



Mage Knight: Unlimited Official WarLord Errata & Rulings

July 2002 Edition

www.mageknight.com is the official web site and forum for WizKids & **Mage Knight**. All errata & rulings posted on www.mageknight.com by WizKids staff members or their authorized representatives are considered to take effect immediately. This document will be updated on the first of each month as necessary, and is considered to take effect immediately.

All errata and rulings are based on the *Unlimited* versions of the rules and special ability card.

Contents

Figure Errata, pg 1-2
Figure Clarifications, pg 2
Rules & Special Ability Errata, pg 2-5
Mage Knight: Unlimited Special Abilities, pg 5
Mage Knight: Unlimited SAC, pg 6 -9
Mage Knight Unified Castle Rules pg 10-14
Mage Knight Unified Conquest Rules, pg 15-16
Mage Knight Unified Multiple Dial Warrior Rules pg 17-21
Mage Knight Special Faction Rules pg 22-23
Mage Knight Unified Titan Rules pg 24-25
Rulings & Clarifications (A to F) pg 26-58
Rulings & Clarifications (G to L) pg 58-61
Rulings & Clarifications (M to R) pg 61-77
Rulings & Clarifications (S to Z) pg 77-86

Figure Errata

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.

Dragon Figures

- 1) No errata.

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)

Lancers Figures

- 1) No errata.

Rebellion Figures (Alpha)

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

Rebellion Figures (Beta)

- 1) No errata.

Tank Figures

- 1) No errata.

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.

Figure Clarifications

The following figures are not misprints, and are to be played (when possible) as is.

- 1) **Dungeons** #087. Daketh Zhagrim. The figure has the same point value at 4th and 5th level. Its abilities vary between the two levels.
- 2) **Lancers** LE "Hag Hebrodia": The figure has the Charge special ability, not the Bound special ability.
- 3) **Whirlwind** LE "Skoth Plaguebringer". The figure does not have the Flight special ability.
- 4) **Extremely Jovial Edition** LE "Santa Claus". The figure does not have a green Starting Position block.
- 5) **Sinister** #016, 017, 018. Throttle Worms. The figure is Mage Spawn. The poster listing it as Necropolis Sect is in error.

Rules & Special Ability Errata

Castle Rules

- 1) General Rules, Second Point. Replace with: "Cannot be affected by Healing, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation, Vampirism or Venom. They also cannot be brought back into play with Necromancy.
- 2) "Attacks". Add, "The center point is considered to be on elevated terrain".
- 3) "Long Range Attacks", Second Sentence. Replace with: "If a castle section is given a **ranged combat** action and the target of the attack is a figure with more than one combat dial, a titan or an opposing castle section, the firer may double the **range** value of the castle section while reducing its printed **damage** value by 2."
- 4) "Attacking the Castle", Point 6. Replace with: "Warriors who have the Ram special ability making a **close combat** attack."
- 5) "Attacking the Castle": Add, "The center point is considered to be on elevated terrain."
- 6) "Attacking the Castle", following "Warriors who do not fall into one of these categories may not target castle sections with **close combat** or **ranged combat** attacks." add, "They may not be part of ranged combat or close combat formations that target castle sections."
- 7) "Victory Points", Second Paragraph. Replace with: "Double victory points are awarded to an opponent for a castle section if all of the following conditions apply:
 - The section is Demoralized, and
 - The opponent has at least one non-Demoralized warrior on top of the castle section or in contact with its access point at the end of the game, and
 - No other player has a non-Demoralized warrior on top of the section or in contact with its access points at the end of the game.

- 8) "Walls", Second Paragraph. Replace with: "Wall sections do not have an attack or **damage** value. They are Demoralized and breached when a yellow square appears in the **fortification** slot. Wall sections are eliminated when 2 broken tower symbols are revealed in the stat slot."

Chariot Rules & Special Abilities

- 1) General Rules, Second Point. Replace with: "Cannot be affected by Healing, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation and Venom, and cannot be brought back into play by Necromancy".
- 2) "Attacking the Chariot" section. Rewritten to resolve issue of illegal actions.
- 3) "Special Abilities" section. Add, "The special abilities of other warriors that affect a chariot, such as Defend or Magic Enhancement, only affect the particular section(s) with which the warriors are in contact."
- 4) "Long Range Attacks", Second Sentence. Replace with: "If the front section of a chariot is given a **ranged combat** action and the target of the attack is a figure with more than one combat dial, a titan or an opposing castle section, the firer may double the **range** value of the section while reducing its printed **damage** value by 2."
- 5) "**RAM**" description. Replace with the following text from *Mage Knight: Unlimited*:
"RAM. This warrior delivers a click of damage when he moves into contact with an opposing figure. (Optional) This warrior may not be part of a movement formation and does not cause shake off damage. When this warrior moves, and his front arc is in base contact with one or more opposing figures at the end of that movement, he inflicts 1 click of damage on each of those opposing figures after the free spin opportunity."

Conquest Rules

- 1) "Warriors", Second Line. Replace with: "Warriors are immediately removed from play when they become Demoralized from being damaged. Victory points are awarded as if they had been eliminated."
- 2) "Warriors". Add, "Exception: Castle sections. When Demoralized, a castle section is not eliminated. It is breached and its portals are opened, per the Castle rules."
- 3) "Setup". Replaced with: "Larger Battlefield" rule.
- 4) Movement Formations". Add, "A movement formation may be formed of Mage Spawn warriors as long as at least one Shyft warrior is included in the formation. In the **Conquest** rules, Mage Spawn warriors in the movement formation are not required to be in contact with a Shyft warrior."

Dragon Rules & Special Abilities

- 1) General Rules, Second Point. Replace with: "Cannot be affected by Healing, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation and Venom, and cannot be brought back into play by Necromancy".
- 2) "Attacking the Dragon" section. Rewritten to resolve issue of illegal actions.
- 3) "Long Range Attacks", Second Sentence. Replace with: "If the front section of a dragon is given a **ranged combat** action and the target of the attack is a figure with more than one combat dial, a titan, or an opposing castle section, the firer may double the **range** value of the section while reducing its printed **damage** value by 2."
- 4) "**VENOM**" description. Replace with the following text from *Mage Knight: Unlimited*:
VENOM. This warrior automatically damages opposing figures in base contact at the beginning of your turn. At the beginning of your turn, this warrior delivers 1 click of damage to each opposing figure in base contact with his front arc."

Dungeons Rules & Special Abilities (that relate to *Mage Knight: Unlimited*)

No errata.

Lancers Rules & Special Abilities

All *Mage Knight: Lancers* errata have been incorporated into the *Mage Knight: Unlimited* rules and special ability card.

Rebellion Rules & Special Abilities

All *Mage Knight: Rebellion* errata have been incorporated into the *Mage Knight: Unlimited* rules and special ability card.

Tank Rules & Special Abilities

- 1) General Rules, Second Point. Replace with: "Cannot be affected by Healing, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation and Venom, and cannot be brought back into play by Necromancy."
- 2) "Attacking the Tank" section. Rewritten to resolve issue of illegal actions.

- 3) "Long Range Attacks", Second Sentence. Replace with: "If the front section of a tank is given a **ranged combat** action and the target of the attack is a figure with more than one combat dial, a titan, or an opposing castle section, the firer may double the **range** value of the section while reducing its printed **damage** value by 2."
- 4) "**RAM**" description. Replace with the following text from *Mage Knight: Unlimited*:
"RAM. This warrior delivers a click of damage when he moves into contact with an opposing figure. (Optional) This warrior may not be part of a movement formation and does not cause shake off damage. When this warrior moves, and his front arc is in base contact with one or more opposing figures at the end of that movement, he inflicts 1 click of damage on each of those opposing figures after the free spin opportunity."
- 5) "**PIERCE**" description. Replace with the following text from *Mage Knight: Unlimited*:
"PIERCE. This warrior's ranged combat attacks ignore Battle Armor, Toughness and Invulnerability. (Optional) When this warrior is given a **ranged combat** action, he ignores each target figure's Battle Armor, Toughness and Invulnerability special abilities."

Titan Rules

- 1) Attacking, Second Sentence. Replace with: "When a titan is the attacker in a **close combat** or **ranged combat** attack against a castle section, add 2 to the attack dice roll result." This removes a confusing reference to titans being part of a formation.
- 2) Attacking, add: "**Minimum & Maximum Range:** Titans that have 2 range values on their base have a minimum range (the first number) and a maximum range (the second number). A titan may not make a ranged combat attack if the line of fire to the target is less than the minimum range or more than the maximum range."
- 3) Attacking, Indirect Fire. Reworded.

Unlimited Rules & Special Abilities

- 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."

Whirlwind Rules & Special Abilities

All *Mage Knight: Whirlwind* errata have been incorporated into the *Mage Knight: Unlimited* rules and special ability card.

Mage Knight: Unlimited Special Abilities

Numerous changes and additions have been made to the *Mage Knight: Rebellion* and *Mage Knight: Whirlwind* special ability cards. All of this information is incorporated into the current version, the *Mage Knight: Unlimited* SAC. Additional copies are available for download in the "Rules" section of www.mageknight.com.

For convenience, the complete text of the *Mage Knight: Unlimited* SAC is included here.

<Unlimited SAC Begins On Next Page> **Mage Knight: Unlimited SAC**

ATTACK Special Abilities

HEALING (Green Square). This warrior can heal friendly figures with a close combat action. (Optional) Give this warrior a **close combat** action with a friendly figure as the target. Neither may be in base contact with an opposing figure. Ignore all modifiers to the **close combat** attack. If the attack succeeds, you may use this warrior's **damage** value to heal exactly that many clicks to the target figure. Alternatively, you may roll 1 six-sided die and heal that many clicks to the target figure.

WEAPON MASTER (Red Square). This warrior can use a close combat action to deliver 1 to 6 clicks of damage. (Optional) Give this warrior a **close combat** action. If the attack succeeds, roll 1 six-sided die. This is the number of clicks of damage you inflict on the target figure, instead of this warrior's normal **damage** value.

MAGIC BLAST (Blue Square). This warrior can use a ranged combat action to deliver 1 to 6 clicks of damage. (Optional) Give this warrior a **ranged combat** action, and choose only one target figure. Line of fire is never considered

blocked by terrain or other figures, and no terrain modifiers are applied. If the attack succeeds, roll 1 six-sided die. This is the number of clicks of damage you inflict on the target figure, instead of this warrior's normal **damage** value.

FLAME/LIGHTNING (Orange Square). This warrior's ranged combat attack can affect all figures in base contact with the target. (Optional) Give this warrior a **ranged combat** action and reduce his **damage** value to 1. A successful **ranged combat** attack affects the target figure and every figure in base contact with the target, delivering 1 click of damage to each figure successfully hit. Make only one attack dice roll; compare that result to the **defense** value of the target figure and every figure in base contact with it.

SHOCKWAVE (Yellow Square). This warrior's ranged combat attack can affect every figure within half his range value. (Optional) Give this warrior a **ranged combat** action. Reduce his **range** value by half. Draw lines of fire to every non-captive figure (friendly and opposing) within range in every direction, regardless of this warrior's front arc facing. These lines of fire are never blocked by figure bases, but are affected normally by terrain. If clear lines of fire can be drawn to two or more figures within range, Shockwave will inflict 1 click of damage on each figure successfully hit. If there is only one eligible figure within range, Shockwave will deliver this warrior's normal damage if that figure is successfully hit. Lines of fire are drawn to figures, and the attack is resolved, as if the target figures have no special abilities (Aquatic is not affected). Shockwave allows you to attack opposing figures even if they are in base contact with friendly figures, and/or control captives.

VAMPIRISM (Black Square). This warrior can heal himself with a successful close combat attack. Heal 1 click on this warrior whenever he inflicts clicks of damage on a target figure during a **close combat** attack.

MAGIC HEALING (Gray Square). This warrior can heal friendly figures with a ranged combat action. (Optional) Give this warrior a **ranged combat** action and choose a friendly figure as the target. The target may not be in base contact with an opposing figure, but may be in base contact with this warrior. All modifiers to the **ranged combat** attack are ignored. If the attack succeeds, roll 1 six-sided die and heal that many clicks to the target figure.

VENOM (Red Circle). This warrior automatically damages opposing figures in base contact at the beginning of your turn. At the beginning of your turn, this warrior delivers 1 click of damage to each opposing figure in base contact with his front arc.

SNEAK ATTACK (Blue Circle). This warrior can deliver double damage with a close combat attack to the target's rear arc. (Optional) When this warrior is given a **move** action, and is in base contact with an opposing figure at the end of that movement, the opposing figure does not get a free spin opportunity. When this warrior is given a **close combat** action, and he is in base contact with the rear arc of the target figure, double his damage value.

SWEEP (Black Circle). This warrior can hit every opposing figure in front-arc contact with a close combat action. (Optional) Give this warrior a **close combat** action. He may not make a capture attempt. This warrior may resolve his attack against every opposing figure in his front arc. Roll the attack dice once and compare the result to the **defense** values of all opposing target figures. This attack inflicts the warrior's normal damage against all targets successfully hit.

DAMAGE Special Abilities

STARTING POSITION (Green Square). All warriors must start the game with this square showing. Before every **Age Knight** battle, all warriors' combat dials must show this green square. This square is often split with another **damage** special ability color.

BERSERK (Red Square). This warrior cannot make ranged combat attacks. This warrior may not be given a **ranged combat** action and may not capture or be captured. If this warrior already controls a captive, this warrior immediately eliminates that captive.

MAGIC ENHANCEMENT (Blue Square). This warrior improves the damage delivered by friendly ranged combat attacks. (Optional) Any friendly figure given a **ranged combat** action while in base contact with this warrior will inflict 1 extra click of damage to any opposing figure(s) successfully hit by the attack.

BATTLE FURY (Orange Square). This warrior cannot capture or be captured. This warrior cannot capture or be captured. If this warrior already controls a captive: the captive is released, is no longer controlled by this warrior, and may be given actions normally.

DEMORALIZED (Yellow Square). This warrior can only be given a **move** or **pass** action. This warrior can only be given a **move** or **pass** action. This warrior may never voluntarily move into base contact with an opposing figure.

NECROMANCY (Black Square). This warrior can bring one of your eliminated figures back into play. (Optional) Give this warrior a **move** action, but do not move him. He may not be in base contact with an opposing figure. Choose one of your eliminated warriors. Turn its combat dial to the Starting Position. Roll 1 six-sided die and turn the figure's combat dial clockwise (the same direction as if you were applying damage) that number of clicks. If the figure's stat slot does not show three skulls, that figure is now returned to play. Place the chosen figure on the battlefield in base contact with this warrior. Do not roll the die for figures with the words **Zombie** or **Skeleton** in their names; they always return to the game at full strength.

COMMAND (Gray Square). This warrior may add an action to your action total for the turn. At the beginning of your turn, 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 automatically heals 1 click.

This warrior may not be captured.

PIERCE (Red Circle). This warrior's ranged combat attacks ignore Battle Armor, Toughness and Invulnerability. **(Optional)** When this warrior is given a ranged combat action, he ignores each target figure's Battle Armor, Toughness and Invulnerability special abilities.

MAGIC FREEZE (Blue Circle). This warrior may use a ranged combat attack to add an action token to a target figure. **(Optional)** Give this warrior a ranged combat action. Reduce his damage value to 1. When this warrior successfully hits a target figure, and that figure has 0 or 1 action tokens, roll 1 six-sided die for that figure. On a result of 4, 5 or 6, place an action token on that figure and treat it as if it had just taken a non-pass action. If a target figure is given its second action token, it is considered pushed and takes 1 click of pushing damage.

MAGIC CONFUSION (Black Circle). This warrior may make a ranged combat attack to move an opposing figure. **(Optional)** Give this warrior a ranged combat action and choose one opposing target figure. An opposing target figure hit by this attack takes no damage, regardless of situations or special abilities that might otherwise inflict damage. Treat an opposing figure

hit by this attack as if it has been given a move action, but you control that figure's action. Resolve this move action immediately. This action does not place an action token on the target figure, and there is no pushing penalty. The target figure may not be moved into base contact with a figure friendly to you. The target figure may not use any special ability that reads "but do not move him", and none of its optional special abilities may be cancelled while you resolve this move action.

SPEED Special Abilities

CHARGE (Green Square). This warrior can move and then make a close combat attack using the same action.

(Optional) This warrior may not be part of any formation. When you give this warrior a move action he may move up to twice his speed value. If he did not start the turn in base contact with an opposing figure, he may instead move up to his normal speed value, and then make a close combat attack as if he had been given a close combat action. This close combat attack does not cost an extra action. This warrior only fails to break away from opposing figures on a roll of 1.

QUICKNESS (Red Square). This warrior can move without being given an action. **(Optional)** This warrior may not be part of a movement formation. This warrior may perform a move action without you having to give him one of your actions for the turn. He is treated for all purposes as if he was given an action and is marked with an action token normally.

MAGIC LEVITATION (Blue Square). This warrior can move another figure up to 10 inches. **(Optional)** Give this warrior a move action, but do not move him. Select a target figure that was in base contact with this warrior at the beginning of the turn. Pick up the target figure and move it up to 10 inches in any direction, ignoring terrain and figure bases. You decide its 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.

FLIGHT (Orange Square). This warrior can ignore all terrain and figure bases while moving. **(Optional)** This warrior may not be part of a movement formation. This warrior may move through figure bases and blocking terrain, though it may not end its move on another figure's base or in blocking terrain. This warrior's movement is not affected by hindering terrain and he does not have to stop when entering or leaving elevated terrain. This warrior only fails to break away from opposing figures on a roll of 1.

AQUATIC (Yellow Square). 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 his move in deep water.

STEALTH (Black Square). Hindering terrain blocks line of fire to this warrior. **(Optional)** Any line of fire drawn to this warrior that passes through hindering terrain is treated as though it has been drawn through blocking terrain.

BOUND (Gray Square). This warrior can move and then make a ranged combat attack using the same action.

(Optional) This warrior may not be part of any formation. When you give this warrior a move action, he may move up to twice his speed value. If he did not start the turn in base contact with an opposing figure, he may instead move up to his normal speed value, then make a ranged combat attack as if he had been given a ranged combat action. This ranged combat attack does not cost an extra action. This warrior only fails to break away from opposing figures on a roll of 1.

FORCED MARCH (Red Circle). This warrior can share his speed value in a movement formation. **(Optional)** All figures in a movement formation with this warrior use this warrior's speed value.

