

VLAADA CHVÁTIL
MAGE & KNIGHT™
BOARD GAME
KRANG
CHARACTER EXPANSION



Krang remembers little about the time before the breaking. Only flashes of memories, images, words here and there, and feelings of confusion and pain.

There was the time he was a chaos shaman; the memory of the magestone dust entering his lungs still lingered. There were the words of the council of the void imploring him to give up those ways. Individually, the words were forgotten but collectively the argument was convincing, wasn't

it? The painful memories of his purging certainly remain. He was fortunate however, as otherwise the breaking would have destroyed him. Very fortunate. In the years that followed, he was taught other magics by the best the council had to offer. The most was made of his powerful Orcish frame as his blunt but effective martial skills were perfected.

Now he has been sent forth to bring order to the lands of the Atlantean Empire. He has turned his back on his Orcish brethren. His true nature has been disguised from locals with help from the council, masters of deceit and trickery. For the first time in years, he has a certainty within him.

This he is sure about. This he can do.

NEW RULE

Three of the new Skills (Battle Frenzy, Shamanic Ritual and Arcane Disguise) do not conform to one of the 3 types of Skills described on page 4 of the Mage Knight Rulebook.

Flip Back Ability



The above mentioned Skill tokens have a new Flip Back ability.

Once per turn, once flipped face down, a Skill with this ability can be flipped back face up during the same Round under a specific condition. Once face up again, it may be used as before. These Skills also flip face up at the start of each new Round as usual.

FAQ

A number of questions came up about the new Skills during playtesting, so we have included an FAQ here specific to Krang.

Q: When playing Savage Harvesting, can you reveal garrisons before you decide what card to discard?

A: No. You have to decide on the card as you move into the space and you only reveal garrisons after you move into the space.

Q: How does Puppet Master work on enemy tokens with various abilities?

A: The only parts of the token that still apply are its Attack(s), Armor and elemental types.

For example, Arcane Immunity no longer protects them and the higher Armor value from the Elusive ability does not apply.

Q: How do tokens that summon work with Puppet Master?

A: If you attack with a summoner, reveal a random token and use its Attack(s). If you want to block, then you use the summoners armor.

Q: How do tokens with multiple attacks (from the Lost Legion expansion) work with Puppet Master?

A: You may apply all of them against the same enemy, or split them as you choose.

Q: If you didn't use Master of Chaos in the last turn of the previous Round and you are going first in this Round, can you draw your hand and then decide whether to move it on?

A: Yes. In this way it is similar to how Motivation works.

Q: Can you just pay a red mana to draw a card with Regenerate?

A: No, you must also throw away a Wound to draw a card.

Q: What does "Block of any type" mean on Spirit Guides?

A: It either gives +1 to the Block of a card you play or a Skill you use that provides Block, or it adds +1 to the Block value of a Unit that you use to Block.

Q: Can I use an action to re-flip Shamanic Ritual on a turn when I Rest?

A: No. You may not take an action on a turn when you Rest.

MAGE KNIGHT BOARD GAME CHARACTER EXPANSION – KRANG A GAME BY VLAADA CHVÁTIL

Development: Phil Pettifer, Paul Grogan

Illustration: J. Lonnee

Layout and Typesetting: Filip Murmak

Playtesting: Mikkel Øberg, Paweł Bucacz, Rich Pingree, Alan Paull,
Matt Eyo-Tonks, Ricky Wilkins, Redking

NECA
www.necaonline.com

WIZKIDS

WIZKIDS/NECA, LLC
803 Sweetland Ave.
Hillside, NJ, 07205 USA
www.wizkidsgames.com

© 2013 WizKids/NECA, LLC. All rights reserved.
HeroClix, WizKids, and Mage Knight are
trademarks of WIZKIDS/NECA, LLC.