close combat** attacks against each other, but are not considered to be in base contact for any other purpose.

Base Descriptions

> ***Mage Knight*** pieces on standard circular bases are referred to as warriors (or figures). These are single dial warriors.

> ***Mage Knight*** pieces on "peanut shaped" bases with a Horseshoe symbol for their **speed** value are referred to as mounted warriors (or mounted figures). These are single dial warriors.

> ***Mage Knight*** pieces with a clenched fist symbol for their **damage** value are referred to as titan warriors (or titan figures). These are single dial warriors.

> ***Mage Knight*** pieces with more than one combat dial are referred to as multiple dial warriors or multi dial warriors (or multiple dial figures or multi dial figures).

> ***Mage Knight*** pieces with a tower symbol (**fortification** value) for their **speed** value are referred to as castle sections (or castle pieces). This is neither a warrior nor a figure.

All rules that apply to 'warriors' or 'figures' apply to all types unless a specific rule states otherwise.

Bases & the Battlefield - No base may hang over the edge of the battlefield. A warrior's whole base must remain on the battlefield, not just the centre dot. A warrior cannot exit the battlefield.

Bases & The Starting Area - Only the center dot of a warrior's base needs to be in the starting area at the beginning of a game

BREAKING AWAY

Breaking Away & Low Walls - Warriors on opposite sides of a low wall are not considered to be in base contact with each other. A break away roll is not required when a warrior is given a **move** action while on the opposite side of a low wall from an adjacent opposing figure.

Breaking Away & Movement Formations – In a movement formation, every friendly warrior in base contact with an opposing figure must make a break away roll. Those that make the roll may move. Those that fail the roll must remain in place. The rolls are made before any figures in the formation are moved. At the end of the move the warriors must still be in a legal formation. Effectively, warriors that fail the breakaway roll will 'anchor' the rest of the formation, limiting how far the rest of the formation may move.

Breaking Away & Multiple Opposing Figures – You only make one break away roll for a friendly warrior regardless of how many opposing figures he is in base contact with. If you succeed with that single die roll, you can move the warrior freely.

Breaking Away & Special Abilities – A break away roll is never required when a figure is given a move action to activate a special ability that reads "but do not move him".

CAPTURING

Capturing & Charge or Bound – A warrior using Charge or Bound that controls a captive may move up to twice the **speed** of the lowest of their two **speed** values.

> Example: if the controlling warrior has a **speed** of 7 and is using Charge, and the captive has a **speed** of 6, the controlling warrior may move (2x6) = 12.

A warrior that is controlling a captive may not use the "move and then attack" option of Charge or Bound.

If a captive with Charge or Bound is freed during its owning player's turn, it may not use the "move and then attack" option that turn because it is considered to have started the turn in base contact with an opposing figure, the figure that held it captive. Even though the captive is not considered to be a friendly or opposing figure to any player, the figure holding it captive is still considered to be an opposing figure.

Capturing & Dodge – A successful capture attempt is affected by Dodge the same way a "normal" hit is. On a 4, 5, or 6 the attack is considered to miss instead.

Capturing & Ending the Game – The game ends IMMEDIATELY when one player has no remaining figures in play that are not captured or Demoralized. Players are advised not to attempt to capture or demoralize their opponent's last figure unless it will result in their victory.

Capturing & Explosive Damage – A captive will not take damage from explosive damage attack. A controlling warrior will take damage normally if a figure near it is hit by an explosive damage attack.

Capturing & Force March - Captives are not considered part of a movement formation and can not use a Force March warrior's **speed** value. All figures in a movement formation with a warrior with Force March use that warrior's **speed** value. Anything that increases or decreases the **speed** value of any figure in the formation, such as using the lower of the controlling warrior's **speed** value or his captives, takes effect after that.' Then the whole formation is slowed to the **speed** of the figure with the lowest **speed** value.

> Example: Curtis declares a formation consisting of two warriors with **speed** 8, one with **speed** 6, and a Force March warrior with **speed** 10. One of the **speed** 8 warriors controls a captive that has **speed** 9. All the warriors choose to use the Force March figures **speed** value of 10; then the warrior that controls the captive has its **speed** reduced to 9. The whole formation is now limited to a **speed** of 9, the **speed** of the slowest figure in the formation.

Capturing & Free Spins – Captives cannot trigger free spins, as they are neither friendly nor opposing.

Capturing & Low Walls – A capture attempt may be made across a low wall. If successful, the captive must immediately then be placed in base contact with the controlling warrior. Note that since figures on opposite sides of a low wall are not considered to actually be in base contact, the captive will have to be placed on the same side of the wall as the controlling warrior. If room to legally place the captive in base contact with the controlling warrior is not available then a capture attempt may not be made.

Capturing & Magic Retaliation – A capture attempt does no damage, so Magic Retaliation will not retaliate against a capture attempt.

Capturing & Movement Formations – A warrior controlling a captive may be part of a movement formation. The warrior is considered to have a **speed** value equal to the lowest of his own or his captive's

speed value. For example, if all figures in a formation have **speed** values of 8, but one warrior is holding a captive with a **speed** value of 4, all members of the formation have their **speed** values reduced to 4.

Captives are not members of the movement formation themselves, but they move with their controlling warrior. Captives do not count against the limit of figures that may be in a movement formation.

Capturing & Placement of Captives – The position and facing of a captive may only be changed when the controlling warrior moves.

Capturing & Releasing Captives – A controlling warrior may not voluntarily release a captive or transfer control of a captive to another warrior. A warrior that gains Battle Fury or Invulnerability will release any captives they are holding, while a warrior who gains Berserk will eliminate any captives they are holding.

Capturing & Shockwave **–** A warrior controlling a captive can be the target of a Shockwave attack. Shockwave overrides the normal rule against this. A captive never takes damage from Shockwave.