NIMBLE (Blue Circle). This warrior can change his facing without being given an action. **(Optional)**

This warrior may change his facing at any time during your turn. This warrior may not use this ability during the resolution of an attack or other special ability. Use of this ability does not require an action.

RAM (Black Circle). This warrior delivers a click of damage when he moves into contact with an opposing figure. **(Optional)** This warrior may not be part of a movement formation and does not cause shake off damage. When this warrior moves, and his front arc is in base contact with one or more opposing figures at the end of that movement, he inflicts 1 click of damage on each of those opposing figures after the free spin opportunity.

DEFENSE Special Abilities

BATTLE ARMOR (Green Square). This warrior's defense is improved against ranged combat attacks. Increase this warrior's defense value by 2 versus **ranged combat** attacks that target or can affect him.

POLE ARM (Red Square). This warrior will damage opposing figures that come into contact with him. If an opposing figure moves, and is in base contact with this warrior's front arc after the free spin opportunity, the opposing figure takes 1 click of damage and his action is ended.

MAGIC IMMUNITY (Blue Square). This warrior is immune to Magic effects. This warrior cannot be affected by any other special ability with the word "Magic" in its name. This warrior neither receives nor inflicts extra clicks of damage caused by Magic Enhancement.

TOUGHNESS (Orange Square). This warrior reduces damage delivered to him by 1 click. Subtract 1 from any damage inflicted on this warrior by **ranged** or **close combat** attacks, or by special ability effects that deliver damage (e.g., Pole Arm, Ram, Venom, Magic Retaliation). Toughness does not reduce pushing or critical miss damage.

DEFEND (Yellow Square). This warrior can share his defense value with friendly figures in base contact.

(Optional) Any friendly figure in base contact with this warrior may use this warrior's defense value instead of its own.

REGENERATION (Black Square). This warrior can heal 0 to 4 clicks to himself. **(Optional)** You may give this warrior a move action, but do not move him. Roll 1 six-sided die and subtract 2 from the roll. Treat a negative result as 0. The result is the number of clicks that are healed on this warrior's combat dial.

INVULNERABILITY (Gray Square). This warrior's defense is improved against ranged attacks and reduces damage delivered to him by 2 clicks. Increase this warrior's defense value by 2 versus **ranged combat** attacks that target or can affect him. Reduce by 2 clicks any damage inflicted on this warrior by **ranged** or **close combat** attacks, or special ability effects that deliver damage. Invulnerability does not reduce pushing or critical miss damage. This warrior cannot be healed. This warrior cannot capture or be captured. If this warrior already controls a captive: the captive is released, is no longer controlled by this warrior, and may be given actions normally.

DODGE (Red Circle). This warrior avoids damage from attacks half the time. **(Optional)** When this warrior is successfully hit by a **ranged** or **close combat** attack, roll 1 six-sided die. On a result of 4, 5 or 6, the attack is considered to miss this warrior instead.

MAGIC RETALIATION (Blue Circle). This warrior delivers a click of damage to an attacker that damages him. When this warrior is damaged by an attack, the attacker (or primary attacker, if damaged by a formation attack) receives 1 click of damage.

LIMITED INVISIBILITY (Black Circle). This warrior may not be the target of a ranged combat action. **(Optional)** This warrior may not be the target of a **ranged combat** action.

Mage Knight Unified Castle Rules

For convenience, the complete text of the rules for castles is included here. Additional copies are available for download in the "Rules" section of www.mageknight.com.

Note that these rules apply to all castle sections. **They replace the rules insert included with every castle section, and are to be considered the most current and correct version.** All current errata have been included.

Castles

Castle sections are unique *Mage Knight* figures because they can function both as warriors and terrain. A *Mage Knight* warrior can move onto, fight from, and move off some castle sections during a game, and some castle sections can make attacks on their own.

For castles, the **speed** symbol is replaced by the **fortification** symbol. A castle section is eliminated when 3 broken tower symbols appear in the stat slot.

All *Mage Knight: Unlimited* rules for warriors apply to castle sections, except as noted in this section.

Point Value

Castle sections can be put into games at two different build totals by adjusting their point value and strength. Before a game begins, choose a point value for the section and rotate its combat dial clockwise the indicated number of clicks from the Starting Position.

General Rules

Because of their size and special characteristics, castle sections:

- 1) Cannot capture or be captured.
- 2) Cannot be affected by Healing, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation, Vampirism or Venom. They also cannot be brought back into play with Necromancy.
- 3) Do not take damage from pushing or critical misses.
- 4) Cannot be part of a formation.
- 5) Have a 360-degree front arc and no rear arc.
- 6) Can never move or be moved.
- 7) Cannot make free spins.
- 8) Are never considered to be in base contact with any figure, friendly or opposing.

Elevation Levels

Regardless of the design of the castle sections, all castle sections are considered to be the same height. A warrior on top of a castle section is on abrupt elevated terrain and is at the same elevation level as a warrior on any other castle section or other piece of elevated terrain.

Figure Placement

A warrior may only be placed on top of a castle section or planking if there is room for its entire base to fit on top of the section without obstruction or hanging over the edge of the section or planking. A warrior may not be placed so that any portion of its base is inside of a castle section, unless the special rules for that type of section permit it.

Sections

A castle section is defined as a single castle piece with a combat dial. Even if pieces are connected, they are considered separate sections as long as they have their own combat dial. The combat values shown in each section represent the capabilities of that section.

All castle sections are considered to be abrupt elevated terrain, as well as being considered warriors.

Playing Area & Set-up

Before play begins, all players in the game must agree that castle sections will be used and choose which player will be allowed to use them. Like all Mage Knight warriors, castle sections have a point value. One player may use any portion of their army's build total on castle sections rather than warriors.

Castle sections are placed on the battlefield before terrain or warriors. Castle sections must be placed on the castle player's side of the battlefield, up to 18 inches away from the castle player's starting edge and at least 30 inches from the opponent's starting area. Castle sections do not have to be placed 2 inches apart from other castle sections or 2 inches away from the edges of the battlefield. Castle sections may enclose a portion of the battlefield. If they do, players may not place terrain pieces into the enclosed area. A castle that encloses a portion of the battlefield must include at least one section containing a portal that allows movement in and out of the enclosed area.

To set up your castle:

- Choose a location within 18" of your starting area and place the castle.
- Measure 30" toward the opponent's starting area. The opponent may set up anywhere on their side, as long as their figures are more than 30" away from the castle.
- 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.

Planking & Ladders

If planking or ladders are used, they must be placed after all castle sections, but before terrain or warriors. Planking is printing on the packaging of the Castle Wall Packs; cut out the planks before disposing of the packaging. Planking is used

to connect castle wall sections between buttresses or where a ledge does not fit. Ladders are used to create additional access points to castle wall sections.

Ladders may be placed next to any castle wall section to create access points at its upper and lower ends. Each player may have one ladder per three wall sections in their castle, to be placed as desired. If you do not have ladders, simply use a token of some sort to indicate the placement of the ladders.

Planking is placed on the inside of wall sections wherever the construction of the player's castle creates gaps in the walkways. Planking is always placed parallel to a wall and touching that wall. Planking is considered to be part of the wall section it is touching. A player may place as many planking sections as are necessary to form a continuous walkway inside their wall sections, but are not required to place any. If planking is not placed, walkways are not considered to be continuous.

Access Points

Warriors move onto, off and between different castle sections by using access points, which represent doorways, staircases, ladders and so on. All access points in the same castle section are connected access points. The special rules for each castle section indicate any connected access points for that section.

In order to move onto, off or between different castle sections, a warrior must move to an access point. The warrior may then be placed touching any other connected access point, at which point its movement ends. Mounted warriors, multiple-dial warriors and titans may not use the access points for castle sections. A warrior may also move onto, off or between different sections of a castle using the Flight special ability or by being moved with the Magic Levitation ability.

Warriors may move freely between wall sections and the tops of castle sections. Warriors on top of castle sections may be in base contact with warriors on adjacent wall sections. Look down from above the castle to determine whether base contact would be possible if the design of the castle section did not prevent it. If so, then base contact is assumed.

Close combat: A warrior whose front arc is in contact with an access point may make a **close combat** attack against a figure touching a connected access point. This represents the two figures fighting on the stairs or ladder between their two positions. The two figures are considered to be in base contact for purposes of this attack, but are not in base contact for any other purpose. A close combat formation may be declared as long as all the warriors in the formation are eligible to attack the target. If the target is at a higher elevation than the primary attacker, the target receives the +1 **defense** height advantage modifier.

If there is more than one opposing figure touching a connected access point, the defender may choose which figure will be the target of the attack.

Portals

Some castle sections have portals, which are represented on the section by a door, gate, or portcullis. The special rules for each castle section indicate that section's portals.

All portals are considered closed at the start of the game. Warriors may not move or draw a line of fire through a closed portal. A closed portal is not considered connected to any other access points.

At the start of the turn (after Command effects are resolved), the castle player declares that they are opening or closing any of their portals for the turn, and then opens or closes the appropriate portions of the castle. The portals then remain in that state until the start of the castle player's next turn. If a section has several portals, the player may choose to open or close each one individually.

A castle section that is showing the Demoralized special ability has been breached. Wall sections are breached when the **fortification** value appears in yellow. As soon as a section is breached, all of its portals are immediately opened. They may not be closed for the remainder of the game.

Actions

A castle may be given one or more of its owning player's actions during a turn. Each section of a castle may only be given 1 action per turn. If a castle section is given an action, mark that section with an action token. If several sections are given actions, mark each of them with an action token. A **ranked combat** action can be given to any active castle section that has a range and **attack** value greater than 0. Castle sections may not be given move or **close combat** actions.

If a castle section takes a non-pass action on two consecutive turns, mark it with a second action token. It is considered pushed, but does not take pushing damage. A castle section may not be given an action on 3 consecutive turns.

Mage Knight: In a Mage Knight Unlimited game, a player receives 1 extra action per turn as long as his army contains a keep section.

Conquest: In a Conquest game, a player with any non-wall castle sections in his army receives 1 extra action per turn. A player with a keep section will receive 2 extra actions, instead. These extra actions can only be given to castle sections.

Attacks

Castle sections may only make **ranged combat** attacks. The line of fire from a castle section is drawn from that section's center point, and is never blocked by figure bases. The center point is considered to be on elevated terrain. When measuring the range, measure only the horizontal distance to the target.

A castle section may not make a **ranged combat** attack against a target if the range to that target is 4 inches or less.

Long-Range Attacks: Castle sections may make and be targeted by long-range combat attacks as if they were multiple-dial warriors. If a castle section is given a **ranged combat** action and the target of the attack is a figure with more than one combat dial, a titan, or an opposing castle section, the firer may double the **range** value of the castle section while reducing its printed **damage** value by 2.

Attacking the Castle

Castle sections may only be attacked by the following types of warriors:

- 1) Multiple dial warriors.
- 2) Titans.
- 3) Warriors making a **ranged combat** attack using the Magic Blast, Shockwave or Pierce abilities.
- 4) Warriors making a **ranged combat** attack that delivers Explosive Damage.
- 5) Warriors who have printed **damage** value of 4 or more, making a **ranged combat** or **close combat** attack.
- 6) Warriors who have the Ram special ability making a **close combat** attack.

Warriors who do not fall into one of these categories may not target castle sections with **close combat** or **ranged combat** attacks. They may not be part of ranged combat or close combat formations that target castle sections.

For **ranged combat** attacks, the line of fire to a castle section is drawn to that section's center point and is never blocked by figure bases. The center point is considered to be on elevated terrain. The section will receive the height advantage modifier if the attacker is not also on elevated terrain. When measuring the range, measure only the horizontal distance to the target.

For close combat attacks, opposing figures whose front arcs are touching a castle section may attack it as if they were in base contact with it.

A warrior may never attack a castle section on which they are standing.

Eliminating Castle Sections

When 3 broken tower symbols are revealed in a castle section's stat slot, that section is eliminated and is removed from play. Place a "Rubble" hindering terrain template (provided on the castle section package), the same size and shape as the eliminated castle section and its planking, on the battlefield in its place. Place any figures that were on that section on the template in the same locations as they occupied before the section was eliminated, with their facing determined by their controlling player. Finally, roll 1 six-sided die for each of these figures and deliver that many clicks of damage to that figure.

Players may replace planking pieces with other, shorter planking pieces as walls are eliminated, so that the wall sections left standing retain their portions of the walkway.

Attacking Warriors on Castle Sections

When a **ranged combat** attack is made against a target standing on a castle section, the target adds a fortification modifier to their **defense** value. This modifier is the **fortification** value currently showing for the castle section that the target is on. If the target is at a higher elevation than the primary attacker, the target also receives the +1 **defense** height advantage modifier.

*Example: During the siege of the Fortress of the Lich King Anjou, Dave's Steam Golem attacks Mark's Bone Golem. The Steam Golem is on the ground outside the castle, while the Bone Golem is on a castle wall section with a fortification value of 3. The target's **defense** value is 16, +1 for the height advantage, +3 for the fortification, for a total of 20! This result makes Dave think seriously about taking on the wall with his next attack.*

The target does not receive the fortification modifier if the firer is also on a castle section. The target also does not receive the fortification modifier if they are on a wall section and the firer's line of fire does not cross the outside edge of any section. This represents the warrior being protected from attacks from outside the castle, but not attacks from opponents who have broken into the castle.

Victory Points

Victory points are awarded for eliminated and surviving castle sections as if they were standard warriors.

Double victory points are awarded to an opponent for a castle section if all of the following conditions apply:

- 1) The section is Demoralized, and
- 2) The opponent has at least one non-Demoralized warrior on top of the castle section or in contact with its access point at the end of the game, and
- 3) No other player has a non-Demoralized warrior on top of the section or in contact with its access points at the end of the game.

Castle Section Rules

Each castle section has unique rules.

Keep

The keep has two portals, represented by the two doors. The two doors and the entire top surface of the keep are connected access points.

Round Tower

The tower has one portal, represented by the door. The door and the entire top surface of the tower are connected access points.

Gatehouse

The gatehouse has two portals, represented by a portcullis and double doors. The gatehouse has no access points. Any warrior on top of the gatehouse is considered to be in base contact with any other warrior on top of the same gatehouse. Warriors may be placed in the open archway of the gatehouse. The portals of the gatehouse may not be closed if they would overlap a figure's base once closed. The gatehouse has access points with the walls on either side.

Walls

Wall sections with doorways have one portal. Wall sections without doorways have no portals. Wall sections have no access points, though some may be added through the use of ladders. Wall sections do not have an **attack** or **damage** value. They are Demoralized and breached when a yellow square appears in the **fortification** slot. Wall sections are eliminated when 2 broken tower symbols are revealed in the stat slot.

Mage Knight Unified Conquest Rules

For convenience, the complete text of the rules for **Mage Knight: Conquest** is included here. Additional copies are available for download in the "Rules" section of www.mageknight.com.

Note that these rules apply to all **Conquest** games. **They replace the all previous versions of the Large Scale Battle rules, and are to be considered the most current and correct version.** All current errata have been included.

Mage Knight: Conquest

Mage Knight Conquest provides an entertaining and fast way to play large-scale **Mage Knight** battles, using castles, artillery pieces and armies created from dozens of battle-hungry warriors. **Mage Knight** is no longer restricted to small squads—now you can field huge armies filled with giants, castles, artillery pieces and dragons!

All **Mage Knight: Unlimited** rules apply to **Conquest** games, except as noted in this section.

Warriors

Warriors who are not Unique, are not titans, or are not multiple dial figures are considered to have a 360-degree front arc and no rear arc.

Warriors are immediately removed from play when they become Demoralized from being damaged. Victory points are awarded as if they had been eliminated.

Exception: Castle sections. When Demoralized, a castle section is not eliminated. It is breached and its portals are opened, per the Castle rules.

Larger Battlefields

The use of tanks, titans, castles and large-scale **Conquest** armies may require playing areas larger than the standard 3-foot x 3-foot **Mage Knight** battlefield. For best results when playing with these figures, use playing areas that are at least 3 feet x 6 feet. Each side's starting area extends inward from one of the edges of the table and should be at least 4 inches deep. The front border of each starting area should be 30 inches from the opponent's starting area, and the side borders of each starting area should be at least 8 inches from any other edge. All players must agree on the boundaries of the battlefield before the game begins.

Set-Up

Determine the first player and set up the terrain per the **Mage Knight: Unlimited** rules. Next, the first player sets up at least half the total point value in their army (round up), then the opponent sets up at least half the total point value of their army. The first player then places the remainder of her figures, followed by the opponent. Play begins starting with the first player.

Actions

Each side receives 1 action per turn per full 400 points of their army's build total. You receive 1 additional action automatically if you have a figure with the Command special ability in play. In addition, roll for Command actions as normal. For example, a 2,000-point game gives each side 5 actions per turn. If one player has three figures with the Command special ability, then they get one action automatically (because they have at least one figure with Command), and they also can roll for Command actions for each of those three figures.

Note that **Conquest** actions are slightly different from the standard action rules for these figures.

- **Castle Sections:** A side with any non-wall castle sections in their army receives 1 additional action per turn. If that side has a castle Keep section in their army, they receive 2 additional actions instead of 1. These additional actions can only be given to castle sections.
- **Multiple-Dial Warriors:** When a multiple-dial warrior is given a single move action, it may combine the speed value of any number of its sections together. Sections that are used for movement may not be given another action that turn.
- **Titans:** 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.

Formations

Movement formations: Movement formations can be composed of 3–10 warriors of the same faction. Warriors with the speed special abilities Charge, Flight or Bound may form movement formations without turning off these abilities, as long as all members of the formation have the same ability. If Charge or Bound is used in a movement formation, the move-and-attack option may not be used.

A movement formation may be formed of Mage Spawn warriors as long as at least one Shyft warrior is included in the formation. In the **Conquest** rules, Mage Spawn warriors in the movement formation are not required to be in base contact with a Shyft warrior.

Ranged combat formations: Ranged combat formations are composed of 3–5 warriors. Each warrior in addition to the primary attacker in the ranged combat formation adds +1 to the attack dice roll and +1 to the damage delivered to the target.

Close combat formations: Close combat formations are composed of 2–5 warriors. Each warrior in addition to the primary attacker in the close combat formation adds +1 to the attack dice roll and +1 to the damage delivered to the target.

Capturing

Capturing is not used in **Mage Knight: Conquest**.

Standard Game

Mage Knight: Conquest offers the following guidelines for playing a standard game for times when players are not using a pre-set scenario. This standard game is much like the standard game presented in the **Mage Knight: Unlimited** rules.

- 1) The playing surface is a large battlefield.
- 2) Each army has a build total of 2,000 points, giving 5 actions to each player at the beginning of every turn.
- 3) The time limit for the game is 120 minutes.

Mage Knight Unified Multiple Dial Warrior Rules

For convenience, the complete text of the rules for multiple dial warriors is included here. Versions of these rules are included with every multiple dial warrior, and are available for download in the "Rules" section of www.mageknight.com.

Note that these rules apply to all multiple dial warriors. **They replace the rules insert included with every multiple dial warrior, and are to be considered the most current and correct version.** All current errata have been included.

Multiple Dial Warriors

Dragons, chariots, tanks and other enormous and powerful creatures and machines are called *multiple dial warriors*. A **Mage Knight** multiple dial warrior is a special game piece which has four combat dials, representing separate sections of the creature or vehicle. All standard **Mage Knight** rules for warriors apply to multiple dial warriors, except as noted below.

Some multiple dial warriors are called *chariots*. A chariot is a **Mage Knight** game piece where the **speed** value in each stat slot is represented by a spoked wheel symbol (see below). Chariots have some additional special rules, the most important of which is their ability to carry passengers.

Chariot Symbol



Point Value

Some multiple dial warriors can be played in games of various build totals by adjusting their point value and strength. If a multiple dial warrior has different point values, they will be found on the sticker on the bottom of the base. Before a game begins, choose a point value for the multiple dial warrior and rotate each of its combat dials clockwise the indicated number of clicks from their starting positions.

General Rules

Due to their enormous size and special characteristics, multiple dial warriors:

- 1) Cannot capture or be captured
- 2) Cannot be affected by Healing, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation or Venom, and cannot be brought back into play with Necromancy
- 3) Cannot be part of a formation
- 4) Have no rear arc
- 5) Fail to break away from all opposing figures in base contact only on a roll of 1; if the attempt fails, the multiple dial warrior cannot rotate to a new facing
- 6) Cannot make a free spin when an opposing warrior comes into base contact
- 7) Do not have weak or tough rank versions

Playing Area

A multiple dial warrior is a big piece best suited for games that take place on a playing surface larger than the standard 3-foot x 3-foot **Mage Knight** battlefield. For best results when playing with these figures, use playing areas that are at least 3-foot x 6-foot. Each side's starting area extends inward from one of the edges of the table and should be at least 4 inches deep. The front borders of each starting area should be 30 inches apart, and the side borders of each starting area should be no closer than 8 inches to any other edge. All players should agree on the boundaries of the battlefield before the game begins.

Measurements

All distances to and from a multiple dial warrior are measured from the center dot printed on its base under the main body.

Combat Dials

A multiple dial warrior's base is divided into four sections, each with its own combat dial. The combat values shown in each section represent the capabilities of that section. If a section's combat dial shows numbers and/or one or two skulls, it is an *active section*. If a skull appears on the combat dial of an active section, the value in that position is 0. If a combat dial shows three skulls, that section is an *inactive section*.

The front arc of each section is the full length of that section along the outside of the base.

A multiple dial warrior is eliminated when a total of 6 skulls appear on its combat dials.

Attacking Multiple Dial Warriors

When a multiple dial warrior is the target of an attack, only one section will be affected by that attack.

Ranged Combat: If attacked by a **ranged combat** action, the affected section is the one the opposing figure's (or primary attacker's) line of fire crosses as it is drawn to the warrior's center dot. A section cannot be attacked by a **ranged combat** action if a figure friendly to the firer is in contact with that section. However, a section may be attacked by a **ranged combat** action if a friendly figure is in contact with a different section of the warrior.

Close Combat: If attacked by a **close combat** action, the affected section is the one with which the opposing figure (or primary attacker) is in base contact.

Only active sections can be affected by attacks. If the section that would be affected by an attack is inactive, the attacker can choose any other active section to resolve his attack against (provided that the attack would otherwise be legal). If a **close combat** or **ranged combat** attack originates along the borderline between two sections, the multiple dial warrior's player decides which of the two sections is attacked. If either or both of these two sections could not legally be attacked (for example a ranged combat attack situation where a friendly figure is in contact with one of the sections, or one of the sections has Stealth and the line of fire passes through hindering terrain, etc.), the attack cannot be made.

Actions

A multiple dial warrior may be given one or more of its owning player's actions during a turn. Each active section of a multiple dial warrior may only be given one action per turn. An inactive section may not be given an action. If the multiple dial warrior is given action(s) during a turn, mark it with a single action token after it receives its first action for the turn. If the multiple dial warrior is given more than one **move** action in a turn, all move actions must be given at the same time and combined into a single movement. Other types of actions may be given as the controlling player sees fit after any **move** action(s) for the turn are completed.

Pushing

If you push a multiple dial warrior (by giving it one or more actions on two consecutive turns), it takes 1 click of damage to the active section of your choice after the first action of the second turn is resolved. A multiple dial warrior cannot be given action(s) on three consecutive turns.

Special Abilities

A special ability only affects the section in which it appears. A **move** action given to an active section that shows the Flight or Aquatic special ability activates that ability in all sections.

The special abilities of other warriors that affect a multiple dial warrior, such as Defend or Magic Enhancement, only affect the particular section(s) the warriors are in contact with.

Movement

A multiple dial warrior may only move in one of two ways on any given turn. It may move straight backwards, with no turning or facing changes, or it may spin on its center dot to any facing, and then move forward in a straight line. Chariot multiple dial warriors may not move straight backwards.

Multiple **move** actions given to a multiple dial warrior on a single turn must be combined into a single movement. To determine the total distance a multiple dial warrior may move, add the **speed** values of all the active sections given **move** actions. While turning and moving, a multiple dial warrior's line of movement ignores the bases of figures with only one combat dial. A multiple dial warrior must end its move when its line of movement contacts any figure base containing more than one combat dial. The combined **move** actions of a multiple dial warrior must take place before any **ranged combat** or **close combat** actions are given to remaining active sections during a turn.

Breaking Away

A multiple dial warrior is required to make a single break away roll if any of its sections are in contact with an opposing figure when it is given **move** actions. Only one roll is required regardless of how many sections are in contact or how many opposing figures there are.

Movement Template: There is a *movement template* printed on the multiple dial warrior packaging; cut out the template before discarding the packaging. When you want to move a multiple dial warrior, place the template on the battlefield to show where it will be located after the move. Use the centerline printed on the template to draw a straight line back to the warrior's center dot. When all players are satisfied that the move is legal (e.g., the warrior's base is not overlaying any other figure base or blocking terrain feature), place the multiple dial warrior on the template, then remove the template from the battlefield.

Multiple Dial Warrior Combat Actions

Once an active section of a multiple dial warrior is given a **ranged** or **close combat** action during a turn, it may no longer be given a **move** action that turn.

Ranged Combat: A **ranged combat** action can be given to any active section of a multiple dial warrior that has a **range** and **attack** value greater than 0. The line of fire for a **ranged combat** action is measured from the warrior's center dot and must pass through, or along the borderline of, the active section given the action. No portion of the section receiving this action, including the borderline, can be in base contact with an opposing figure (though other sections may be).

Long-Range Attack Option: If a **ranged combat** action is given to a multiple dial warrior's front section, and the target of the attack is a figure with more than one combat dial, a titan, or an opposing castle section, the firer has the option of doubling the **range** value of the section while reducing its printed **damage** value by 2.

Explosive Damage: Some multiple dial warriors can deal explosive damage with their **ranged combat** attacks. These warriors have the **attack** value in each stat slot represented by an explosion symbol. **Ranged combat** attacks made by a multiple dial warrior that deals explosive damage will affect other figures near the target figure.

If the target figure is successfully hit by the attack, it is affected normally. Then, every opposing and friendly figure (including the firer, but not the target) within a 3" range of the target figure receives 1 click of explosive damage, regardless of their **defense** values (this differs from Shockwave and Flame/Lightning). The 1 click of explosive damage ignores the firer's special abilities and cannot be increased in any way. All blocking terrain (except water) between the center dots of the target figure and a figure within 3" of the target will prevent that nearby figure from taking the click of explosive damage. Explosive damage is reduced by Toughness and Invulnerability. If the original **ranged combat** attack misses the target figure, no explosive damage occurs.

Close Combat: A **close combat** action can be given to any active section of a multiple dial warrior that has an **attack** value greater than 0. The target of the attack must be in base contact with the section receiving this action.

Passengers

Every chariot has a rear compartment that can accommodate a single friendly **Mage Knight** warrior. A warrior occupying this compartment is called a *passenger*. Only a warrior with a single combat dial can be a passenger. Mounted warriors and titan warriors may not be chariot passengers. An opposing warrior can never be a passenger in a friendly chariot. A chariot can only have one passenger at a time. A passenger remains in the chariot's rear compartment when the chariot moves.

A passenger may be given an action normally. Passengers are marked with their own action tokens, which are separate from action tokens on the chariot.

A passenger's speed special abilities are ignored. A chariot may start the game with a passenger. A passenger is not considered to be in base contact with the chariot.

Boarding & Disembarking

A friendly warrior may become a passenger if given a **move** action while in base contact with either side section or rear section of the chariot. His speed value must be greater than 0 and he cannot have a captive under his control. After giving the warrior a **move** action, place him inside the chariot's rear compartment. This is called *boarding*. No other movement is possible by the warrior while boarding.

A passenger with a **speed** value greater than 0 may leave a chariot when he is given a **move** action. Place the warrior in base contact with either side section or the rear section of the chariot; he may have any facing, as determined by his controlling player. This is called *disembarking*. No other movement is possible by the warrior while disembarking.

Passenger Combat Actions

A passenger's facing is unimportant. A passenger's front arc is always assumed to cover the chariot's two side sections and rear section. A passenger cannot target his chariot for any purpose, nor affect it with any attack or special ability.

Ranged Combat: A passenger can make a **ranged combat** attack if the chariot has not yet moved during the turn. A passenger making a **ranged combat** attack must use the chariot's center dot when drawing his line of fire. A passenger's line of fire may not pass through the front section of the chariot. A passenger's base never blocks his own line of fire. A passenger may not make a **ranged combat** attack against an opposing warrior in base contact with the chariot unless using the Shockwave special ability. If the **range** value of a passenger is greater than 8, it is reduced to 8 while he is a passenger.

Close Combat: A passenger can make a **close combat** attack against any figure in base contact with either side section or the rear section of the chariot. A passenger cannot make a capture attempt.

Damaging a Passenger

No friendly or opposing warrior may target a passenger for any purpose. If one or more clicks of damage are recorded on the combat dial of a side or rear section of the chariot, there is a chance that the passenger will also be damaged. The attacking player must roll one six-sided die for each attack that causes damage to be recorded on a side or rear combat dial. If he rolls a 5 or 6, the number of damage clicks recorded on the chariot's combat dial is also delivered to the passenger. Damage delivered to the passenger is never considered "Magic," regardless of the source of the original attack, so Magic Immunity will not benefit the passenger. However, damage delivered to the passenger can be reduced by the warrior's Toughness or Invulnerability.

Example: The side section of a chariot is hit for 4 clicks of damage. That section possesses Toughness, so only 3 clicks of damage are recorded on that section's combat dial. The attacker rolls a die to see if these 3 clicks of damage also affect the passenger. He rolls a 5, so the passenger receives 3 clicks of damage. If the passenger also has Toughness, only 2 clicks would be recorded on the passenger's combat dial.

When a chariot is eliminated, remove it from play and place its passenger on the battlefield with his center dot in the position formerly occupied by the chariot's center dot. The warrior may have any facing, as determined by his controlling player. Roll one six-sided die and deliver this many clicks of damage to the warrior.

Mage Knight Special Faction Rules

Apocalypse Faction Rules

There are 4 different Apocalypse figures: War, Famine, Pestilence and Death. They are all members of the Apocalypse faction, as indicated by their faction symbol.

Warriors of the Apocalypse faction may be included in a formation with friendly warriors of another faction as if they were the same faction as those other warriors. All other formation rules apply normally.

When an Apocalypse warrior makes a **close combat** or **ranged combat** attack, he may choose to use the printed **attack** value of any other friendly Apocalypse figure in play instead of his own. This decision is made at the same time the attacker chooses which of his optional special abilities to turn off.

When an Apocalypse warrior is targeted by a **close combat** or **ranged combat** attack, he may choose to use the printed

defense value of any other friendly Apocalypse figure in play. This decision is made at the same time the defending player chooses which of his optional special abilities to turn off.

Elite Warrior Rules

Some Mage Knight warriors have two faction symbols printed on their base. These warriors are referred to as *elite* warriors. Elite warriors may be part of a formation if all the warriors in that formation share one common faction symbol. All other formation rules apply normally.

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.

Hero Faction Rules

Warriors that are members of the Hero faction have a small number circled in green between their **defense** and **damage** values. This number represents their *level*. A sticker on the underside of their combat dial shows their point values at each of their different levels.

Normally, warriors are put into play with their dials set so that the green "Starting Position" slot is showing, and use the point value printed on top of the base. Hero faction warriors however, may be put into play at a lower level, and use the point value shown on the sticker for that level instead.

A Hero faction warrior may not be healed by any means past its starting level. In ***Mage Knight: Unlimited*** games, Hero faction warriors cannot increase their level unless some special scenario or campaign rule allows it. In ***Mage Knight: Dungeons***, Hero faction warriors may improve their level by gaining experience points, as per the ***Mage Knight: Dungeons*** rules.

Shyft Faction Rules

Shyft and Mage Spawn warriors may be part of the same movement, close combat, or ranged combat formation when two conditions are met.

- 1) When the formation is declared, each Mage Spawn figure in the formation must be in base contact with at least one Shyft figure in the formation.
- 2) When the formation's action is completed, each Mage Spawn figure must be in base contact with at least one Shyft figure that started the action as a member of that formation.

Otherwise, all other formation rules are in effect. Note that in a mixed Shyft/Mage Spawn close combat formation, each Mage Spawn figure must be in base contact with a Shyft figure in that formation.

In ***Conquest*** games, a movement formation may be formed of Mage Spawn warriors as long as at least one Shyft warrior is included in the formation. In the Conquest rules, Mage Spawn warriors in the movement formation are not required to be in contact with a Shyft warrior.

Mage Knight Unified Titan Rules

For convenience, the complete text of the rules for titans is included here. Versions of these rules are included with every titan, and are available for download in the "Rules" section of www.mageknight.com.

Note that these rules apply to all titan warriors. They replace the rules insert included with every titan, and are to be considered the most current and correct version. **The following errata apply to earlier versions of these rules.** All current errata have been included.

Titans

Mage Knight titan figures are substantially larger than the standard ***Mage Knight*** figures and bring substantially more power to the battlefield. Huge creatures and powerful siege engines both belong to the titan category. Titans can take more than one action in a turn. All ***Mage Knight: Unlimited*** rules for warriors apply to titans, except as noted in this section.

For titans, the **damage** value in the stat slot is represented by a clenched fist symbol.

Some titans have two **range** values on their bases. The first value is the titan's minimum range value, while the second value is the titan's maximum range value.

Point Value

A titan can be played in games of various build totals by adjusting its point value and strength. The different point totals for a titan are found on the sticker on the bottom of the base. Before a game begins, choose a point value for the titan and rotate its combat dial clockwise the indicated number of clicks from the starting position.

General Rules

Because of its enormous size and special characteristics, a titan:

- 1) Cannot capture or be captured.
- 2) Cannot be part of a formation.
- 3) Cannot be affected by Healing, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation and Venom. It also cannot be brought back into play by Necromancy.
- 4) Fails to break away from all opposing figures in base contact only on a roll of 1.

Actions

Mage Knight: Unlimited: A titan may be given 2 of its owning player's actions in a turn, with some restrictions.

If the titan is not in base contact with an opposing figure at the start of the turn, then it may be given a second action that turn.

The first action given to the titan must be a **move** action.

The second action may be another **move** action, a **close combat** action or **ranged combat** action. If a titan is given action(s) during a turn, mark it with a single action token after it receives its first action for the turn.

Mage Knight: Conquest: A titan may only be given one of its owning player's actions in a turn. If a 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.

Pushing

If you push a titan (by giving it one or more actions on two consecutive turns), give it a click of damage after the first action of the second turn is resolved. The titan may still be given a second action that turn. A titan cannot be given action(s) on three consecutive turns.

Attacking

Titans are particularly well suited to attacking and destroying fortifications. When a titan is the attacker in a **close combat** or **ranged combat** attack against a castle section, add 2 to the attack dice roll result.

Minimum & Maximum Range: Titans that have 2 range values on their base have a minimum range (the first number) and a maximum range (the second number). A titan may not make a ranged combat attack if the line of fire to the target is less than the minimum range or more than the maximum range.

Long-Range Attack Option: If a **ranged combat** action is given to a titan, and the target of the attack is a figure with more than one combat dial, a titan or an opposing castle section, the firer has the option of doubling the **range** value of the titan while reducing its printed **damage** value by 2.

Indirect Fire Attack Option: Titans whose bases show a minimum and maximum **range** value can be given a **ranged combat** action to attack a single target without having a clear line of fire to the target. This is called an *indirect fire* attack. The line of fire must pass through the firer's front arc, and must not exceed the unit's maximum range, or be less than the unit's minimum range. The line of fire is not blocked by terrain or other figures and no terrain modifiers are applied. All other ranged combat rules apply.

The **defense** value of the target of an indirect fire attack is increased by 2, and the firer's printed **damage** value is reduced by 1.

If the indirect fire attack has explosive damage, nearby figures receive 1 click of damage per the rules on explosive damage.

Consolidated Rulings & Clarifications

Abrupt Elevated Terrain (See “Terrain”)

Access Points

Access Points & Arcs – A warrior must have its front arc touching a connected access point in order to make a close combat attack through that access point. 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 & Bound - A warrior using the Bound “move and then attack” ability, whose movement is halted because their base has entered a new elevation level or moved to a new connected access point, may still make their **ranged combat** attack if they can trace a valid line of fire to an opposing figure.

Access Points & Charge - A warrior using the Charge “move and then attack” ability, whose movement is halted because their base has entered a new elevation level or moved to a new connected access point, may still make their **close combat** attack if their front arc is in base contact with an opposing figure.