Capturing & Sweep – A warrior making a **close combat** attack using Sweep may not declare a capture attempt against any of the targets of the attack. Warriors may not hold more than one captive, and a warrior's attack must be either a damaging attack or a capture attempt, not both at once.

Capturing & The Starting Area **–** In order to score double Victory points for a captive at the end of the game, the captive's center dot must be in the starting area of the player who owns the controlling warrior.

CASTLE SECTIONS

Castle Sections & Base Contact - Castle sections are never considered to be in base contact with any figure, friendly or opposing. Since the castle section is not in "base contact" with other figures, it cannot "splash" or be "splashed" by Flame/Lightning, benefit from Magic Enhancement, Defend or any other ability that requires base contact even if other figures are physically touching it.

Castle Sections & Ram - Castle sections cannot be affected by Ram as opposing figures are never considered to be in base contact with them. However, warriors that have Ram, and have not cancelled it for the turn, are eligible to attack castle sections with **close combat** attacks.

Castle Sections & Ranged combat – Castle sections may make, and be the target of **ranged combat** actions when opposing figures are touching them as they are not considered in 'base contact' with other figures.

Opposing figures may be make and be the target of **ranged combat** actions when they are touching castle sections since the castle section is not considered in "base contact" with other figures

Castle Sections & Ranged combat Formations – All the members of a **ranged combat** formation attacking a castle section must be eligible to attack that castle section. The members of the formation can all be eligible to make that attack for different reasons.

Example: a **ranged combat** formation composed of 1 warrior with Magic Blast, 1 warrior with Pierce, and 2 warriors with printed **damage** values of 4, could attack a castle section.

Warriors that have Pierce or Magic Blast may be part of a **ranged combat** formation attacking a castle section, as long as the ability has not been canceled. Even though only the primary attackers special abilities are used the fact that the supporting warriors possess the abilities makes them eligible to join the formation and attack the castle. Warriors cannot use Shockwave to be included in a **ranged combat** formation attacking a castle section.

Castle Sections & Starting Areas - The castle player's starting area is considered to be anywhere in base contact with any of their castle sections. None of the castle player's warriors may be placed within 30 inches of the opponent's starting area. The castle player's warriors may begin the game on top of their castle sections. All of a player's warriors must fit on, or in contact with, the castle section(s). If they do not, then the player is fielding an illegal army and forfeits the match.

Castle Sections & Shockwave – A warrior may target the castle section it is on with a Shockwave attack. Shockwave overrides the normal rule against this.

Eliminated Castle Sections & Invulnerability or Toughness - When a castle section is eliminated all figures on that section take 1-6 clicks of damage. This is not an attack or a special ability. Damage cannot be reduced by Invulnerability or Toughness.

CHANGELINGS

Changelings in Unlimited and Conquest Play –Mage Spawn Changeling treasure chests are not legal figures for Unlimited or Conquest play.

CHARIOT PASSENGERS

Chariot Passengers & Damage – Only damage that is applied to the rear or side sections of the chariot as a result of a successful **close combat** or **ranged combat** attack has a chance of damaging the passenger. Damage applied to a passenger is not considered to be an attack. Damage applied to a passenger will not apply any of the secondary effects of an attack that damages the chariot, and is not considered "Magic".
Chariot Passengers & Eliminated Chariots – The 1-6 clicks of damage taken by a passenger when its chariot is eliminated is not an attack or special ability. It is not reduced by Invulnerability or Toughness.

Chariot Passengers & Explosive Damage - A chariot passenger will take explosive damage normally. The damage does not have to target the figure and is not an attack; the chariot offers no protection

Chariot Passengers & Flame/Lightning – A passenger is not considered to be in base contact with the chariot it is riding in. It will not be "splashed" by a Flame/Lightning attack that successfully hits the chariot, though it may still be damaged as per the normal rules for damaging passengers.

Chariot Passengers & Healing – A passenger with Healing may attempt to heal a friendly figure that is in base contact with the side or rear sections of the chariot. This is because, even though the two figures are not considered to be in base contact, the special rules for the chariot allow the passenger to make a **close combat** attack against a figure that is in base contact with the side or rear sections of the chariot.

Chariot Passengers & Magic Blast – A passenger may never be targeted by any attack or special ability, including Magic Blast. A passenger may not make a Magic Blast attack that traces its line of fire through the front section of the chariot.

Chariot Passengers & Necromancy - A passenger may not use Necromancy because there is no space for a figure to be returned to play in base contact with the passenger.

Chariot Passengers & Ranged combat Actions – A passenger may be given a **ranged combat** action even if there is an opposing figure in base contact with the chariot. A passenger may trace a line of fire through a section of their chariot that is in base contact with an opposing figure.

Chariot Passengers & *Sneak Attack* - Chariot Passengers cannot use the Sneak Attack special ability since they are never in base contact with opposing figures. Base contact with an opposing figure is a required condition of using the Sneak Attack ability.

Chariot Passengers & Shockwave - A passenger may never be targeted by any attack or special ability, including Shockwave. When a passenger makes a Shockwave attack, it may not trace lines of fire through the front section of the chariot. A passenger's Shockwave attack will affect figures in base contact with the chariot. A passenger cannot target the chariot for any purpose, nor affect it with any attack or special ability, so the passengers Shockwave attack will not damage the chariot it is riding in.\

COMBAT

Combat & Sequence Of An Attack – The following is the correct sequence of events involved in making a **ranged combat** or **close combat** attack:

1) Give a 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) Place an action token on each warrior contributing to the attack.
5) The attacking player chooses which of his optional Special Abilities to turn off.
6) The defending player chooses which of his optional Special Abilities to turn off.