Access Points & Close Combat – As per the Castle rules, a warrior on the ground can attack or be attacked by a figure on top of a castle section with a **close combat** attack, as long as both figures are touching connected access points.

This is an abstract way of representing the two figures fighting somewhere in the middle, on a ladder or staircase. It does not mean the figures are actually dueling with 30-foot long weapons. Remember that a closed portal does not count as a connected access point.

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 & Multiple Targets – When a **close combat** attack through a connected access point could affect any of several different targets, the defender chooses which one is affected. This choice is made in Step 2 of the “Sequence of An Attack”. This rule represents the castle defenders choosing who will stand in the doorway or charge down the stairs and bravely resist the attacking hordes.

See also “Access Points & Sweep”.

Access Points & Portals - Access points and portals are separate ideas. A location can be one, or the other, or both. The special rules for the castle sections specify which are which.

Access points are points where a warrior can move to another connected access point. The top and bottom of a ladder are access points.

Portals are locations that can be opened and closed by the owner of the castle section (or breached); when opened, a line of movement or fire may be drawn through them. The Double Doors and Portcullis of the Gatehouse are portals.

The confusion usually arises over locations that are both portals AND access points, such as the doors in the Keep and Tower. These doors are portals because they can be opened by the owner of the of the castle section (or breached). If they are opened, they may be used as access points. If they are closed, they may not be used as access points.

Example: Will controls a Tower section; Towers have one door, which is described in the special rules as being both a portal, and a connected access point to the top of the Tower. The Towers portal is closed. Andrew controls a warrior that is touching the Towers door; even though the door is a connected access point to the roof, Andrew may not move his warrior to the roof because a closed portal may not be used as an access point. Will laughs a smug and evil laugh...until he sees Andrews's catapults.

Access Point Table

Section\Feature	Portal?	Access Point?	Leads To?
Wall (no door)	No	No	N/A
Wall (with door)	Yes	No	N/A
Gatehouse (doors)	Yes	No	N/A
Gatehouse (portcullis)	Yes	No	N/A
Tower Door	Yes	Yes	Tower Top
Tower Top	No	Yes	Tower Door
Keep Door	Yes	Yes	Keep Top, Other Door
Keep Top	No	Yes	Both Doors
Ladder	No	Yes	Other end of ladder

The distinction between access points and portals is important, because some figures (mounted warriors, multiple dial warriors, titan warriors) cannot use access points, but can use portals. A Lancer and his heavy warhorse could bravely sally forth through the open doors of a gatehouse to attempt to break a siege; it couldn't go through the door of a tower, turn left, and climb a spiral staircase inside to the roof.

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 valid 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 the Sweep ability, 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 – A player may use each of his actions in a turn for any type of action he chooses. A player does not have to use any one type of action first. He may use all of his actions as the same type, if he chooses.

The “Action List” on page 5 of the *Unlimited* rulebook is a list of available choices, not a sequence of play or limit on how many of a given action a player may use in a turn.

Actions & Captives – Captives are never given actions. If a captive has action tokens on it when it is captured, the tokens clear off the captive normally at the end of the original owners next turn. Captives never acquire new action tokens and therefore never take pushing damage.

Actions & Command – Use of the Command ability does not use an action. The extra action resulting from a successful Command roll may be assigned to any warrior in the player's army that is eligible to be given an action.

Actions & Formations – A warrior may not be declared as part of a formation if it has already taken an action on the current turn. See also “Ranged Combat Formations” & “Close Combat Formations”.

Actions & Multiple Dial Warriors – A multiple dial warrior may be given up to 1 action per active section. The “setting” of the multiple dial warrior (if it has one) is not important for this purpose, but the number of actions you get in a turn is. You may not give a multiple dial warrior more actions in a turn than you have. The number of actions you have in a turn is still determined normally.

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

Actions & Pushing – A warrior that is given an action on two consecutive turns is pushed and takes one click of damage. This is not modified or prevented by special abilities or anything else, its always one click.

A warrior may not be pushed by being given two actions on the same turn; figures may only be given one action during a turn.

Action Tokens – Tokens are intended as reminders not only of which figures took an action this turn and can’t take another, but also of which figures took an action last turn and will be pushed if they take one this turn, and which figures are pushed and must pass this turn.

Action Tokens & Captives – see “Actions & Captives”.

Action Tokens & Conquest – Warriors that are not titan warriors receive action tokens normally in **Conquest**. Earlier playtest rules that allowed non-unique warriors to act every turn were abandoned for game balance reasons.

Titan warriors receive action tokens as per their special rules in **Conquest**.

Action Tokens & Formations – Action tokens are placed on every warrior in a formation when the action and formation are declared. Even though only one warrior in the formation is “given” the action, all the warriors are considered to have acted and are marked with tokens.

Action Tokens & Magic Confusion – A warrior can be affected by a Magic Confusion attack regardless of how many action tokens it has on it. Even if it already has two action tokens on it, a successful Magic Confusion attack allows it to be moved.

Action Tokens & Magic Levitation – The target figure moved with Magic Levitation may not be given an action for the remainder of the turn, but is not marked with an action token for being levitated.

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.

Extra Actions & Castle Sections - In **Unlimited**, a player receives one extra action per turn if their army contains a Keep section, and no extra actions if their army contains any other kind of castle section. In **Conquest**, a player receives one extra action per turn as long as their army contains a castle section, OR two extra actions if their army contains a Keep section. In both cases the extra actions may only be assigned to 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. Deliberately attempting to take an illegal action, or deliberately failing to inform an opponent that they are taking an illegal action, may be considered “Unsportsmanlike Conduct” in a tournament, at the presiding WarLord’s discretion.

If you don't tell your opponent that their action is illegal before they measure the line of fire and roll the dice, you are just wasting your time as well as theirs. As soon as you tell him, for example, "Ha! My Order of Vladd is Immune to your Magic Blast!", they are perfectly within their rights (and the spirit of the rules) to say "Oh, well I shoot something else then." They would have to roll the dice again, but wouldn't otherwise be penalized.

Illegal Actions & Multiple Dial Warriors – The rules included with some multiple dial warriors stated that:

"If a **close combat** or **ranged combat** attack originates along the borderline between two sections, the dragon's (or chariot's) player decides which of the sections is attacked. If a **ranged combat** attack is switched by either of these conditions to a section in contact with a figure friendly to the firer, that attack is ignored and the action is lost (unless the attack is a Shockwave, which resolves normally)."

This was an error, and has been errata'd. This situation is an illegal action, and the attacking player is entitled to use their action for another purpose instead; see "Actions - Illegal Actions". This rule has been changed in the rules currently included with multiple dial warriors. See the "Unified Dragon Rules" and "Unified Chariot Rules" included in this document, and at www.mageknight.com.

Move Actions – A warrior given a **move** action to activate a special ability, where the ability 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.

Aquatic

Aquatic & Captives – A warrior with the Aquatic ability 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 the Aquatic ability 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 & Combat – Neither deep nor shallow water terrain features have any effect on combat. A warrior with the Aquatic ability may attack or be attacked normally, regardless of whether or not he is in water terrain.

Aquatic & Shockwave – A Shockwave attack ignores the special abilities of its target(s) for purposes of resolving the attack, with the exception of the Aquatic ability. The Aquatic ability has no effect on combat, but is not "canceled" by the attack.

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 the Aquatic ability, the figure is eliminated.

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 & Access Points – see "Access Points & Arcs".

Arcs & Movement – A warrior's facing has no affect on his movement. The figure may be moved in any direction where a valid line of movement can be drawn, and then may be faced as the player wishes at the end of the move. Note that this does not apply to multiple dial warriors, which have their own special movement restrictions.

Arcs & Multiple Dial Warriors Attacking - If the borderline between two of a multiple 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 multiple 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 figures attack goes down the borderline between two of a multiple dial warriors sections, the player controlling the multiple dial warrior gets to decide which section is affected. If

neither of the two figures moves, and the opposing figure attacks the multiple dial warrior again on a subsequent turn, the player controlling the multiple dial warrior may choose the same or a different section to be affected.

This is a choice available to the player controlling the multiple dial warrior and not just a mechanic to arbitrarily pick a section to be affected.

Front Arcs & Shake Off Damage – A mounted warrior will not deal shake off damage to an opposing figure if any portion of that figures base is in contact with the mounted warriors front arc. The rule “outside of his front arc” from page 6 of the *Unlimited* rulebook, means that all points of contact must be outside of the front arc

Note that this is only an issue when the bases of the two figures are in contact at 2 points, such as when the opposing figure is a mounted or multiple dial warrior.

Rear Arcs & Multiple Dial Warriors – Multiple Dial warriors have no rear arcs, and no modifiers for rear arc attacks apply to them.

Note that this is true in both *Unlimited* and *Conquest* games.

Rear Arcs & Ranged Combat – A ranged combat attack does not receive a +1 modifier for passing through the rear arc of its target.

Rear Arcs & Titan Warriors – Titan warriors have no rear arcs, and no modifiers for rear arc attacks apply to them.

Note that this is true in both *Unlimited* and *Conquest* games.

Attacking (See “Combat”)

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.

Note that that this is not a special rule, it is just the geometry of the bases.

Base Contact & Castle Sections – As per the Castle Rules, “Castle sections are never considered to be in base contact with any figure, friendly or opposing.” This literally means that even figures that are physically touching the castle section with their base are not in “base contact” according to the rules. This may seem odd, but its actually very important when determining a number of interactions. For example, if this rule was not in effect, a castle tower could be prevented from using its ranged attacks by placing an opposing figure in contact at the bottom of the structure.

Note that close combat attacks against castle sections are specifically permitted by the Castle rules, in a similar fashion to how attacks across low walls or from chariot passengers can be made without “base contact”.

Base Contact & Formations – At both the start of a movement formation or ranged combat formation, every warrior in the formation must be touching the base of another warrior in the formation. The members of the formation must also form a continuous chain. For movement formations, this restriction also applies at the end of the formations movement.

This means that in a movement formation of 4 warriors, A B C D, it is not sufficient that A is in contact with B, and 12 inches away, C is in contact with D.

A must be touching B which is touching C which is touching D (or something similar).

Note however, that it is not required that each warrior in the formation be part of a continuous chain DURING the formations move, but only at the beginning and end.

Example: in the above arrangement A B C D, the player could move B (A and C are no longer touching), then move C to somewhere close to B (NONE of the figures are touching), then move A to touch B, then move D to touch B and C. At the start, and at the end, a legal formation is formed.

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 with each other for any other purpose.

Base Contact & Movement – While a warrior is moving, he is not considered to be, or to come into, base contact with any other figure until the conclusion of his move. Even if the warrior begins the movement in base contact with an opposing figure and ends the movement in base contact with the same opposing figure, he is considered to have left base contact and then re-entered base contact as long as he has moved. See “Movement Definition”.

Base Descriptions – Mage Knight warriors on standard circular bases are referred to as warriors (or figures).

Mage Knight warriors on “peanut shaped” bases with a Horseshoe symbol for their **speed** value are referred to as mounted warriors (or mounted figures).

Mage Knight warriors on large circular bases with a clenched fist symbol for their **damage** value are referred to as titan warriors (or titan figures).

Mage Knight warriors on large bases with more than one combat dial are referred to as multiple dial warriors (or multiple dial figures).

All rules that apply to “warriors” or “figures” are assumed to apply to all types unless a specific rule states otherwise.

For example, a warrior fails to break away from an opposing figure on a die roll of 1-3. However, a mounted warrior only fails to break away from an opposing figure on a die roll of 1 because the rules for mounted warriors specifically say so.

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

Battle Armor

Battle Armor & Defend – The defensive modifier for Battle Armor may be added on top of the **defense** value “borrowed” from a friendly figure that has the Defend ability.

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

Battle Armour & Magic Healing – see “Modifiers”.

Battle Fury

Battle Fury & Captives – A warrior with Battle Fury may not be captured, and may not capture a figure. If this warrior gains Battle Fury while it already controls a captive: the captive is released, is no longer controlled by this warrior, and may be given actions normally.

A warrior does not “gain” Battle Fury while damage or healing are being applied, but only after the damage or healing are applied. What this means is that if a warrior without Battle Fury holds a captive, and receives clicks of damage (or healing) that cause it to “click through” slots of Battle Fury, it will not release its captive unless it has a Battle Fury slot showing after the damage (or healing) is applied.

Battle Fury & Close Combat Formations – A warrior with Battle Fury may be part of a **close combat** formation that is making a capture attempt, as long as it is not the primary attacker.

Berserk

Berserk & Captives – If a warrior who controls a captive gains the Berserk ability, 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.

A warrior does not “gain” Berserk while damage or healing are being applied, but only after the damage or healing are applied. What this means is that if a warrior without Berserk holds a captive, and receives clicks of damage (or healing) that cause it to “click through” slots of Berserk it will not eliminate its captive unless it has a Berserk slot showing after the damage (or healing) is applied.

Berserk & Close Combat Formations – A warrior with Berserk may be part of a **close combat** formation that is making a capture attempt, as long as it is not the primary attacker.

Blocking Terrain (See “Terrain”)

Bound

Bound & Access Points – see “Access Points & Bound”.

Bound & Attacking - A warrior that is not eligible to be given an action cannot be treated "as if it had been given a ranged combat action". It cannot be given a ranged combat action, so that portion of the Bound description does not apply.

Examples of this include a Demoralized warrior being given a combat action, a warrior controlling a captive being given a combat action, or a Bound warrior that has been moved into base contact with an opposing figure.

Bound & Attack Special Abilities – A warrior making an attack as the second part of a Bound "move and then attack" **move** action may use all of its attack special abilities as normal. For purposes of those special abilities the figure is treated as if it had been given a combat action of the appropriate type.

Bound & Chariot Passengers – As per the Chariot rules, “a passenger’s speed special abilities are ignored.” A passenger with Bound may not “move and then attack” while boarding a chariot, because as soon as it boards the chariot the ability is ignored and the passenger is no longer entitled to make the attack. Similarly, a passenger with Bound may not “move and then attack” while disembarking from a chariot, because when it is given the **move** action the ability is ignored.

Bound & Conquest - In **Conquest** games, warriors with the Bound ability may be part of a movement formation as long as all the other warriors in the formation have the Bound ability as well. The “move and then attack” option may not be used in a Bound formation.

Note that, despite the fact that the same rule applies to figures with Bound, Charge, and Flight, a movement formation may not be made up of figures with a mix of these abilities. The formation must be all Bound figures, or all Charge figures, or all Flight figures.

Bound & Double Speed - As per the **Mage Knight: Unlimited** special ability card, a warrior with the Bound ability can move twice their normal speed value, even if they begin the turn in base contact with an opposing warrior.

Bound & Elevated Terrain - A warrior using the Bound “move and then attack” ability, whose movement is halted because their base fully enters a new elevation level, may still make their **ranged combat** attack if they can trace a valid line of fire to an opposing figure.

Bound & Eliminating Figures – If a warrior is eliminated by Bound attack damage, the victory points go to the player whose army the Bound figure is part of.

This is usually only an issue in multiplayer games, where a player can use Magic Confusion to turn one opposing players figures against another opposing players figures.

Bound & Formations – A warrior with Bound may be part of a formation if the player declares that the warriors Bound special ability is canceled until the end of the turn, before the formation is declared. The special ability must be canceled even if all the figures the player intends to use in the formation have Bound.

Bound & Hindering Terrain – 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 7×2 (for Bound) = $14 \times \frac{1}{2}$ (for hindering) = 7.

It may NOT move $7 \times \frac{1}{2}$ (for hindering) = 3.5, round up to 4, $\times 2$ (for Bound) = 8.

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

Bound & Low Walls – A warrior using the Bound “move and then attack” ability, whose movement is halted because their base crosses a low wall, may still make their **ranged combat** attack if they can trace a valid line of fire to an opposing figure.

Bound & Magic Confusion - An opposing figure with Bound that is successfully hit by a Magic Confusion attack cannot be used to attack figures friendly to itself. In addition, a player may not target his or her own figures with a damaging attack (except Shockwave). See the **Unlimited** rulebook, page 7, “Targeting Friendly Warriors”.

In effect, the only ways to use a Magically Confused figure with Bound to make an attack are:

- 1) In a game with 3 or more players, it could be used to attack opposing figures that aren't owned by the player that is moving it
- 2) If the target has Shockwave, because a Shockwave attack can be made even if friendly figures are going to be affected.
- 3) If the target has Magic Healing, it could be forced to heal a figure friendly to itself.

Of course, Bound is an optional special ability, and can be canceled by the player whose figure is being targeted, so the odds of any of these things occurring are very small.

Bound & Multiple Dial Warriors – A multiple dial warrior may use the Bound special ability as long as the sections with the Bound ability are given actions. The sections with the Bound ability may contribute twice their **speed** value to the combined move of the warrior or, if the section was not in contact with an opposing figure at the start of the turn, contribute their **speed** value and then make a **ranged combat** attack.

Only the sections with the Bound ability may double their **speed** value or do a “move and then attack”.

Example: the Shyft Serpent Camper has a **speed** of 4 (with Bound) on the front section, and a **speed** of 2 on each side.

If the front section is not in contact with an opposing figure, the Camper could use 3 actions and move:
2 (for the side) + 2 (for the other side) + 8 (4 for the front, doubled because it has Bound) = 12.

Or

2 (for the side) + 2 (for the other side) + 4 (for the front) = 8, and then make a **ranged combat** attack with the front section at no additional cost.

If the front section was in contact with an opposing figure (which means the “move and then attack option” couldn't be used), the Camper could use 3 actions and move:

2 (for the side) + 2 (for the other side) + 8 (4 for the front, doubled because it has Bound) = 12.

Or

2 (for the side) + 2 (for the other side) = 4, and then use the third action to make an attack with the front section.

Bound & Ranged Combat – A warrior using the Bound “move and then attack” ability, whose movement ends in base contact with an opposing figure, does not get to make a ranged combat attack at the end of its move.

Breaking Away

Breaking Away & Demoralized Figures – A warrior must roll to break away as normal from an opposing figure that is Demoralized.

Breaking Away & Friendly Figures – A break away roll is only required when a warrior is given a **move** action while in base contact with an opposing figure, not a friendly figure.

Breaking Away & Line of Movement – A warrior that makes a successful break away roll may move so long as there is a gap between the bases of the warriors that surround him. See “Base Contact”.

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 & Mounted Warriors – All mounted warriors, including ones that don't have Charge and Bound (either because they never had it or because they lost it to damage) only fail to break away from opposing figures on a roll of 1. A mounted warrior that fails a break away attempt may not rotate to a new facing.

When a mounted warrior successfully breaks away from one or more opposing figures in base contact outside of his front arc, he automatically inflicts shake off damage on each of those opposing figures. This damage can be reduced by Toughness or Invulnerability.

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 of the 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 their breakaway roll will “anchor” the rest of the formation, limiting how far the rest of the formation may move.

Breaking Away & Multiple Dial Warriors - All multiple dial warriors, including ones that don't have Charge and Bound (either because they never had it or because they lost it to damage) only fail to break away from opposing figures on a roll of 1. A multiple dial warrior only needs to make one break away roll regardless of how many sections are in contact with opposing figures.

A multiple dial warrior can break away even if the section(s) that are in contact with opposing figures are not given **move** actions, as long as at least one of its sections is given a **move** action. All **move** actions for the multiple dial warrior must be given before the break away roll is made. A multiple dial warrior that fails a break away attempt may not rotate to a new facing.

Multiple dial warriors do not cause shake off damage when they break away.

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”.

Breaking Away & Titan Warriors- A titan warrior that fails a break away roll may change facing normally.

Capturing

Capturing & Actions – see “Actions & Controlling Warriors”.

Capturing & Action Tokens – see “Actions & Captives”.

Capturing & Aquatic – see “Aquatic & Captives”.

Capturing & Castle Sections – Castle sections cannot be captured. However, it is possible for an opponent to score double victory points for a castle section. Double victory points are awarded to an opponent for a castle section if all of the following conditions apply:

- 1) The section is Demoralized, and
- 2) The opponent has at least one non-Demoralized warrior on top of the castle section or in contact with its access point at the end of the game, and
- 3) No other player has a non-Demoralized warrior on top of the section or in contact with its access points at the end of the game.

(This replaces the conditions included in the castle rules, which read “Double victory points are awarded to an opponent for castle sections if the section is Demoralized, and only non-Demoralized opposing figures are on top of it or in contact with its access points, at the end of the game.”)

Note that the owner of the castle section may still score victory points for the castle section as a surviving figure, so this rule is not quite as devastating as the normal capturing rules. It's still an excellent incentive to try to take the castle intact however.

Capturing & Charge – The **close combat** attack made as the second part of a Charge “move and then attack” **move** action may be a capture attempt. As with any capture attempt, this must be declared before the dice are rolled.

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 $(2 \times 6) = 12$.

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

If a captive with the Charge or Bound abilities is freed during its owning player’s turn, it may not use the “move and then attack” option on that turn. This is 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 & Close Combat Formations – Close combat formations may be used to make a capture attempt. Even though a capture attempt does not deal any damage, it is still a “damaging” attack, as opposed to a “healing” attack. The attempt is not prevented by the phrase “the intent is to damage (not heal) it” on page 11 of the **Unlimited** rulebook, “Close Combat Formations”.

If the capture attempt is successful the primary attacker becomes the controlling warrior.

Capturing and Command – A warrior with the Command ability may not be captured. It may, however, make capture attempts itself.

Capturing & Critical Hits – If a **close combat** attack has been declared as a capture attempt, it will automatically succeed on a die roll of “12”, just like a normal attack would. A figure allowed to make a capture attempt may declare a capture attempt even if the attack is mathematically impossible, such as an **attack** value of 4 attacking a **defense** value of 18.

Capturing & Demoralized – a Demoralized figure does not “release” any captive it may hold.

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

Capturing & Ending the Game – As per both the **Unlimited** rulebook and the HTH Tournament Rules, 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 may not take damage from any source, including explosive damage.

A warrior controlling a captive may not actually be the target of an opponent’s **ranged combat** attack, but will take damage normally if a figure near it is hit by an explosive damage attack.

Capturing & Flame/Lightning – A warrior controlling a captive may not be the main target of a Flame/Lightning attack, but can still be affected by the attack if it is in base contact with the main target. A captive never takes damage from Flame/Lightning.

Capturing & Force March - Captives are not considered part of a movement formation and can never 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. After this is done, 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 – A captive cannot trigger free spins, as it is neither a friendly nor opposing figure to any player.

Capturing & Healing – A captive may not be the target of Healing because “No warrior, friendly or opposing, may target a captive for any purpose”.

A warrior controlling a captive may be the target of Healing because a controlling warrior “may not be the target of an **opponents** capture attempt or ranged combat action”. There is no rule preventing a controlling warrior being the target of **close combat** actions.

Capturing & Invulnerability – A warrior with Invulnerability may not be captured, and may not capture a figure. If this warrior gains Invulnerability while it already controls a captive: the captive is released, is no longer controlled by this warrior, and may be given actions normally.

A warrior does not “gain” Invulnerability while damage or healing are being applied, but only after the damage or healing are applied. What this means is that if a warrior without Invulnerability holds a captive, and receives clicks of damage (or healing) that cause it to “click through” slots of Invulnerability, it will not release its captive unless it has an Invulnerability slot showing after the damage (or healing) is applied.

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 (for example, when the controlling warrior is surrounded by opposing figures on its side of the wall), then a capture attempt may not be made.

Capturing & Magic Healing – A captive may not be the target of Magic Healing because “No warrior, friendly or opposing, may target a captive for any purpose”.

A warrior controlling a captive may be the target of Magic Healing because a controlling warrior “may not be the target of an **opponents** capture attempt or ranged combat action”. There is no rule preventing a controlling warrior being the target of a friendly **ranged combat** action.

Capturing & Magic Levitation – A captive may not be the target of Magic Levitation. If a warrior controlling a captive is the target of Magic Levitation, its captive moves with it. The player whose figure is using Magic Levitation moves the controlling warrior, and then the player who owns the controlling warrior places the captive, in base contact with the controlling warrior.

A figure may not be moved with Magic Levitation to any location where his captive may not then be placed next to him.

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 either 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 & Nimble - If a controlling warrior possesses the Nimble ability, the captive also has the ability, even if the captive is a mounted warrior. However the Nimble ability states that the warrior may only change facing on “your turn”, and “your” always refers to the owner of the figure. The captive is not your figure, so you cannot use Nimble to change its facing. The opposing player cannot change its facing either of course, because the capturing rules state that “the controller always determines the captives facing and location”.

Essentially, Nimble is of no use to a captive. However, any time the controlling warrior moves, the position and facing of the captive may be changed, so the captive doesn’t need it. See “Movement Definition”.

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

Capturing & Pole Arm – A captive cannot take or deliver Pole Arm damage. It is neither a friendly nor opposing figure to any player, it cannot take damage from any source, and all of its special abilities are ignored. A warrior controlling a captive can still deal Pole Arm damage (though not to the captive).

Capturing & Ram – A captive cannot take or deliver Ram damage. It is neither a friendly nor opposing figure to any player, it cannot take damage from any source, and all of its special abilities are ignored. A warrior controlling a captive can still deal Ram damage (though not to the captive).

Capturing & Ranged Combat – A warrior controlling a captive may not be the target of an opposing figure's **ranged combat** action. However it may be the target of a legal **ranged combat** action from a friendly figure, such as Magic Healing.

In addition, warriors in base contact with a captive (other than the controlling warrior) may still be the targets of an opposing figure's **ranged combat** action because the captive is neither a friendly nor opposing figure to any player.

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

Capturing & Shake Off Damage - A captive cannot take or deliver shake off damage. It is neither a friendly nor opposing figure to any player, it cannot take damage from any source, and it does not make break away rolls. A warrior controlling a captive can still deal shake off damage (though not to the captive).

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 & Special Abilities - A warrior controlling a captive may be given a **move** action that is used to activate a special ability that reads "but do not move him".

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

Capturing & Sweep – A warrior making a **close combat** attack using the Sweep ability 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 & Venom – A captive cannot take or deliver Venom damage. It is neither a friendly nor opposing figure to any player, it cannot take damage from any source, and all of its special abilities are ignored. A warrior controlling a captive can still deal Venom damage (though not to the captive).

Castle Sections

Castle Sections & Access Points – see "Access Points & Castles".

Castle Sections & Base Contact – see "Base Contact & Castle Sections".

Castle Sections & Capturing – see "Capturing & Castle Sections".

Castle Sections & Close Combat Formations - All the members of a close 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 **close combat** formation composed of one warrior with Ram, 1 titan, and 2 warriors with printed damage values of 4, could attack a castle section.

See also "Castle Sections & Ram".

Castle Sections & Conquest Formation Bonuses – In **Conquest** games, formation bonus will add to the damage done by an attack, but does not change the attackers printed **damage** value. The attacker must still meet the requirements to be able to make the attack in the first place. If the attacker meets the requirements, and the attack is successful, its damage can be increased normally.

Castle Sections & Defend – 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 use the **defense** value of a friendly figure with Defend even if that figure is physically touching it.

Castle Sections & Demoralized – Castle sections that show a yellow square in the **damage** slot or **fortification** slot are Demoralized and breached. The effects of being breached are explained in the Castle rules under “Portals”.

Note that in **Conquest** games, Castle sections are breached, instead of being eliminated, when they become Demoralized.

Castle Sections & Double Victory Points – see “Capturing & Castle Sections”.

Castle Sections & Elevated Terrain – Castle Sections are considered to be elevated terrain. As such, any attack to a castle section or warrior on a castle section is subject to the elevated terrain modifier, unless the attacker (or primary attacker in a formation) is also on elevated terrain.

Lines of fire to or from a castle section or a warrior on a castle section follow the rules for elevated terrain from the **Unlimited** Rulebook. The most important implication of this of course is that a player attacking a castle cannot “shield” their key warriors by putting expendable blockers in front of them.

Castle Sections & Extra Actions – see “Actions – Extra Actions & Castle Sections”.

Castle Sections & Flame/Lightning - 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, even if other figures are physically touching it. 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.

Castle Sections & Long Range Attacks - If a **ranged combat** action is given to a castle section, and the target of the attack is a figure with more than one combat dial, a titan, or an opposing castle section, the firer has the option of doubling the **range** value of the front section while reducing its printed **damage** value by 2.

This special “long range” ranged attack may only be used against multiple dial warriors, (such as dragons, chariots, and tanks), titans (such as the siege weaponry in Conquest) and against other castle sections, as per the **Mage Knight: Castles** rules. Mounted warriors may have larger bases than standard warriors, but they still only have one combat dial, and so this special attack cannot be used against them.

Castle Sections & Magic Blast - Warriors that have the Magic Blast ability may be part of a ranged combat formation attacking a castle section, as long as the ability has not been canceled. Even though the ability only has an effect on the primary attackers attack (because they are the warrior actually given the ranged combat action), the fact that the supporting warriors possess the abilities makes them eligible to join the formation and attack the castle. Note that the supporting attackers must be able to draw a normal line of fire to the castle section.

Hint: This bears a little extra explaining. The supporting warriors are making a **ranged combat** attack, and they are “using” Magic Blast because they have the ability and it is not cancelled. Therefore, they meet the requirement in the Castle rules “Warriors making a **ranged combat** attack using the Magic Blast, Shockwave or Pierce abilities.” However, Magic Blast only has a special effect (d6 damage and ignoring terrain and figure bases) for the figure actually given the **ranged combat** action, as per the **Unlimited** special ability card.

Castle Sections & Magic Enhancement - Magic Enhancement will add to the damage done by an attack, but does not change the attackers printed **damage** value. The attacker must still meet the requirements to be able to make the attack in the first place. If the attacker meets the requirements, and the attack is successful, its damage can be increased normally.

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 benefit from the Magic Enhancement of a friendly figure even if that figure is physically touching it.

Castle Sections & Movement – Castle sections cannot move. Ever. Please stop asking.

Castle Sections & Pierce - Warriors that have the Pierce ability may be part of a ranged combat formation attacking a castle section, as long as the ability has not been canceled. Even though the ability only has an effect on the primary attackers attack (because they are the warrior actually given the ranged combat action), the fact that the supporting warriors possess the abilities makes them eligible to join the formation and attack the castle.

See also “Castle Sections & Magic Blast” for further explanation.

Castle Sections & Portals – see “Access Points & Castle Sections”.

Castle Sections & Pushing – Castle sections may become pushed by taking an action on two consecutive turns, but do not take pushing damage. Castle sections may not take an action on 3 consecutive turns.

Castle Sections & Ram - Castle sections cannot be affected by the Ram ability; opposing figures are never considered to be in base contact with them, and castle sections always have Toughness or Invulnerability anyways. However, only warriors who meet certain requirements (listed in the Castle rules) may attack castle sections. Warriors that have the Ram ability, and have not cancelled it for the turn, meet those requirements and are eligible to attack castle sections with **close combat** attacks.

Castle Sections & Ranged Combat – Castle sections may be given **ranged combat** actions when opposing figures are touching them. Opposing figures may be given **ranged combat** actions when they are touching castle sections. An opposing figure may be the target of a **ranged combat** attack from friendly figures when it is touching a castle section.

Note that a castle section may not make a **ranged combat** attack against a target if the range to that target is 4 inches or less.

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 one warrior with Magic Blast, 1 titan, and 2 warriors with printed **damage** values of 4, could attack a castle section.

See also “Castle Sections & Magic Blast”, “Castle Sections & Magic Enhancement”, and “Castle Sections and Pierce”.

Castle Sections & Starting Positions – Different castle sections may be put into play at different strengths. As long as the appropriate point cost is paid, a player may have a mix of Light and Heavy castle sections.

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

Castle Sections & Stealth – Castle sections are not hindering terrain. A line of fire may be drawn across a castle section to a target with Stealth, if the line of fire is otherwise valid. For example, a warrior with Stealth on top of a wall section could still be the target of a **ranged combat** attack from an opposing figure on the ground outside the castle. The target would still receive the fortification bonus normally.

Castle Sections & Vampirism - As per the Unified Castle rules, Castle sections are not affected by Vampirism. This means that a warrior with Vampirism that makes a successful **close combat** attack against a castle section will not gain a click of healing.

In **Mage Knight**, much as in real life, you can't get blood from a stone.

Castle Sections & Weapon Master – The Weapon Master ability does not make a warrior eligible to attack a castle section. The attacker must meet the requirements to be able to make the attack in the first place, and with Weapon Master, you don't know what you're going to roll for damage until after the attack is made.

Castle Wall Sections & Demoralized - Castle wall sections are Demoralized and breached when the yellow square appears in the **fortification** slot.

Eliminated Castle Sections & Castle Walls -- Castle wall sections are eliminated when two broken tower symbols appears in the stat slot.

Eliminated Castle Sections & Invulnerability or Toughness - The 1-6 clicks of damage taken by a warrior when the castle section it is on is eliminated is not an attack or a special ability effect that deals damage. It is not reduced by Invulnerability or Toughness.

Charge

Charge & Access Points – see “Access Points & Charge”.

Charge & Attacking - A warrior that is not eligible to be given an action cannot be treated "as if it had been given a close combat action". It cannot be given a close combat action, so that portion of the Charge description does not apply.

Examples of this include a Demoralized warrior being given a combat action, or a warrior controlling a captive being given a combat action.

Charge & Attack Special Abilities – A warrior making an attack as the second part of a Charge "move and then attack" **move** action may use all of his attack special abilities as normal. For purposes of those special abilities, the figure is treated as if it had been given a combat action of the appropriate type.

Charge & Capture Attempts – see “Capturing & Charge”.

Charge & Chariot Passengers - As per the Chariot rules, “a passenger’s **speed** special abilities are ignored.” A passenger with Charge may not “move and then attack” while boarding a chariot, because as soon as it boards the chariot the ability is ignored and the passenger is no longer entitled to make the attack.

Similarly, a passenger with Charge may not “move and then attack” while disembarking from a chariot, because when it is given the **move** action the ability is ignored.

Charge & Conquest – In **Conquest** games, warriors with the Charge ability may be part of a movement formation as long as all the other warriors in the formation have the Charge ability as well. The “move and then attack” option may not be used in a Charge formation.

Note that, despite the fact that the same rule applies to figures with Bound, Charge, and Flight, a movement formation may not be made up of figures with a mix of these abilities. The formation must be all Bound figures, or all Charge figures, or all Flight figures.

Charge & Double Speed - As per the **Mage Knight: Unlimited** special ability card, a warrior with the Charge ability can move twice their normal speed value, even if they begin the turn in base contact with an opposing warrior.

Charge & Elevated Terrain - A warrior using the Charge “move and then attack” ability, whose movement is halted because their base fully enters a new elevation level, may still make their **close combat** attack if their front arc is in base contact with an opposing figure.

Charge & Eliminating Figures – If a warrior is eliminated by Charge attack damage, the victory points go to the player whose army the Charge figure is part of.

This is usually only an issue in multiplayer games, where a player can use Magic Confusion to turn one opposing players figures against another opposing players figures.

Charge & Formations – A warrior with Charge may be part of a formation if the player declares that the warriors Charge special ability is canceled until the end of the turn, before the formation is declared. The special ability must be canceled even if all the figures the player intends to use in the formation have Charge.

Charge & Hindering Terrain – 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 Charge starts the turn in contact with hindering terrain. The warrior is going to move double speed, not “move and then attack”.

It may move 7×2 (for Charge) = $14 \times 1/2$ (for hindering) = 7.

It may **not** move $7 \times 1/2$ (for hindering) = 3.5, round up to 4, $\times 2$ (for Charge) = 8.

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

Charge & Low Walls - A warrior using the Charge “move and then attack” ability, whose movement is halted because their base crosses a low wall, may still make their **close combat** attack if their front arc is in base contact with an opposing figure.

Charge & Magic Confusion - An opposing figure with Charge that is successfully hit by a Magic Confusion attack cannot be used to attack figures friendly to itself. In addition, a player may not target his or her own figures with a damaging attack. See the **Unlimited** rulebook, page 7, "Targeting Friendly Figures".

In effect, the only ways to use a Magically Confused figure with Charge to make an attack are:

- 1) In a game with 3 or more players, it could be used to attack opposing figures that aren't owned by the player that is moving it.
- 2) If the target has Healing, it could be forced to heal a figure friendly to itself.

Of course, Charge is an optional special ability, and can be canceled by the player whose figure is being targeted, so the odds of this actually occurring are very small.