7) Roll the attack dice and determine the success of the attack.
8) Calculate damage dealt and apply the damage to the combat dial(s) of the target(s).
9) Apply effects generated by the dealing of damage. (e.g., Vampirism)
10) Apply pushing damage to the attacker(s), if applicable.

Combat & 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.

Multiple damaging effects to a warrior that occur at the same time but are applied separately (like 2 clicks of Venom damage) can be reduced by Toughness or Invulnerability for each damaging effect. This does not apply to multiple damaging effects from an attack action.

COMMAND

Command & Beginning of the Turn – If you do not roll for extra actions or heal Demoralized figures with Command at the start of your turn, it is assumed that you choose not to use the special ability.

Command & Demoralized Figures – If a Demoralized warrior is in base contact with more than one friendly figure with Command, they heal one click of damage for each one. This is true even if they are no longer Demoralized after some of the healing is resolved.

Command & Conquest – The player receives one additional action for the turn if they control at least one warrior which has Command at the start of the turn. Multiple warriors with Command net you more die rolls for actions, but will not give you any additional guaranteed actions. A 400 pt Conquest army with 3 Command figures would give you 1 action for the 400pt game, 1 additional action for having at least one warrior with command, and the chance for 3 more actions from Command die rolls.

CRITICAL HITS

Critical Hits & Dodge - A critical hit is affected by Dodge. On a 4, 5, or 6 the attack is considered to miss.

Critical Hits & Flame/Lightning - Rolling a "12" while making a Flame/Lightning attack will automatically hit every figure affected by the attack and will deliver 1 additional click of damage to each figure affected.

Critical Hits & Healing – Rolling a "12" while trying to heal a target is an automatic success and will deliver 1 extra click of healing.

Critical Hits & Sneak Attack – The extra click of damage from a critical hit is added after the warrior's **damage** value is doubled. A critical hit does not increase the **damage** value, only the damage delivered.

CRITICAL MISSES

Critical Misses & Eliminating Figures – If critical miss damage eliminates a warrior, the last opposing player that damaged the warrior receives the victory points. If no opposing player damaged the warrior, his points are split evenly (rounded down) among all opposing players.

Critical Misses & Formation Attacks – Rolling a "2" while making a **close combat** formation or **ranged combat** formation attack results in the primary attacker (only) taking 1 click of damage.

Critical Misses & Healing – Rolling a "2" while trying to heal a target results in an automatic failure and the warrior that was given the attack action taking 1 click of damage.

Critical Misses & Multiple Dial Warriors – Damage from a critical miss is applied to the section of the multi dial warrior that is making the attack. Critical miss damage will not damage a passenger.

CURSED

Cursed & Magic Confusion- A figure with Cursed that is the target of a Magic Confusion attack will take 1 click of damage at the conclusion of the Magic Confusion attack from being the target of an ability with the word "Magic" in it. Cursed is dealing the damage to the figure, and not Magic Confusion.

Cursed & Magic Enhancement - A warrior with Cursed that has figures with Magic Enhancement in base contact with it will receive 1 click of damage from Cursed when it makes a ranged combat attack; the Cursed figure is being affected by an ability or abilities with the word 'Magic' in its name.

Multiple figures with Magic Enhancement in base contact with a warrior with Cursed that makes a ranged combat attack will only take 1 click of damage, regardless of the number of figures with Magic Enhancement in base contact with it.

Cursed & Magic Healing - A warrior with Cursed that has received clicks of healing due to Magic Healing applies those clicks of healing, then takes 1 click of damage from Cursed.

DEFEND

Defend & Multiple Dial Warriors – A multi dial warrior can only use the **defense** value of a figure with Defend if the Defend figure is in base contact with the active section being attacked. If a friendly figure with Defend is in contact with the borderline of two sections of a multi dial warrior, the Defend figure is considered to be in base contact with both of the sections.

Defend & Shockwave – Regardless of who is benefiting from Defend, if the warrior that actually has the Defend ability is not a target of the Shockwave attack then the ability functions normally.

Defend & Special Abilities – Figures with Defend may add defensive modifiers from special abilities that raise **defense** values prior to 'lending' the **defense** value to a friendly warrior. Defensive modifiers triggered by actions only last for the length of that action.

> For example: Pearl, with her center dot in water terrain, is targeted by a **ranged combat** attack. Her **defense** value increases by 2 because of Aquatic. For the duration of the attack she may now 'lend' the new value to any other figure affected by the **ranged combat** attack.

The defensive modifier for special abilities that raise **defense** values can be added after 'borrowing' a **defense** value from a friendly figure that has Defend.

> Example: A Brass Golem is in base contact with a friendly Liege Knight. The Golem is targeted by a **ranged combat** attack. The Golem 'borrows' the Liege Knight's **Defense** value raising it from 15 to 17. The Golem may then use Battle Armor and increase its **defense** by 2 for a total of 19.

Figures with Defend may not add defensive modifiers from terrain or fortifications that raise **defense** values prior to 'lending' the **defense** value to a friendly warrior.

Defend & Terrain – Figures with Defend may add defensive bonuses for terrain features or fortification values after 'lending' their **defense** value to a friendly warrior, not before. The defensive modifier for terrain features or fortification values that raise **defense** values can be added after 'borrowing' a **defense** value from a friendly figure that has Defend.

Chain Defend - A warrior with Defend may have its own **defense** value raised by another friendly figure with Defend. The 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 Defend is in base contact with a Mending Priestess with a **defense** value of 16 and Defend. 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 is commonly known as "Chain Defend".

DEMORALIZED

Demoralized & Conquest – Figures that are Demoralized after taking damage are immediately removed from play. Victory points are awarded as if they are eliminated. Figures that are Demoralized after being Healed remain in play. Eliminated figures that are Demoralized after applying the 1-6 clockwise clicks from being returned to play via Necromancy can be returned to play. Figures that begin the game with Demoralized in their Starting Position can be placed on the battlefield when Setting the Scene, and these figures remain on the battlefield while at their Starting Position.

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, and is not considered "voluntary" on the part of the Demoralized figure.

DODGE

Dodge & Explosive Damage – If the target of an explosive damage ranged attack makes a successful Dodge roll, that attack is a miss. There is no explosive damage dealt to warriors within 3 inches.

A warrior who is not the actual target of an explosive damage ranged attack does not get a Dodge roll to avoid the explosive damage.

Dodge & Flame/Lightning – Any warrior successfully hit by a Flame/Lightning attack that has Dodge 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. A warrior making a successful Dodge roll does not change the resolution of attacks against other affected figures. The attack can be dodged by some figures (including the original target) and still hit others.

ENDING THE GAME

Ending the Game – In a two-player game, when a player's last figure is captured or eliminated, the game ends IMMEDIATELY. Pushing damage that may result from the action that captured or eliminated the last figure does not have any effect because the game ends first.

If that last figure had Magic Retaliation, and was eliminated by damage from an attack, the Magic Retaliation does not have any effect because the game ends first.

EXPLOSIVE DAMAGE

Explosive Damage– Explosive damage is not a special ability and is not optional. It cannot be canceled. If a warrior has the appropriate symbol on its base, its **ranged combat** attacks will always be explosive.

Explosive Damage & Limited Invisibility - A warrior with Limited Invisibility cannot be the target of an explosive damage **ranged combat** attack, but can be affected by explosive damage.

Explosive Damage & Stealth – A warrior with Stealth cannot be the target of an explosive damage **ranged combat** attack if the line of fire passes through hindering terrain before reaching the targets center dot. A warrior with Stealth can be affected by explosive damage.

FIGURES

Figures & Modifications – For the purpose of organized play (such as tournaments), original figures, (painters edition) or the *Mage Knight: Metal* equivalent figure, must be used so all players can visually identify the warriors they are facing. However, these figures may be painted and/or detailed, as the player likes. It is not required that rank color be retained, as the rank stars on the base serve this function. Minor modifications may be made to figures, as long as the modifications do not obscure the figure's identity.

The presiding Warlord may, at his or her discretion, disallow the use of any figure that is painted in such a way as to disclose the statistics for the figure, conceal information on the base of the figure, or mislead other players as to the type or nature of the figure. The Warlord is the final judge in this matter.

Legal Figures – All figures are legal for organized play (such as tournaments) providing the collector number on their combat dial (beside the last slot of 'skulls') matches the collector number on the base, and the figure does not have the word 'Demo' stamped on the base. It is the duty of the presiding Warlord to check the winner's figures for correct bases and combat dials as per the Standard HtH Tournament Rules. This extends to identifying fraudulent figures as well. The Warlord is the final judge in this matter.

Currently, the sole exception to this rule is the Santa Claus figure. This figure is not legal for play because he has no green Starting Position.

LE figures are tournament legal as soon as they are available to players.

Mage Knight Metal & Painter's Edition - *Mage Knight: Metal* and *Mage Knight: Painter's edition* figures may be used so long as the figure is mounted on the corresponding *Mage Knight* combat dial.

For example, in order to use a Steam Golem, the player can paint the unpainted Steam Golem figure as desired, and then attach it to a Steam Golem combat dial.

FLAME/LIGHTNING

Flame/Lightning & Aquatic– All figures affected by a Flame/Lightning attack, which have Aquatic and are in Water Terrain, may add 2 to their **defense** value

Flame/Lightning & Battle Armor– All figures affected by a Flame/Lightning attack, which have Battle Armor, may add 2 to their **defense** value.

Flame/Lightning & Invulnerability – All figures affected by a Flame/Lightning attack, which have Invulnerability, may add 2 to their **defense** value.

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.

Flame/Lightning & Long Range Attacks - If Flame/Lightning is used with a long range attack, the **damage** value of 1 specified by Flame/Lightning is used instead of the warriors printed **damage** value reduced by 2. This damage can then be increased by Magic enhancement or critical hits.

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 each 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 & Modifiers – Only the target of a Flame/Lightning attack receives terrain modifiers, the height advantage modifier, and the fortification bonus. The other figures affected by the attack do not.

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 & Multiple Dial Warriors – A Flame/Lightning attack will affect the active section of the multi dial warrior that the line of fire passes through (or the section chosen by the attacker if the line of fire

passes through an inactive section), and every figure in base contact with that active section. It will not "splash" to other sections, or to figures that are in base contact with other sections.

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.

Flame/Lightning & Warriors on Castle Sections– If a figure on a castle section is targeted by a Flame/Lightning attack, it will splash other figures in contact with it, but not the castle section.

FORMATIONS

Formations & Elite Warriors – When using elite warriors in formations, all of the warriors in the formation must have at least one faction symbol in common with ALL the other warriors in the formation

> Example: a Troll Brawler (EL), Troll Gunner (AG\EL), Corrupted Priest (EL\NS) formation is legal. They ALL share the Elemental League Faction symbol. A Troll Brawler (EL), Troll Gunner (AG\EL), Golem Mechanic (AG\BPR) formation is not legal. There is no one faction symbol that they ALL share.

FREE SPINS

Free Spins – A warrior may make a free spin in any situation where an opposing figure moves, and that figure is in base contact with the warrior when the movement is over. A warrior that makes a free spin is not, itself, considered to have moved. Facing changes after a failed break away roll, and facing changes made using Nimble, are not considered to be "free spins".

A warrior may make a free spin every time an opposing figure comes into base contact with him. For example, if a movement formation of 4 opposing figures is moved (one at a time) into base contact with a warrior, that warrior has 4 opportunities to make free spins. Electing not to make a free spin when one opposing figure moves into base contact does not prevent the warrior from making a free spin when another opposing figure moves into base contact later.