Charge & Multiple Dial Warriors – A multiple dial warrior may use the Charge special ability as long as the sections with the Charge ability are given actions. The sections with the Charge ability may contribute twice their **speed** value to the combined move of the warrior or, if the section was not in contact with an opposing figure at the start of the turn, contribute their **speed** value and then make a **close combat** attack.

Only the sections with the Charge ability may double their **speed** value or do a "move and then attack".

Example: the Black Powder War Wagon has a **speed** of 4 (with Charge) on the front section, and a **speed** of 2 on each side.

If the front section is not in contact with an opposing figure, the Wagon could use 3 actions and move:

2 (for the side) + 2 (for the other side) + 8 (4 for the front, doubled because it has Charge) = 12.

Or

2 (for the side) + 2 (for the other side) + 4 (for the front) = 8, and then make a **close combat** attack with the front section at no additional cost.

If the front section was in contact with an opposing figure (which means the "move and then attack" option couldn't be used), the Wagon could use 3 actions and move:

2 (for the side) + 2 (for the other side) + 8 (4 for the front, doubled because it has Charge) = 12

Or

2 (for the side) + 2 (for the other side) = 4, and then use the third action to make an attack with the front section.

Charge & Pole Arm – A Charging figure that contacts a Pole Arm figure and is in the Pole Arm figure's front arc after the free spin opportunity does not get to make a **close combat** attack at the end of its move. This is true even if the Pole Arm effect does no damage because of Toughness or Invulnerability.

Chariots (Also see "Multiple Dial Warriors")

Chariots & Critical Misses – Damage from a critical miss is applied to the section of the chariot that is making the attack. Critical miss damage applied to the chariot will not damage the passenger.

Chariots & Movement – Chariots may not move straight backwards. Note that this is different from the movement rules for dragons and tanks.

Chariot Passengers & Bound – see "Bound & Chariot Passengers".

Chariot Passengers & Charge – see "Charge & 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. However, damage applied to the passenger is not considered to be an attack, regardless of what damaged the chariot. 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 & Dodge – A chariot passenger cannot dodge damage applied to it when the chariot is damaged. The passenger itself is not being attacked, and Dodge only applies to attacks.

Chariot Passengers & Eliminated Chariots – The 1-6 clicks of damage taken by a passenger when its chariot is eliminated is not an attack or a special ability effect that deals damage. 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 the Healing special ability 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 & Invulnerability or Toughness – A chariot passengers Invulnerability or Toughness will reduce damage the passenger takes normally, including damage taken as a result of a successful **close combat** or **ranged combat** attack applied to the chariot. See also “Chariot Passengers & Eliminated Chariots”.

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 & Magic Confusion - A passenger can never be “confused” by a Magic Confusion attack. The passenger cannot be directly attacked, and the Chariot is immune.

Chariot Passengers & Magic Freeze – A passenger can never receive an action token from a Magic Freeze attack. The passenger cannot be directly attacked, and the Chariot is immune.

Chariot Passengers & Magic Levitation – A passenger may not use the Magic Levitation ability because all **speed** abilities of a passenger are ignored. A passenger may not be affected by Magic Levitation, because a passenger may never be targeted by any attack or special ability.

Chariot Passengers & Magic Retaliation – A passenger’s Magic Retaliation will not activate when damage is applied to it as a result of the chariot being damaged. The passenger itself is not being attacked, and Magic Retaliation only activates in response to damage taken from an attack.

If a passenger attacks and damages an opposing figure with a **close combat** or **ranged combat** attack, and that opposing figure has Magic Retaliation, the Magic Retaliation will activate and damage the passenger normally. As per the Unified Chariot Rules, “No friendly or opposing warrior may target a passenger for any purpose.” However, the Magic Retaliation description does not use the word “target”.

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

Chariot Passengers & Pole Arm – A passenger does not take damage from Pole Arm, even if the chariot does. Opposing figures in base contact with the chariot do not take Pole Arm damage from the passenger.

Chariot Passengers & Ram – A passenger does not take damage from Ram, even if the chariot does. Opposing figures in base contact with the chariot do not take Ram damage from 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 & 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 passengers 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.

A chariot passengers range value is reduced to 8 (as per the Chariot Rules) before the range is halved for Shockwave. In effect, the maximum possible range for a passengers Shockwave attack is 4.

Chariot Passengers & Sweep – A passenger with the Sweep special ability may resolve his **close combat** attack against every opposing figure in contact with the side and rear sections of the chariot. This is because, even though the 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. For purposes of a **close combat** attack, a passenger's front arc is always assumed to cover the chariot's two side sections and rear section.

Chariot Passengers & Venom – A passenger does not take damage from Venom, even if the chariot does. Opposing figures in base contact with the chariot do not take Venom damage from the passenger.

Close Combat

Close Combat Figures – see "Combat, Ranged & Close".

Close Combat Formations

Close Combat & Access Points – see "Access Points & Close Combat".

Close Combat Formations – All figures declared as part of a **close combat** formation must be eligible to be assigned a **close combat** action. They may not be Demoralized, pushed, control a captive or have taken another action this turn, and they must have their front arc in base contact with the target the formation is attacking.

Close Combat Formations & Battle Fury – see "Battle Fury & Close Combat Formations".

Close Combat Formations & Berserk – see "Berserk & Close Combat Formations".

Close Combat Formations & Capturing – see "Capturing & Close Combat Formations".

Close Combat Formations & Castle Sections – see "Castle Sections & Close Combat Formations".

Close Combat Formations & Invulnerability – A warrior with Invulnerability may be part of a **close combat** formation that is making a capture attempt, as long as it is not the primary attacker.

Close Combat Formations & Sweep – 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. The use of the phrase "single **target** figure" in the **Unlimited** rulebook is incorrect. See "Rules and Special Ability Errata – **Mage Knight: Unlimited**".

As a result, Sweep may not be used in a close combat formation if there is more than one opposing figure in base contact with the Sweep warriors' front arc.

Number of Figures In A Close Combat Formation – A close combat formation may only be composed of 2 or 3 figures.

Combat (Also see "Close Combat" and "Ranged Combat")

Combat, Ranged & Close – A warrior with a range value greater than 0 may be given either **ranged combat** or **close combat** actions. A warrior with a range value of zero may not be given **ranged combat** actions.

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.

Command

Command – The player rolls a single six-sided dice for every figure that has the Command ability in their army. The total number of figures in the army is not relevant.

Example: A player has 8 figures in their army, one of which has the Command ability; they would roll 1 six-sided die. If they had 6 figures in their army, 2 of which have the Command ability, they would roll 2 six-sided dice. For every “6” rolled, the player receives 1 extra action on that turn.

The extra action resulting from a successful Command roll may be assigned to any warrior in the player's army that is eligible to be given an action.

Command & Capturing – see “Capturing & Command”.

Command & Conquest - The player receives one additional action for the turn if they control at least one warrior, which has the Command ability, at the start of the turn. In addition to this one additional action, the player rolls 1 six-sided die for every warrior they control, which has the Command ability, at the start of the turn and receives one additional action for every 6 they roll.

Example: Justine is playing a 2, 000 point **Conquest** game with Pete, and has 3 warriors with the Command ability in play at the start of the turn. She rolls 1d6 for each of her warriors with Command, as per the instructions on the Special Ability card, and gets 2, 6, and 6. Her army receives 5 actions (for a 2,000 point game) +1 action (for having at least one warrior with Command in play) +2 actions (for the two 6's on her Command rolls), for a total of 8 actions. Pete is in for a world of trouble this turn.

Command & Demoralized Figures – If a Demoralized warrior is in base contact with more than one friendly figure with the Command special ability, 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. As with healing, the Demoralized warrior benefiting from these counter-clockwise clicks cannot be turned past his starting position.

Example: A Demoralized warrior is in base contact with two friendly figures with Command at the start of the players turn. The Demoralized warrior will heal 2 clicks of damage, one from each of the friendly figures with Command that he is in contact with. After the first click of healing, the warrior is no longer Demoralized but the second click of healing is still applied.

Command & Invulnerability - A Demoralized warrior with Invulnerability does not receive a click of healing if it begins the turn in base contact with a friendly figure with Command. (There currently is no such figure.)

Conquest

Conquest & Action Tokens – see “Action Tokens & Conquest”.

Conquest & Bound – see “Bound & Conquest”.

Conquest & Charge – see “Charge & Conquest”.

Conquest & Command – see “Command & Conquest”.

Conquest & Demoralized – In Conquest games, warriors are eliminated when Demoralized from being damaged. Goblin Volunteers, for example, are not immediately eliminated even though they begin the game Demoralized. This is a reversal from earlier versions of the **Conquest** rules.

Conquest & Flight - In **Conquest** games, warriors with the Flight ability may be part of a movement formation as long as all the other warriors in the formation have the Flight ability as well.

Note that, despite the fact that the same rule applies to figures with Bound, Charge, and Flight, a movement formation may not be made up of figures with a mix of these abilities. The formation must be all Bound figures, or all Charge figures, or all Flight figures.

Conquest Formation Bonuses & Castle Sections – see “Castle Sections & Conquest Formation Bonuses”.

Conquest & Ranged Combat Formations – In **Conquest** games, each additional attacker in a ranged combat formation adds +1 to the attack dice roll and +1 to the damage delivered to the target. This rule was not changed when the **Unlimited** rules change that improved the formation bonus to +2 in **Unlimited** games was made.

Conquest & Shake Off Damage – In **Conquest** games, non-unique mounted warriors have a 360-degree front arc. As a result, they cannot deal shake off damage. Unique mounted warriors will deal shake off damage normally.

Conquest & Shyft Faction - In **Conquest** games, a movement formation may be formed of Mage Spawn warriors as long as at least one Shyft warrior is included in the formation. In the Conquest rules, Mage Spawn warriors in the movement formation are not required to be in contact with a Shyft warrior. This is a reversal from earlier versions of the **Conquest** rules.

Conquest & Multiple Dial Warriors – In **Conquest** games, only one **move** action can be given to a multiple dial warrior in a turn, but the **speed** value of several sections can be combined together when resolving that one **move** action. Sections that do not contribute to the combined **move** action may be given combat actions normally.

Example: Raj has 3 actions left on his turn and has not yet moved his Ancient Great Fire Dragon. He assigns it a single **move** action, and declares that the rear section and the right wing will combine their **speed** values. The dragon can then be moved $6 + 4 = 10$ inches, and is marked with an action token normally. Raj can then give an action to the left wing to make a close or ranged combat attack, and then give his last action to the head to make a close combat or ranged combat attack.

This rule allows multiple dial warriors to be maneuvered effectively in a “low action” environment. All other rules for their use are the same in a **Conquest** game as they are in an **Unlimited** game.

Conquest & Ram – Warriors with the Ram ability are not allowed to be part of movement formations in **Conquest**, just as they are not allowed to be part of movement formations in Unlimited. The Conquest rule allowing warriors with Bound, Charge and Flight to form movement formations does not apply to Ram.

Critical Hits

Critical Hits & Capturing – see “Capturing & Critical Hits”.

Critical Hits & Dodge – A critical hit is affected by the Dodge ability the same way a “normal” hit is. On a 4, 5, or 6 the attack is considered to miss instead. A critical hit that is Dodged does not become a critical miss.

Critical Hits & Flam/ Lightning - Rolling a “12” while making a Flame/Lightning attack will automatically hit every figure affected by the attack and will deliver one additional click of damage to each figure affected by the attack. Figures that are affected by a given Flame/Lightning attack more than once (such as when the attacker has multiple ranged combat arrows) still receive only one additional click of damage from the critical hit.

Critical Hits & Healing – Rolling a “12” while trying to heal a target results in an automatic success and will deliver one extra click of healing.

Critical Hits & Magic Healing – see “Critical Hits & Healing”.

Critical Hits & Sneak Attack – The extra click of damage for the critical hit is added after the warriors **damage** value is doubled. A critical hit does not increase the **damage** value; it only increases the damage actually delivered.

Critical Misses

Critical Misses & Chariots – see “Chariots and Critical Misses”.

Critical Misses & Damage – Rolling a “2” and suffering a critical miss results in an automatic failure and the warrior that was given the attack action taking one click of damage. This is not modified or prevented by special abilities or anything else; it's always one click.

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 off) 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 one click of damage.

Critical Misses & Healing – Rolling a "2" and suffering a critical miss while trying to heal a target results in an automatic failure and the warrior that was given the attack action taking one click of damage. This is not modified by special abilities or anything else; it's always one click.

Critical Misses & Magic Healing – see "Critical Misses & Healing".

Critical Misses & Magic Retaliation – Taking a click of damage from a Critical Miss will not cause a warrior with Magic Retaliation to retaliate against itself (as comical as that may sound).

Critical Misses & Multiple Dial Warriors – Damage from a critical miss is applied to the section of the multiple dial warrior that is making the attack.

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".

Defend & Battle Armor – see "Battle Armor & Defend".

Defend & Castle Sections – see "Castle Sections & Defend".

Defend & Healing – see "Modifiers".

Defend & Invulnerability – The defensive modifier for Invulnerability may be added on top of the **defense** value "borrowed" from a friendly figure that has the Defend ability.

Defend & Fortification Bonus – A warrior with Defend can only lend its printed **defense** value to another friendly figure. However, the figure that is being attacked can use the Defend figures **defense** value and then take advantage of the fortification bonus itself.

Example: A Mending Priestess with a 16 **defense** and the Defend ability is in contact with a friendly Ranger with a **defense** of 15. The two figures are standing on a castle wall section with a **fortification** value of 3. An opposing Thunder Golem attacks the Ranger. The Ranger may use the Priestess' 16 **defense**, and then add the fortification bonus, for a total **defense** of 19. (20 if the Thunder Golem is not on elevated terrain.) The Ranger does not get a 19 **defense** from the Priestess and then add 3 more for a total of 22.

Defend & Magic Healing – see "Modifiers".

Defend & Multiple Dial Warriors – A multiple dial warrior can only use the **defense** value of a figure with the Defend ability 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 multiple 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 the Defend ability, if the warrior that actually has the Defend ability is not a target of the Shockwave attack then the ability functions normally.

Example: A Mending Priestess with a 16 **defense** and the Defend ability is in contact with a friendly Ranger with a **defense** of 15. An opposing Ki Devil makes a Shockwave attack. The Ranger is within range of the Shockwave attack, so he is a target and all of his special abilities are ignored while the attack is resolved. The Priestess however, is just out of range of the Shockwave, so her Defend ability is still in effect. The Ranger may use the Priestess' 16 **defense**.

Demoralized

Demoralized & Breaking Away – see “Breaking Away & Demoralized Figures”.

Demoralized & Captives – see “Capturing & Demoralized”.

Demoralized & Castle Sections – see “Castle Sections & Demoralized”.

Demoralized & Castle Wall Sections – see “Castle Wall Sections & Demoralized”.

Demoralized & Command – see “Command & Demoralized Figures”.

Demoralized & Conquest – see “Conquest & 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.

Demoralized & Shake Off Damage – A Demoralized mounted warrior is still eligible to deal shake off damage.

Demoralized & Victory Points – see “Tournaments & Victory Points for Demoralized Figures”.

Dodge

Dodge & Capturing – see “Capturing & Dodge”.

Dodge & Chariot Passengers – see “Chariot Passengers & Dodge”.

Dodge & Critical Hits – see “Critical Hits & 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 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.

Dragons (Also see “Multiple Dial Warriors”)

Dragons & Unique – Dragons do not have rank stars on their base, so they are unique figures. A player may have no more than one (of each type) in their army.

Drowning (See “Aquatic & Captives”)

Elevated Terrain (See “Terrain” and “Modifiers”)

Elite Warriors

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.

Explosive Damage

Explosive Damage – The rules for explosive damage are in the “Unified Tank rules” included in this document.

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

Explosive Damage & Capturing – see “Capturing & Explosive Damage”.

Explosive Damage & Dodge – see “Dodge & Explosive Damage”.

Explosive Damage & Chariot Passengers – see “Chariot Passengers and Explosive Damage”.

Explosive Damage & Limited Invisibility - A warrior cannot be the target of an explosive damage **ranged combat** attack if it has Limited Invisibility, However, if the target can be targeted and is hit, explosive damage is done to all figures within 3 inches and Limited Invisibility offers no protection versus this damage.

Explosive Damage & Optional Special Abilities – Explosive damage is not a special ability and is not optional. If a warrior has the appropriate symbol on its base, its attacks will always be explosive.

Explosive Damage & Stealth – A warrior cannot be the target of an explosive damage **ranged combat** attack if it has Stealth and the line of fire passes through hindering terrain before reaching the targets center dot. However, if the target can be targeted and is hit, explosive damage is done to all figures within 3 inches and Stealth offer no protection versus this damage.

Explosive Damage & Invulnerability or Toughness – As per the Unified Tank Rules, explosive damage is reduced by Invulnerability or Toughness.

Figures

Figures & Modifications – For the purpose of organized play (such as tournaments), original figures, 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.

In tournaments, 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.

Eliminated Figures – Eliminated figures are removed from the tabletop immediately.

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. In tournaments, 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, from the “Extremely Jovial Edition”. This figure is not legal for play because he has no Green Starting Position and no Level Number. It is permissible to use him as a tree ornament however, with the permission of your opponent.

This exception is generally referred to as “The Santa Clause”.

Limited Edition Figures – All Limited Edition figures that have a valid Starting Position are legal for use in all games.

Mage Knight Metal Figures – Mage Knight: Metal 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 metal Steam Golem, the player must first have a **Mage Knight: Unlimited** Steam Golem. The player removes the plastic figure from the combat dial, paints the metal figure as desired, and then attaches it to the combat dial.

Flame/Lightning

Flame/Lightning & Attack Rolls – An attack die roll must be made for a Flame/Lightning attack, and the result is compared separately to the **defense** value of every figure affected by the attack to determine if each one is hit. The attack can miss some figures (including the original target) and still hit others.

Flame/Lightning & Battle Armor – see “Battle Armor & Flame/Lightning”.

Flame/Lightning & Captives – see “Capturing & Flame/Lightning”.

Flame/Lightning & Castle Sections – see “Castle Sections & Flame/Lightning Attacks”.

Flame/Lightning & Critical Hits – see “Critical Hits & Flame/Lightning”.

Flame/Lightning & Chariot Passengers – see “Chariot Passengers & Flame/Lightning”.

Flame/Lightning & Elevated Terrain – Only the target of a Flame/Lightning attack receives the height advantage modifier, not the other figures affected by the attack.