Free Spins & Front Arcs – If a warrior makes a free spin, a portion of that warrior's front arc must end up in contact with the opposing figure that caused the free spin. A warrior may make a free spin even if the opposing figure touches his front arc when base contact is made.

Free Spins & Pole Arm – An opposing figure that makes a free spin while in contact with a Pole Arm warrior will not trigger Pole Arm and will not take Pole Arm damage.

Free Spins & Ram – A warrior with Ram that makes a free spin while in contact with an opposing figure will not trigger Ram and will not deliver Ram damage.

Free Spins & Special Abilities – There is no free spin if an opposing figure is given a **move** action while in contact with a warrior, and that **move** action is used to activate a special ability that states "but do not move him".

GETTING STARTED

Starting Areas in a Two-Player Game – Player starting areas must always be on opposite sides of a battlefield in a two-player game.

HERO FACTION

Heroes & Necromancy – When returning a Hero to play with Necromancy, the warrior's combat dial is set to the level they began the game at. The 1-6 clicks are then applied.

HINDERING TERRAIN

Hindering Terrain & Bound and Charge – As per the *Unlimited* rulebook, page 12, the **speed** reduction for a warrior starting the turn with any part of his base touching hindering terrain is made after all other adjustments and modifiers to a warriors **speed**.

> Example: A warrior with a **speed** value of 7 and Bound starts the turn in contact with hindering terrain. The warrior is going to move double **speed**, not "move and then attack".
>
> It may move 7 x2 (for Bound) = 14 x1\2 (for hindering) = 7.
>
> It may NOT move 7 x1\2 (for hindering) =3.5, round up to 4, x2 (for Bound) = 8.

A warrior using the Bound "move and then attack" ability, whose movement is halted because their base fully enters hindering terrain or crosses a low wall, may still make their **ranged combat** attack if they can trace a valid line of fire to an opposing figure.

 A warrior using the Charge "move and then attack" ability, whose movement is halted because their base fully enters hindering terrain or crosses a low wall, may still make their **close combat** attack if their front arc is in base contact with an opposing figure.

Hindering Terrain & Force March – All figures in a movement formation with a warrior with Force March use the **speed** value of the warrior with Forced March. Anything that increases or decreases the **speed** value of any figure in the formation, like reducing all the warrior's **speed** values to those of the slowest warrior and reducing a warrior's **speed** by half if it is touching hindering terrain, takes effect after that.

> Example: A player declares a formation consisting of two warriors with **speed** 8, one with **speed** 6, and a Force March warrior with **speed** 10. One of the **speed** 8 figures is partly in hindering terrain. All the warriors choose to use the Force March figures **speed** value of 10; then the warrior that is partly in hindering terrain has its **speed** reduced to 5.
>
> The other three warriors retain a **speed** of 10, because the hindering terrain adjustment is applied last. This means the step where their speeds are reduced to match the **speed** of the slowest member of the formation has already passed. However, as they still have to form a legal formation with the warrior whose **speed** is 5 at the end of the move, they won't be able to take full advantage of their added mobility.

INDIRECT FIRE

Indirect Fire & Long Range Attacks – Warriors capable of making indirect fire attacks may make long range indirect fire attacks against any valid target for a long range attack. The damage penalties are cumulative, so the warrior's **damage** value is reduced by 3. Treat a negative damage value as 0. The damage inflicted by the attack can still be modified by situations and special abilities that affect damage.

MAGIC BLAST

Magic Blast & Line of Fire –Magic Blast is never blocked by intervening terrain or figure bases even if the intervening figures have Limited Invisibility, Stealth or Magic Immunity.

A target of a Magic Blast attack does not receive any terrain modifiers including elevated terrain modifiers, hindering terrain modifiers, height advantage modifiers or fortification bonuses.

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 & Ranged combat Formations – In a **ranged combat** formation, only the primary attacker can use Magic Blast. The other figures in the formation must have a normal line of fire to the target, even if they have Magic Blast themselves.

MAGIC CONFUSION

Magic Confusion & Optional Special Abilities – A player may cancel the optional special abilities of one of his warriors that is the target of a Magic Confusion attack. This would usually be done to prevent the opponent from taking full advantage of the target warrior's abilities. After a Magic Confusion attack is successfully made, the opposing player (who controls the "confused" warrior) may not cancel any of the confused warrior's optional abilities.

Magic Confusion & Ranged combat Formations – In a **ranged combat** formation, only the primary attacker can use Magic Confusion. Even though Magic Confusion does not deal damage, it is still considered a "damaging" attack for **Ranged combat** purposes.

MAGIC ENHANCEMENT

A figure with Magic Enhancement affects the warrior making a ranged combat attack that is in base contact with it, and not just the ranged attack made by that warrior.

Magic Enhancement & Magic Healing – Magic Enhancement will not add extra clicks of healing to a Magic Healing attempt, nor will it cause a Magic Healing attempt to do clicks of damage.

Magic Enhancement & Magic Immunity – Figures with Magic Immunity neither receive nor deliver extra clicks of damage caused by 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.

MAGIC FREEZE

Magic Freeze & Mage Knight Dungeons – In *Mage Knight Dungeons*, if the target of a successful Magic Freeze attack is already frozen, it does not receive a second freeze token.

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 – A Magic Healing attack may be made against multiple targets if the warrior 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 IMMUNITY

Magic Immunity & Friendly Figures – Magic Immunity prevents the warrior from being affected by any other special ability, friendly or opposing, with the word "Magic" in it.

MAGIC LEVITATION

Magic Levitation & Break Away Rolls – Magic Levitation never, under any circumstance, requires a successful break away roll by either the warrior using Magic Levitation or the target figure.

Magic Levitation & Figure Placement – A figure may not be moved with Magic Levitation into terrain that is considered blocking terrain for that figure, or to any location where his captive (if he has one) may not then be placed next to him, or off the edge of the battlefield.

Magic Levitation & Ram – A warrior moved with Magic Levitation is considered to have moved and Ram will activate normally.

Magic Levitation & Shake Off Damage – There is no break away roll required when a warrior is moved with Magic Levitation. A mounted warrior moved out of base contact with an opposing figure with Magic Levitation would not deal shake off damage.

Magic Levitation & Sneak Attack –If a warrior with Sneak Attack is levitated into contact with an opposing figure, that figure will get a free spin, as the Sneak Attack warrior was not given a **move** action.

MAGIC RETALIATION

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

Magic Retaliation & Shockwave – Shockwave ignores all special abilities (except Aquatic) while resolving, including Magic Retaliation. Magic Retaliation will not activate as a result of Shockwave.

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.

MEASURING

Measuring & Elevated Terrain – When measuring the range between figures at different elevation levels, only the horizontal distance is measured, not the vertical difference.

Line of Fire & Hindering Terrain – A line of fire is not considered to have passed through hindering terrain and does not receive the hindering terrain modifier if the firer's front arc is completely outside the terrain (in the case of multi dial warriors, the entire arc of the section making the attack), or is crossing a low wall that the firer's front arc is in contact with. A target's Stealth would not apply.

MOVEMENT FORMATIONS

Movement Formations & Conquest - In **Conquest** games, warriors with the Bound, Charge or Flight abilities may be part of a movement formation as long as all the warriors in the formation have the same ability. The formation must contain all Bound figures, or all Charge figures, or all Flight figures, and cannot be made up from a mix of these abilities.

The "move and then attack" option may not be used in a Bound or Charge formation.

MOUNTED WARRIORS

Mounted Warriors & Terrain – A mounted warrior does not have to stop moving when it moves into or out of a terrain feature until its entire base is fully within the terrain. In fact, if the terrain feature is sufficiently narrow, a mounted warrior may be able to move all the way over it without stopping (until coming out the far side) because at no point is its entire base fully inside the terrain feature.

MOVEMENT

Movement Definition – Moving in Mage Knight is defined as any change in a warrior's position or facing on the tabletop other than a free spin. Moving is not the same as being given a **move** action. There are some situations in which a warrior is considered to have moved, even though it was not given a **move** action. Any time a warrior is placed onto the battlefield (such as with Necromancy), moves so that its center dot changes position (such as with a **move** action or Magic Levitation), or changes facing (such as with a **move** action or after a failed break away roll), it is considered to have moved. This is important because some game effects and special abilities will only take effect if a warrior moves.

Movement & Line of Movement – A warrior's line of movement need not be a straight line, but should show the exact path taken by the moving figure. The line of movement may be shorter than the warrior's **speed** value. The line of movement, as indicated by the flexible ruler, cannot cross blocking terrain or another figure's base. A space wide enough to fit the warrior's base is not required along the line of movement, though there must be space sufficient to accommodate his base at the end of the move.

To take an extreme example: a warrior may trace his line of movement between two other figures (friendly or opposing) that are 1/16th of an inch apart. The requirement is simply that the intervening figure bases are not in contact with one another.

Movement & Multiple Dial Warriors – When moving a multi dial warrior, first assign **move** actions to all the active sections you want to use for movement. Add up the **speed** values of all those sections: the multi dial warrior may move up to this distance. You can then do one of two things:

1) Without changing the multi dial warriors facing in any way, move it in a straight line directly backward. For example, if the multi dial warrior is facing North, it remains facing North but moves straight South.

2) Spin the multi dial warrior on its center point to face in any direction you wish, and then move it in a straight line directly forward. For example, if the warrior is facing north, turn it so that it is facing west, then move it straight west. Only the line of movement contacting another multi dial warrior's base or blocking terrain causes a multi dial warrior's movement to end. Spinning the base to determine the direction of movement does not produce a line of movement, therefore is not hindered by figure bases or terrain.

In either case, the multi dial warrior is moving in a straight line and doesn't get to turn or change its facing at the end of its move. Spinning the multi dial warrior before moving it forward is part of the combined **move** action, and does not reduce the total distance it can move.

You may give a move action to an active section that has a **speed** value of 0 (including a skull) and spin in place. In effect, you are spinning to face in any direction you wish and then moving forward 0.

Note that use of the movement template included with every multi dial warrior exactly simulates this movement system, and is more convenient than trying to maneuver the figure itself. When all players are satisfied that the move is legal, place the multi dial warrior on the template, then remove the template from the battlefield

Movement & Spinning – Spinning a warrior in place requires a **move** action unless it is a 'free spin'.

MOVEMENT FORMATIONS

Movement Formations & Pole Arm – Action tokens are placed on every warrior in a formation when the action and formation is declared. Warriors in a movement formation are then moved one at a time. If one member of the formation contacts a Pole Arm figure, and the Pole Arm figure brings his front arc into contact with that formation member, the Pole Arm effect occurs and that member of the formation's action is then ended. This is true even if the figure receiving the damage has Toughness or Invulnerability. The other members of the formation are still moved normally.

Movement Formations & Special Abilities – A warrior who is given a **move** action to activate a special ability that states "but do not move him" (e.g. Magic Levitation, Necromancy, Regeneration) cannot be a member of a movement formation and does not need to make a breakaway roll.

MULTIPLE DIAL WARRIORS

Multiple Dial Warriors & Terrain – A multi dial warrior does not have to stop moving when it moves into or out of a terrain feature until its entire base is fully within the terrain. In fact, if the terrain feature is sufficiently narrow, a multi dial warrior may be able to move all the way over it without stopping (until coming out the far side) because at no point is its entire base fully inside the terrain feature.