Flame/Lightning & Fortification Value - Only the target of the Flame/Lightning attack receives the fortification bonus, not the other figures affected by the attack.

Flame/Lightning & Hindering Terrain – Only the target of a Flame/Lightning attack receives the hindering terrain modifier, not the other figures affected by the attack.

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 – The Limited Invisibility ability prevents a warrior from being targeted by a **ranged combat** attack, so a warrior with that ability cannot be the target of a Flame/Lightning attack. However, a warrior that is “splashed” by a Flame/Lightning attack is not directly targeted by that attack. As a result, Limited Invisibility will not protect a warrior from splash damage.

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, behind blocking terrain from the attacker, and so on.

Flame/Lightning & Long Range Attacks - If Flame/Lightning is used with a long range attack, the **damage** value of 1 specified by the Flame/Lightning special ability 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 Enhancement – Magic Enhancement will deliver one extra click of damage to each figure that is successfully hit by a Flame/Lightning attack for each friendly warrior with Magic Enhancement in base contact with the attacker.

See also “Flame Lightning & Multiple Attacks”.

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 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 & Multiple Dial Warriors – A Flame/Lightning attack will affect the active section of the multiple 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, as per all the normal rules for Flame/Lightning. It will not "splash" to other sections of the multiple dial warrior, or to figures that are in base contact with other sections of the multiple dial warrior.

Flame/Lightning & Pierce – Pierce will only ignore the Battle Armour, 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 (see "Flame Lightning & Multiple Attacks"), then it is treated as a target for the whole attack. The Battle Armour, 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.

C takes 1-1=0 clicks of damage.

Flame/Lightning & Ranged Combat Formations – A ranged combat formation may only be declared when the attack is only going to affect a single figure. The use of the phrase "single **target** figure" in the *Unlimited* rulebook is incorrect. See "Rules and Special Ability Errata – **Mage Knight: Unlimited**".

As a result, Flame/Lightning may only be used in a ranged combat formation if the target of the attack is not in base contact with any other figures.

Flight

Flight & Blocking Terrain – A warrior with Flight may not end its move in terrain that is considered blocking terrain for that warrior.

Flight & Conquest – see "Conquest & Flight".

Flight & Movement Formations – A warrior with Flight may be part of a movement formation if the player declares that the warrior's Flight special ability is canceled until the end of the turn before the formation is declared. The special ability must be canceled even if all the figures the player intends to use in the formation have Flight.

Force March

Force March – Note that Force March only works on friendly figures that are members of a movement formation with the Force March warrior. All the figures do not have to be in base contact with the Force March warrior, but all the normal rules for movement formations must be followed.

Force March & Captives – see “Capturing & Force March”.

Force March and Hindering Terrain – 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 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. The warriors are positioned so that 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.

Formations (Also see “Close Combat Formations”, “Movement Formations”, and “Ranged Combat Formations”).

Formations – Formations only exist for the duration of an action. They have no game effect during other players' turns. Players are free to declare a formation to get more out of an action whenever the proper conditions exist. A formation has no meaning or benefit after an action is completed.

Formations & Actions – see “Actions & Formations”.

Formations & Attacks – An attack is never made against a formation, because formations only exist for the duration of a single action. When a player is making an attack, none of their opponent's figures can possibly be in a formation.

Formations & Base Contact – see “Base Contact & Formations”.

Formations & Bound – see “Bound and Formations”.

Formations & Charge – see “Charge and Formations”.

Formations and Factions – All of the warriors in any type of formation must be of the same faction.

Formations & Mage Spawn – Mage Spawn warriors may not form or be part of any type of formation, except in combination with Shyft warriors.

Shyft and Mage Spawn warriors may be part of the same movement, close combat, or ranged combat formation when two conditions are met. When the formation is declared, each Mage Spawn figure in the formation must be in base contact with at least one Shyft figure in the formation. When the formation's action is completed, each Mage Spawn figure must be in base contact with at least one Shyft figure that started the action as a member of that formation.

Note that in a mixed Shyft/Mage Spawn close combat formation, each Mage Spawn figure must be in base contact with a Shyft figure in that formation.

Formations & Titan Warriors – Titan warriors may not be part of a formation with any figures that currently exist. 01\07\02.

Fortification Value

Fortification Value & Defend – see “Defend & Fortification Value”.

Fortification Value & Flame/Lightning – see “Flame/Lightning & Fortification Value”.

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. See “Movement Definition” for a list of what constitutes a “move”. 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 the Nimble ability, are not considered to be “free spins”.

Free Spins & Captives – see “Capturing & Free Spins”.

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 & Mounted Warriors - Mounted warriors do not receive a free spin in any situation where an opposing figure moves, and is in base contact with the warrior when the movement is over. See “Movement Definition” for a list of what constitutes a “move”.

Free Spins and Multiple Dial Warriors - Multiple dial warriors do not receive a free spin in any situation where an opposing figure moves, and is in base contact with the warrior when the movement is over. See “Movement Definition” for a list of what constitutes a “move”.

Free Spins & Pole Arm – An opposing figure that starts a **move** action in contact with a warrior with Pole Arm, and uses a special ability that states “but do not move him”, will not cause a free spin, and will not take Pole Arm damage.

An opposing figure that makes a free spin while in contact with a Pole Arm warrior will not trigger the Pole Arm ability and will not take Pole Arm damage.

Free Spins & Ram – A warrior with the Ram ability that starts a **move** action in contact with an opposing figure, and uses a special ability that states “but do not move him”, will not cause a free spin, and will not deliver Ram damage.

A warrior with the Ram ability that makes a free spin while in contact with an opposing figure will not trigger the Ram ability and will not deliver Ram damage.

Free Spins & Special Abilities - A free spin is not allowed if the 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”.

Free Spins & Titan Warriors – A titan warrior is entitled to a free spin when an opposing figure ends its movement in base contact with it.

Multiple 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.

Healing

Healing & Captives – see “Capturing & Healing”.

Healing & Chariot Passengers – see “Chariot Passengers and Healing”.

Healing & Critical Hits – see “Critical Hits & Healing”.

Healing & Critical Misses – see “Critical Misses & Healing”.

Healing & Defend – see “Modifiers”.

Healing & Low Walls - A warrior with the Healing special ability may Heal an adjacent friendly figure in his front arc that is on the opposite side of a low wall. This is because, 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.

Healing & Magic Confusion – see “Charge & Magic Confusion”.

Healing & Modifiers – The attack roll for Healing ignores all modifiers. See “Modifiers”.

Hero Faction

Hero Faction Rules - The Hero faction (originally found only in *Mage Knight: Dungeons*) follows the same rules as the other factions in regards to formations. Contrary to a popular rumor\house rule, they may not form formations with members of any other faction.

Heroes & Healing - A warrior that is a member of the Hero faction may not be healed (by any means) past the level at which he began the game.

Heroes & Starting Positions – As per the *Mage Knight: Dungeon* rules, all members of the Hero faction should start at Level 5 in *Mage Knight: Rebellion* (now **Unlimited**), using the Level 5 point value cost. You can start your Hero at a lower level if you choose by paying the point value for the lower level and using a *Mage Knight: Dungeons* level counter to show your Hero's level. The level the Hero starts at is considered to be their starting position for the entire game. Unlike *Dungeons*, Heroes may not gain or lose levels during an **Unlimited** game.

Heroes & Necromancy – When returning a warrior that is a member of the Hero faction 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.

Heroes & Victory Points – When scoring victory points for a warrior that is a member of the Hero faction, its point value is based on the point value for the level the Hero started the game at.

Hindering Terrain (See “Terrain” and “Modifiers”).

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. Only the maximum range is doubled. (This prevents odd “no fire” zones on some warriors).

The damage penalties are cumulative, so the warrior's damage value is reduced by 3. Treat a negative damage value as zero. The damage inflicted by the attack can still be modified by all situations and special abilities that affect damage.

Example: A heavily damaged Black Powder Cannon has a damage value of 2. Firing long range and indirect, its damage value is reduced by 3. It is also in contact with 2 rogue Demi-magi with Magic Enhancement. The attack will do $2 - 3 = -1$ (which is treated as 0) + 2 = 2 damage.

Indirect Fire & Minimum\Maximum Range – Titans that have 2 range values on their base have a minimum range (the first number) and a maximum range (the second number). A titan may not make any kind of ranged combat attack, normal or indirect, if the line of fire to the target is less than the minimum range or more than the maximum range.

Invulnerability

Invulnerability & Applying Damage - Invulnerability subtracts 2 from the total damage scored against a warrior before that damage is applied. You do not apply the damage and then “heal” 2 clicks.

Invulnerability & Captives – see “Capturing & Invulnerability”.

Invulnerability & Castle Sections – see “Castles – Eliminated Castle Sections & Invulnerability or Toughness”.

Invulnerability & Chariot Passengers – see “Chariot Passengers & Invulnerability or Toughness”.

Invulnerability & Command - see “Command & Invulnerability”.

Invulnerability & Defend – see “Defend & Invulnerability”.

Invulnerability & Explosive Damage – see “Explosive Damage & Invulnerability or Toughness”.

Invulnerability & Flame/Lightning – see “Flame/lightning & Invulnerability”.

Invulnerability & Magic Retaliation - see “Magic Retaliation & Invulnerability or Toughness”.

Invulnerability & Necromancy –see “Necromancy & Invulnerability or Toughness.”

Invulnerability & Pole Arm – see “Pole Arm & Invulnerability or Toughness”.

Invulnerability & Ram - see “Ram & Invulnerability or Toughness”.

Invulnerability & Shake Off Damage – see “Shake Off Damage & Invulnerability or Toughness”

Invulnerability & Shockwave – see “Shockwave & Invulnerability or Toughness”.

Invulnerability & Sneak Attack – The reduction in damage for Invulnerability is subtracted after the warrior's **damage** value is doubled. Invulnerability does not decrease the **damage** value; it only decreases the damage actually taken.

Invulnerability & Venom - see “Venom & Invulnerability or Toughness”.

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.

A warrior with Invulnerability & Vampirism will not heal a click if it damages a target figure during a **close combat** attack. (There currently is no such figure.)

Limited Invisibility

Limited Invisibility & Explosive Damage – see “Explosive Damage & Limited Invisibility”.

Limited Invisibility & Flame/Lightning – see “Flame Lightning & Limited Invisibility”

Limited Invisibility & Line of Fire - Any line of fire passing across the base of a figure with Limited Invisibility is blocked normally, even if the Limited Invisibility figure itself cannot be targeted by the attack because of the ability. Exceptions: see “Limited Invisibility & Magic Blast” and “Limited Invisibility & Shockwave”.

Limited Invisibility & Magic Blast – A Magic Blast attack may not be made against a figure with Limited Invisibility. Intervening figure bases never block Magic Blast, even if the intervening figures have the Limited Invisibility special ability.

Limited Invisibility & Magic Healing - A Magic Healing attack will be prevented if its target is a warrior with Limited Invisibility. However, Limited Invisibility is an optional ability, and a player may cancel its effect for the duration of the turn in order to allow the warrior to be affected by Magic Healing.

Limited Invisibility & Shockwave - A Shockwave attack's line of fire may be drawn to a target with Limited Invisibility. The Limited Invisibility ability is ignored. Intervening figure bases never block Shockwave, even if the intervening figures have the Limited Invisibility special ability.

Long Range Attacks

Long Range Attacks & Castle Sections – see “Castle Sections & Long Range Attacks”.

Long Range Attacks & Indirect Fire – see “Indirect Fire & Long Range Attacks”.

Long Range Attacks & Flame/Lightning – see “Flame Lightning & Long Range Attacks”.

Long Range Attacks & Multiple Dial Warriors - If a **ranged combat** action is given to a multiple dial warriors front section, and the target of the attack is a figure with more than 1 combat dial, a titan or a castle section, the firer has the option of doubling the **range** value of the front section while reducing its printed **damage** value by 2.

This special “long range” ranged attack may only be used against other multiple dial warriors, (such as dragons, chariots, and tanks), titans (such as the siege weaponry in **Conquest**) and against castle sections (as per the **Mage Knight: Castles** rules). Mounted warriors may have larger bases than standard warriors, but they still only have one combat dial, and so this special attack cannot be used against them.

Long Range Attacks & Titans - If a **ranged combat** action is given to a titan, and the target of the attack is a figure with more than 1 combat dial, a titan or a castle section, the firer has the option of doubling the **range** value of the titan while reducing its printed **damage** value by 2.

This special “long range” ranged attack may only be used against multiple dial warriors, (such as dragons, chariots and tanks), other titans (such as the siege weaponry in **Conquest**) and against castle sections (as per the **Mage Knight: Castles** rules). Mounted warriors may have larger bases than standard warriors, but they still only have one combat dial, and so this special attack cannot be used against them.

Low Walls (See “Terrain”)

Magic Blast

Magic Blast & Base Contact – A warrior may not make a Magic Blast attack if they are in base contact with an opposing figure, because a warrior cannot be give a **ranged combat** action of any sort while they are in base contact with an opposing figure. A warrior may not make a Magic Blast attack if the target is in base contact with a friendly warrior.

Magic Blast & Castle Sections – see “Castle Sections & Magic Blast”.

Magic Blast & Chariot Passengers – see “Chariot Passengers & Magic Blast”.

Magic Blast & Elevated Terrain – A figure that is the target of a Magic Blast attack does not receive the height advantage modifier.

Magic Blast & Limited Invisibility – see “Limited Invisibility & Magic Blast”.

Magic Blast & Line of Fire – A Magic Blast attack is never blocked by intervening terrain or figure bases, or subject to the hindering or elevated terrain modifiers. For example, a Magic Blast attack may be made against an opposing figure that is directly on the other side of blocking terrain from the warrior using Magic Blast.

Magic Blast & Magic Enhancement – Magic Enhancement will add to the damage done by a 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 Dial Warriors – A Magic Blast attack will affect the active section of a multiple 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), as per all the normal rules for Magic Blast. It cannot target other sections of the multiple dial warrior.

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.

Example: The Magus figure from **Mage Knight: Rebellion** has Magic Blast and two **range** arrows, allowing him to normally make a **ranged combat** attack against two targets at once. When given a **ranged combat** action he may:

- 1) Make a Magic Blast attack against 1 target, doing 1-6 damage + any bonus for Magic Enhancement if a hit is scored, or,
- 2) Make a normal ranged attack against 1 target, doing its normal damage value + any bonus for Magic Enhancement if a hit is scored, or,
- 3) Make a normal ranged attack against 2 targets, doing 1 damage + any bonus for Magic Enhancement to each target successfully hit.

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. This is usually used when faced with opposing figures with Magic Immunity.

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

Magic Blast & Stealth – The Stealth special ability will not prevent a figure that has it from being targeted with a Magic Blast. A ranged attack using Magic Blast may target a figure with Stealth even if the line of fire crosses hindering terrain. The effect of Stealth is to turn intervening hindering terrain into intervening blocking terrain for line of fire purposes, and Magic Blast ignores intervening blocking terrain.

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

Magic Confusion

Magic Confusion & Action Tokens – see “Action Tokens & Magic Confusion.”

Magic Confusion & Bound – see “Bound & Magic Confusion”.

Magic Confusion & Charge – see “Charge & Magic Confusion”.

Magic Confusion & Chariot Passengers – see “Chariot Passengers & Magic Confusion”.

Magic Confusion & Magic Retaliation – Magic Confusion does no damage, so Magic Retaliation will not activate against an attack using 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. See “Combat and Sequence of an Attack” for when this occurs.

After a Magic Confusion attack is successfully made, the opposing player (who controls the movement of the “confused” warrior) may not cancel any of the confused warrior's optional abilities. This rule is primarily to prevent the opposing player from moving a confused warrior into deep-water terrain and then canceling the Aquatic ability.

Magic Confusion & Ram – A figure with the Ram special ability that is successfully hit by a Magic Confusion attack can be used to cause Ram damage. However, it cannot be moved into contact with a figure friendly to the firer, and Ram only deals damage to opposing figures, so it can't damage figures belonging to either of the two sides involved in the attack.

In effect, the only way to use a Magically Confused figure with Ram to deal damage is in a game with 3 or more players. In a multiplayer game, it could be used to attack opposing figures that aren't owned by the player that is moving it.

Of course, Ram is an optional special ability, and can be canceled by the player whose figure is being targeted, so the odds of this actually occurring are very small.

Magic Confusion & Ranged Combat Formations – In a ranged combat formation, only the primary attacker can use the Magic Confusion special ability. Even though Magic Confusion does not deal any damage, it is still a “damaging” attack, as opposed to a “healing” attack. The attack is not prevented by the phrase “the intent is to damage (not heal) it” on page 11 of the ***Unlimited*** rulebook, “Close Combat Formations”.

Magic Enhancement

Magic Enhancement & Actions – Providing Magic Enhancement does not count as taking an action for the warrior with Magic Enhancement, and happens automatically every time a friendly figure in base contact is given a **ranged combat** action.

Magic Enhancement & Castle Sections – see “Castle Sections & Magic Enhancement”.

Magic Enhancement & Flame/Lightning – see “Flame/Lightning & Magic Enhancement”.

Magic Enhancement & Magic Blast – see “Magic Blast & Magic Enhancement”.

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 to the target.

Magic Enhancement & Magic Freeze – a warrior's Magic Freeze 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. A Magic Freeze attack reduces the **damage** value of the attack to 1, but Magic Enhancement adds to the damage delivered, not the **damage** value.

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

Magic Enhancement & Multiple Dial Warriors – A multiple dial warrior's ranged attacks will only do additional clicks of damage for Magic Enhancement if Magic Enhancing figures are in base contact with the active section making the attack.

If a friendly figure with Magic Enhancement is in contact with the borderline of two sections of a multiple dial warrior, the Magic Enhancing figure is considered to be in base contact with both of the sections.

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 Enhancement & Shockwave – A Shockwave attack ignores the special abilities of all figures within its range. Since warriors providing Magic Enhancement to the Shockwave attacker must be within range of the Shockwave, their Magic Enhancement ability will be ignored as well.

Magic Enhancement & Titans – A titan warrior's ranged combat attacks may be affected by Magic Enhancement normally.

Multiple Magic Enhancements – see "Magic Enhancement & Multiple Targets".

Magic Freeze

Magic Freeze & Chariot Passengers – see "Chariot Passengers & Magic Freeze".

Magic Freeze & Multiple Targets – A Magic Freeze attack may be made against multiple targets if the attacking warrior has more than one **range** arrow.