Multiple Dial Warriors & Multiple Ranged combat Attacks – A multi dial warrior may not be targeted twice by the same attack, even if the attacker has multiple **range** arrows. This is because the line of fire from an attacker affects the active section of the multi dial warrior that the line of fire passes through.

An exception to this occurs if the attacker's line of fire to the multi dial warrior passes through an inactive section. In this case, the attacker chooses which section of the multi dial warrior the attack is resolved against. If the attacker in this situation has multiple **range** arrows it may resolve its attacks against different sections of the multi dial warrior as if it was several separate targets.

For example, a figure with two **range** arrows, whose line of fire to a multi dial warrior passes through an active section, could only attack the multi dial warrior once, and would need to find another target for its other attack. If the line of fire passed through an inactive section however, both attacks could be resolved against the multi dial warrior. One attack would be resolved against one section of the attacker's choice, while the second attack would be resolved against a different section of the attacker's choice.

Multiple Dial Warriors & Pole Arm – The front arc of each section of a multi dial warrior is the full length of that section along the outside of the base. This means that if an opposing figure moves into base contact with any multi dial warrior section that has Pole Arm, it will activate Pole Arm. The multi dial warrior does not have to make a free spin.

If an opposing figure moves into base contact with the borderline between two sections of a multi dial warrior, and both of those sections have Pole Arm, both of those sections will deliver a click of damage to the opposing figure after the free spin opportunity.

If a multi dial warrior moves into base contact with an opposing figure with Pole Arm, and that opposing figure has its front arc in base contact with the borderline between two sections of the multi dial warrior, both sections will receive a click of damage from the opposing figure after the free spin opportunity. If a section that would be affected by Pole Arm is inactive, the damage is not redirected to a different section.

Multiple Dial Warriors & Re-directed Attacks – An attack against an inactive section of a multi dial warrior is resolved against the active section of the attacker's choice. The section chosen must be a legal target for the attack. For example, if the attack was a **ranged combat** attack, it could not be re-directed by the attacker to a section that is in contact with a figure friendly to the firer. If there are no legal targets for the attack, it cannot be made

Multiple Dial Warriors & Shockwave – A Shockwave attack will affect the active section of the multi dial warrior that the line of fire passes through (or the section chosen by the attacker if the line of fire passes through an inactive section), and every other figure in range, as per all the normal rules for Shockwave. It will not also damage other sections of the multi dial warrior.

Multiple Dial Warriors & Sweep – Sweep has no real effect when the only target of the attack is a multi dial warrior, so resolve the attack like a normal **close combat** attack.

Victory points for Multiple-Dial Warriors

If a multiple-dial warrior has a total of 3 or more skulls showing on its combat dials and it has not been eliminated at the end of the game, the opponent scores victory points for it at the end of a game. The opponent is awarded victory points equal to one half of the multiple-dial warrior's point value (round down).

If there is more than one opponent, all opponents divide the victory points equally (round down).

If a multiple-dial warrior has a total of 3 or more skulls showing on its combat dials and it has not been eliminated at the end of the game, the controller scores victory points for it at the end of a game. The controller is awarded victory points equal to one half of the multiple-dial warrior's point value (round down)

instead of the full value awarded for a non-demoralized figure that remain on the battlefield at the end the game.

NECROMANCY

Necromancy & Toughness or Invulnerability – The 1-6 clicks applied to a warrior returned to play with Necromancy cannot be reduced by Invulnerability or Toughness.

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. Pole Arm will not affect an opposing figure across a low wall.

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

Pole Arm & Titans – In Unlimited, when a titan moves into base contact with a warrior with Pole Arm, the free spin opportunity occurs and then the titan's current action is ended. The Titan can then be given a second action if allowed per the titan rules.

In Conquest when a titan moves into base contact with a warrior with Pole Arm, the free spin opportunity occurs and then the titan's current action is ended. The titan can then perform their assigned action for the turn as Pole Arm ends the 'free' move before the titan's assigned action.

QUICKNESS

Quickness & Action Tokens – A warrior with Quickness can be assigned a **move** action that does not count against the player's allotment of actions for the turn. In all other ways it counts as if the figure has taken a **move** action. Mark it with an action token.

Quickness & Special Abilities – A warrior with Quickness may use their "free" **move** action to activate a special ability that reads "but do not move him".

RAM

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

RANGED COMBAT

Ranged combat & Damaging Multiple Targets – When multiple targets are affected by a ranged attack, the **damage** value of the attack is 1 (pretend the **damage** value showing on your attacker's dial is a 1 instead of the number showing). This value can be increased with things like Magic Enhancement, critical hits, multiple "splashes" from Flame/Lightning, etc.

RANGED COMBAT FORMATIONS

Ranged combat Formations – All figures declared as part of a **ranged combat** formation must be eligible to be assigned a **ranged combat** action. They may not be Demoralized, pushed, control a captive or have taken another action this turn, and must be able to draw a valid line of fire no longer than their **range** value to the target the formation is firing at.

Ranged combat Formations & Shockwave – A **ranged combat** formation may only be declared when the attack is only going to affect a single figure. Shockwave cannot be used in a **ranged combat** formation as Shockwave targets all figures within range including those that would be declared as part of the formation. As you need a minimum of 3 figures to declare a **ranged combat** formation and the **ranged combat** formation rules state that the attack can only affect 1 figure, having 2 friendly figures in base contact with the warrior with Shockwave (therefore in range) immediately make the declaration of the formation illegal.

REGENERATION

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

SHAKEOFF

Shakeoff & Multiple Mounted Figures – When multiple mounted figures moving in a formation break away from a single figure, shake off damage is assigned simultaneously but separately. Shake off effects all occur at the same time but are applied separately. Therefore, if a figure has Invulnerability or Toughness, it will take no shake off damage when a formation of multiple mounted figures breaks away.

SHOCKWAVE

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

Shockwave & Limited Invisibility – Shockwave ignores all special abilities (except Aquatic) while resolving. This includes Limited Invisibility. A figure with Limited Invisibility is affected by Shockwave. Intervening figure bases never block Shockwave, even if the intervening figures have Limited Invisibility.

Shockwave & Targeting –Shockwave allows the targeting of figures that would not normally be legal targets with a ranged attack. A Shockwave attack will target friendly 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. Stealth is ignored, but the target will still receive the hindering terrain modifier.

STEALTH

Stealth & Indirect Fire – Stealth will not prevent a figure from being targeted with an indirect fire attack.

SNEAK ATTACK

Sneak Attack Damage – Sneak Attack doubles the warrior's printed **damage** value. Anything that increases or decreases the damage takes effect after that.

> Example: a Mortis Draconum with Sneak Attack makes a **close combat** attack while in the rear arc of a Troll Brawler, with Toughness. The attack die roll is a 12, a critical hit. The Draconum's **damage** value is doubled from 5 to 10. This is then increased to 11 for the critical hit, and then reduced to 10 again by the Brawlers Toughness. The Brawler takes 10 clicks of damage.

SUMMON

Action Tokens & Summon– Warriors retain their action tokens when eliminated. Action tokens clear from eliminated warriors in exactly the same way they do from figures in play; at the end of each player's turn, remove all action tokens on all warriors belonging to that player that did not take an action that turn. If an eliminated figure is returned to play while it still has action tokens on it, it is returned to play with those action tokens.

SWEEP

Sweep & Low Walls – A warrior with Sweep may resolve his **close combat** attack against every adjacent opposing figure in his front arc that is on the opposite side of a low wall. Even though the figures are not considered to be in base contact, the special rules for low walls allow the warrior to make a **close combat** attack against an adjacent figure that is on the opposite side of a low wall.

TERRAIN

Elevated Terrain & Lines of Fire – A warrior on elevated terrain, firing at a target on a lower elevation, does not have his line of fire blocked by the elevated terrain piece he is on. If there is another piece of elevated terrain, or a piece of blocking terrain between the firer and target, then the line of fire is blocked.

Terrain Sizes – Players may always choose to use Standard Terrain Templates in non-tournament games. If they choose not to use the templates, terrain pieces should be between 16 and 64 square

inches in size, no more than 10 inches in length in any one dimension, and composed of only one type of terrain per piece. Low wall pieces are considered to be 1 inch in width and must therefore have at least two "arms" in order to be at least 16 square inches in area.

Terrain Templates – Only the Standard Terrain Templates (available at mageknight.com) are approved for use in **Mage Knight** Tournaments and Campaigns events. The templates may be painted, modified and "3-dimensionalized" as the players see fit as long as the template's outline, area and type are not changed and as long as the modifications do not in any way impede the appropriate placement of figures. For example, model railroad trees make a scenic addition to a "hindering" terrain template, but should be on independent stands or bases so that they can be repositioned. If a player wants to place their figure exactly where a tree is, move the tree.

The outline and type of the template determines the position, boundaries, and effects of the terrain piece. Anything else is simply for visual effect.

Water Terrain - Water terrain must be declared as either deep or shallow when placed in the terrain pool.

TERRIFY

Terrify & Breaking Away – Non-Hero warriors already in base contact with a figure with Terrify do not need to roll for Terrify after a failed break away attempt since they are already in base contact with the warrior with Terrify.

Terrify & Move Actions - If you assign a move action to a non-hero warrior, and the move action will put that warrior in base contact with a figure with Terrify, you roll a die. On a roll of 1 or 2, the warrior may not be moved into base contact with the Terrify figure this turn. You may then redraw your line of movement for the figure that has been given the move action.

VAMPIRISM

Vampirism & Invulnerability and Toughness - If the damage done by the attack is reduced to zero by Invulnerability or Toughness then the warrior with Vampirism does not heal a click of damage.

VENOM

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

VICTORY POINTS

Victory Points & Castle Sections – The owner of the castle section may still score victory points for the castle section as a surviving figure even if their opponent scores double victory points for 'occupying' it at the end of the game.

Victory Points & Eliminating Figures – Whenever a warrior is eliminated by an opposing figure the victory points go to the player whose army the figure is part of.

Victory Points & Necromancy – A figure that cannot be returned to play because it is showing 3 skulls in its stat slot after applying the 1 to 6 clockwise clicks from Necromancy does not count as being eliminated again for victory point purposes.

Warriors retain who the last opposing player that damaged them was when eliminated. If pushing damage eliminates a warrior that has returned to play, the last opposing player that damaged the warrior receives the victory points.

Victory Points & Pushing – If pushing damage eliminates a warrior, the last opposing player that damaged the warrior receives the victory points. If no opposing player damaged the pushed warrior, his points are split evenly (rounded down) among all opposing players.

Victory Points & Shockwave – If a warrior is eliminated by a friendly figure's Shockwave attack, the last opposing player that damaged the warrior receives the victory points. If no opposing player damaged the eliminated warrior, his points are split evenly (rounded down) among all opposing players.

Victory Points & Withdrawing – When a player withdraws, they receive no points for their surviving figures. These points are only scored for a "non-captured friendly figure that started the game on the battlefield, never left it, and remains on the battlefield at the end of the game."

WITHDRAWING

Withdrawing – The withdrawing rule is intended to provide a mechanism for games in which a player must leave the game before the other player(s) are ready or willing to do so. It is also useful in campaign games, or when players are keeping a running total of their scores.