If a Magic Freeze attack successfully hits more than one target, the die roll to determine whether or not the target receives an action token is rolled separately for each figure.

Example: A Polar Ice Dragon attacks 4 targets with its Magic Freeze attack (because it has 4 **range** arrows). The targets have defense values of 16, 16, 16, and 18. The attack die roll total is a 17. 3 of the targets are hit and take damage. The dragon player then rolls 1 six-sided die for each of the figures hit, in turn, and rolls a 3 (no further effect), a 4 (figure receives an action token) and a 6 (figure receives an action token).

Magic Freeze & Magic Enhancement – see "Magic Enhancement & Magic Freeze".

Magic Healing

Magic Healing – A Magic Healing attempt must obey the same restrictions as any other **ranged combat** action. The healer may not be in base contact with an opposing figure, the target must be in the healer's front arc, and the healer must have an unblocked line of fire to the target. In addition, as per the special ability card entry for Magic Healing, the target may not be in base contact with an opposing figure.

The use of the word "Magic" in the title is not meant to imply that the ability works in the same way as Magic Blast.

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. There is no rule against a figure being given a **ranged combat** action while in base contact with a friendly figure.

Magic Healing & Battle Armor – see “Modifiers”.

Magic Healing & Capturing – see “Capturing & Magic Healing”.

Magic Healing & Critical Hits – see “Critical Hits & Healing”.

Magic Healing & Critical Misses – see “Critical Misses & Healing”.

Magic Healing & Defend – see “Modifiers”.

Magic Healing & Limited Invisibility – see “Limited Invisibility & Magic Healing”.

Magic Healing & Magic Confusion – see “Bound & Magic Confusion”.

Magic Healing & Magic Enhancement – see “Magic Enhancement & Magic Healing”.

Magic Healing & Modifiers – The attack roll for Magic Healing ignores all modifiers. See “Modifiers”.

Magic Healing & Multiple Targets – A Magic Healing attack may be made against multiple targets if the attacking 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.

Example: A Radiant Light Dragon attacks 2 targets with its Magic Healing attack (because it has 2 **range** arrows). The targets have defense values of 16 and 16. The attack die roll total is a 17. Both of the targets are hit and receive healing. The dragon player then rolls 1 six-sided die for each of the figures hit, in turn, and rolls a 3 (3 clicks of healing to that figure), and a 4 (4 clicks of healing to that figure).

Magic Healing & Stealth - A Magic Healing attack will be prevented if its target is a warrior with Stealth and the line of fire crosses hindering terrain. However, Stealth is an optional ability, and a player may cancel its effect for the duration of the turn in order to allow the warrior to be affected by Magic Healing.

Magic Immunity

Magic Immunity & Friendly Figures – Magic Immunity prevents the warrior from being affected by any other special ability with the word “Magic” in it, regardless of whether that ability belongs to a friendly or opposing figure.

Magic Immunity & Line of Fire - Any line of fire passing across the base of a figure with Magic Immunity is blocked normally, even if the Magic Immunity figure itself cannot be targeted by the attack because of the ability. Exception, see “Magic Blast & Magic Immunity”.

Magic Immunity & Magic Blast – see “Magic Blast & Magic Immunity”.

Magic Immunity & Magic Enhancement – see “Magic Enhancement & Magic Immunity”.

Magic Immunity & Optional Abilities – Magic Immunity is not an optional ability. It may not be voluntarily cancelled.

Magic Levitation

Magic Levitation & Action Tokens – see “Action Tokens & Magic Levitation”.

Magic Levitation & Attack Rolls – No attack roll is required for Magic Levitation, and the target figure does not need to be in the front arc of the figure with Magic Levitation.

Magic Levitation & Base Contact – The special ability card wording in this document is correct. A figure does not have to be in base contact with a figure with Magic Levitation at the time the **move** action is assigned, in order to be levitated. The figure only has to start the current turn in contact with the warrior with Magic Levitation.

Example: In a 300 point game, a figure that started the turn in base contact with two friendly levitating figures could move, then be levitated (even though it is not currently in base contact with either of the levitating figures), then be levitated again. Action tokens would wind up on the moving figure and the two levitators.

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. See also “Breaking Away & Special Abilities”.

Magic Levitation & Captives – see “Capturing & Magic Levitation”.

Magic Levitation & Chariot Passengers – see “Chariot Passengers & Magic Levitation”.

Magic Levitation & Demoralized Figures – see “Demoralized & Magic Levitation”.

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 & Free Spins – see “Free Spins”.

Magic Levitation & Ram – A warrior moved with Magic Levitation is considered to have moved. Its Ram special ability 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 – Warriors with the Sneak Attack ability only prevent an opposing figure from getting a free spin if the warrior with Sneak Attack moves as a result of being given a **move** action. If a warrior with Sneak Attack is levitated into contact with an opposing figure, that opposing figure will get a free spin.

Magic Levitation & Targets – Magic Levitation may be used on either friendly or opposing figures.

Magic Retaliation

Magic Retaliation & Capture Attempts – see “Capturing & Magic Retaliation”.

Magic Retaliation & Chariot Passengers – see “Chariot Passengers & Magic Retaliation”.

Magic Retaliation & Critical Misses – see “Critical Misses & Magic Retaliation”.

Magic Retaliation & Ending the Game – In a two-player game, when a player’s last figure is eliminated, the game ends IMMEDIATELY. 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.

Magic Retaliation & Flame/Lightning – see “Flame/Lightning & 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 & Magic Confusion – see “Magic Confusion & Magic Retaliation”.

Magic Retaliation & Magic Retaliation – If a warrior with Magic Retaliation attacks and damages another figure that has Magic Retaliation, they do not go back and forth and continue to damage each other. See “Magic Retaliation & Special Abilities”.

Magic Retaliation & Pole Arm – see “Magic Retaliation & Special Abilities”.

Magic Retaliation & Ram – see “Magic Retaliation & Special Abilities”.

Magic Retaliation & Shockwave – When a warrior with Magic Retaliation is damaged by a Shockwave attack, the Magic Retaliation will not activate because all of the targets special abilities are ignored during the resolution of the Shockwave attack.

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.

Magic Retaliation & Venom – see “Magic Retaliation & Special Abilities”.

Measuring

Measuring – A player may measure any distance (or check a potential line of fire) at any time.

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

The reason for this is to keep ranges consistent regardless of whether the elevated terrain is being represented by a 4-inch thick foam hill or a flat piece of paper with the word “Hill” written on it.

Modifiers

Modifiers – a modifier is, according to the Glossary in the ***Unlimited*** rulebook, “A bonus added to a warriors **defense** value or an attack dice roll.” This includes special abilities that modify a target’s **defense** value, such as Battle Armor and Defend.

Modifiers & Elevated Terrain – If the target of a **ranged combat** or **close combat** attack is on terrain at a higher elevation level than the attacker, they receive the “Height Advantage Modifier”, a +1 to their **defense** value. This is the only modifier created by elevated terrain.

Modifiers & Hindering Terrain – If a line of fire passes through any amount of hindering terrain, the target receives the “Hindering Terrain Modifier”; a +1 to his **defense** value. It does not matter how much, or how many pieces of, hindering terrain the line of fire passes through. Hindering terrain that is under a figure’s base does count for this rule.

A line of fire that is not subject to the hindering terrain modifier (e.g., because the firer’s front arc is completely outside the terrain, or is crossing a low wall that the firer’s front arc is in contact with), is not considered to be passing through hindering terrain at all. A target’s Stealth ability would not apply.

Mounted Warriors

Mounted Warrior Rules – The rules for mounted warriors are now in the ***Mage Knight: Unlimited*** rulebook.

Mounted Warriors & Breaking Away – see “Breaking Away & Mounted Warriors”.

Mounted Warriors & Elevated Terrain – A mounted warrior does not have to stop moving when it moves up into elevated terrain or down out of elevated terrain until its entire base is fully within the terrain. In fact, if the elevated terrain 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 elevated terrain.

Mounted Warriors & Free Spins – see “Free Spins & Mounted Warriors”.

Mounted Warriors & Hindering Terrain – A mounted warrior does not have to stop moving through hindering terrain until its entire base is fully within the terrain. In fact, if the hindering terrain is sufficiently narrow, a mounted warrior may be able to move all the way through it without stopping because at no point is its entire base fully inside the hindering terrain.

Mounted Warriors & Low Walls – A mounted warrior must stop when its base crosses a low wall.

Mounted Warriors & Shake Off Damage – see “Breaking Away & Mounted Warriors”.

Movement (Also see “Movement Formations”)

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 exactly the same as being given a **move** action, because there are some other 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 the use of 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 & Arcs – see “Arcs & Movement”.

Movement & Base Contact – see “Base Contact & Movement”.

Movement & Blocking Terrain – A warrior may not move or be moved 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. If a warrior is ever found to be in blocking terrain, it is immediately eliminated. Currently, the only way this can happen is if a warrior loses or cancels the Aquatic ability while it is in deep water blocking terrain.

Movement & Castle Sections – see “Castle Sections & Movement”.

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 sufficiently 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 & Leaving The Battlefield – Warriors may not move or be moved off the edge of the battlefield.

Movement & Multiple Dial Warriors – When moving a multiple 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 multiple dial warrior may move up to this distance. You can then do one of two things:

- 1) without changing the multiple dial warriors facing in any way, move it in a straight line directly backward. For example, if the multiple dial warrior is facing North, it remains facing North but moves straight South.
- 2) spin the multiple dial warrior on its center point to face in any direction you wish, 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.

In either case, the multiple 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 multiple dial warrior before moving it forward is part of the combined **move** action, and does not reduce the total distance it can move.

A multiple dial warrior 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 multiple 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 multiple 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 triggered by an opposing figure coming into base contact.

Movement Formations

Movement Formations – Figures in a movement formation are moved one at a time. Each warrior’s movement must be completed before beginning the next warrior’s move in the formation. See the example on page 10 of the **Unlimited** rulebook.

Movement Formations & Base Contact – see “Base Contact & Formations”.

Movement Formations & Captives – see “Capturing & Movement Formations”.

Movement Formations & Hindering Terrain – The **speed** reduction of every member in a movement formation, to the **speed** of the slowest member of the formation, is applied before the **speed** reduction for starting the turn touching hindering terrain.

Example: A player declares a formation consisting of two warriors with **speed** 8 and one with **speed** 6. The warriors are positioned so that the speed 8 figures are partly in hindering terrain. The **speed** 8 warriors have their speeds reduced to the **speed** of the slowest warrior, 6. Then their **speeds** are halved to 3 for the hindering terrain reduction.

The third warrior retains a **speed** of 6 because the hindering terrain adjustment is applied last. This means the step where his **speed** value is reduced to match the **speed** of the slowest member of the formation has already passed. However, as he still has to form a legal formation with the warriors whose **speed** values are 3 at the end of the move, he won't be able to take full advantage of his added mobility.

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, as illustrated by the diagram in the rulebook. If one member of the formation contacts a Pole Arm figure, and the Pole Arm figure brings his front arc into contact with that warrior, the Pole Arm effect occurs and that warrior'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 & Ram – A warrior with Ram may be part of a movement formation if the player declares that the warrior's Ram special ability is canceled until the end of the turn before the formation is declared. The special ability must be canceled even if all the figures the player intends to use in the formation have Ram.

Movement Formations & Special Abilities – A warrior who is given a **move** action to activate a special ability, where the ability 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.

Number of Figures In A Movement Formation – A movement formation may only be composed of 3, 4, or 5 figures.

Multiple Dial Warriors

Multiple Dial Warriors & 0 Attack Value – As per the rules included with all multiple dial warriors, a multiple dial warrior may not be given a **ranged combat** action or **close combat** action if it has an **attack** value of 0 (or "skull"). This differs from the rules for single dial warriors.

This question occasionally comes up because the Atlantean Ram has a misprinted **damage** value of 2 in the 8th slot of its front dial. That slot has a 0 for an **attack** value.

Multiple Dial Warriors & Actions – see "Actions & Multiple Dial Warriors".

Multiple Dial Warriors & Arcs – see "Arcs & Multiple Dial Warriors Attacking" and "Arcs & Multiple Dial Warriors Being Attacked".

Multiple Dial Warriors & Bound – see "Bound & Multiple Dial Warriors".

Multiple Dial Warriors & Breaking Away – see "Breaking Away & Multiple Dial Warriors".

Multiple Dial Warriors & Charge – see "Charge & Multiple Dial Warriors".

Multiple Dial Warriors & Critical Misses – see "Critical Misses & Multiple Dial Warriors".

Multiple Dial Warriors & Defend – see "Defend & Multiple Dial Warriors".

Multiple Dial Warriors & Elevated Terrain – A multiple dial warrior does not have to stop moving when it moves up into elevated terrain or down out of elevated terrain until its entire base is fully within the terrain. In fact, if the elevated terrain is sufficiently narrow, a multiple 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 elevated terrain.

Multiple Dial Warriors & Flame/Lightning – see "Flame/Lightning & Multiple Dial Warriors".

Multiple Dial Warriors & Free Spins – see “Free Spins & Multiple Dial Warriors”.

Multiple Dial Warriors & Hindering Terrain – A multiple dial warrior does not have to stop moving through hindering terrain until its entire base is fully within the terrain. In fact, if the hindering terrain is sufficiently narrow, a multiple dial warrior may be able to move all the way through it without stopping because at no point is its entire base fully inside the hindering terrain.

A multiple dial warrior’s **ranged combat** attack does not receive the hindering terrain modifier for firing out of a piece of hindering terrain if the entire arc of the section making the attack is outside of that piece of hindering terrain, and the line of fire does not pass into or through any other hindering terrain feature.

Multiple Dial Warriors & Illegal Actions – see “Actions - Illegal Actions”.

Multiple Dial Warriors & Long Range Attacks – see “Long Range Attacks & Multiple Dial Warriors”.

Multiple Dial Warriors & Low Walls – A multiple dial warrior must stop when its base crosses a low wall.

A multiple dial warrior’s **ranged combat** attack does not receive the hindering terrain modifier for crossing a low wall if the section making the attack is in base contact with the low wall.

Multiple Dial Warriors & Magic Blast – see “Magic Blast & Multiple Dial Warriors”.

Multiple Dial Warriors & Magic Enhancement – see “Magic Enhancement & Multiple Dial Warriors”.

Multiple Dial Warriors & Movement – see “Movement & Multiple Dial Warriors”.

Multiple Dial Warriors & Multiple Ranged Combat Attacks – A multiple 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 multiple dial warrior that the line of fire passes through.

An exception to this occurs if the attacker’s line of fire to the multiple dial warrior passes through an inactive section. In this case, the attacker chooses which section of the multiple 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 multiple dial warrior as if it was several separate targets.

For example, a figure with two **range** arrows, whose line of fire to a multiple dial warrior passes through an active section, could only attack the multiple 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 multiple 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 multiple dial warrior is the full length of that section along the outside of the base. In effect, every section of a multiple dial warrior has its own “front arc”. This means that if an opposing figure moves into base contact with any multiple dial warrior section that has the Pole Arm ability, it will activate the Pole Arm ability. The multiple dial warrior does not actually have to make a free spin. See “Movement Definition”.

If an opposing figure moves into base contact with the borderline between two sections of a multiple dial warrior, and both of those sections have the Pole Arm special ability, both of those sections will deliver a click of damage to the opposing figure after the free spin opportunity. These clicks of damage are applied simultaneously, but separately. If the opposing figure has Invulnerability or Toughness, it will take no damage.

If a multiple 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 multiple dial warrior, both sections will receive a click of damage from the opposing figure after the free spin opportunity. These clicks of damage are applied simultaneously, but separately. If the affected section has Invulnerability or Toughness, it will take no damage. If a section that would be affected by Pole Arm is inactive, the damage is not redirected to a different section.

Multiple Dial Warriors & Pushing – If a multiple dial warrior is pushed (by giving it one or more actions on two consecutive turns) it takes one and only one click of pushing damage, even if it is given 4 actions on that second turn. It takes this click of damage at the end of the first action it is given on the second turn, and this one click of damage can be applied to any section of the player’s choice. It does not matter which particular sections acted on the first turn or on the second turn. If ANY section

of the multiple dial warrior acts on one turn, and then ANY section of the multiple dial warrior acts on the next turn, the warrior will be pushed.

Multiple Dial Warriors & Ram – The front arc of each section of a multiple dial warrior is the full length of that section along the outside of the base. In effect, every section of a multiple dial warrior has its own “front arc”. This means that if any multiple dial warrior section that has the Ram ability moves into base contact with an opposing figure, it will activate the Ram ability. See “Movement Definition”.

If a multiple dial warrior moves into base contact with an opposing figure, and that opposing figure is in base contact with the borderline of two sections of the multiple dial warrior that both have Ram, both sections will deliver a click of damage to the opposing figure after the free spin opportunity. These clicks of damage are applied simultaneously, but separately. If the opposing figure has Invulnerability or Toughness, it will take no damage.

If an opposing figure with Ram moves its front arc into base contact with the borderline of two sections of a multiple dial warrior, both of those sections will receive a click of damage from the opposing figure after the free spin opportunity. These clicks of damage are applied simultaneously, but separately. If the affected section has Invulnerability or Toughness, it will take no damage. If a section that would be affected by Ram is inactive, the damage is not redirected to a different section.

Multiple Dial Warriors & Rear Arcs – see “Arcs – Rear Arcs & Multiple Dial Warriors.”

Multiple Dial Warriors & Re-directed Attacks – An attack against an inactive section of a multiple 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. See also “Actions - Illegal Actions”.

Multiple Dial Warriors & Shake Off Damage – see “Breaking Away & Multiple Dial Warriors”

Multiple Dial Warriors & Shockwave – A Shockwave attack will affect the active section of the multiple 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 multiple dial warrior.

As per the special ability card entry for Shockwave, if the multiple dial warrior is the only target in range of the Shockwave, the Shockwave does the attacker’s full damage to the section affected. The Shockwave attack will ignore the special abilities of the section it affects (such as that pesky Invulnerability).

Multiple Dial Warriors & Sneak Attack – Multiple dial warriors have no rear arc, and therefore do not take extra damage from a close combat attack using Sneak Attack.

Note that this is true in both **Unlimited** and **Conquest** games.

Multiple Dial Warriors & Sweep – If an opposing figure with Sweep has its front arc in base contact with the borderline of two sections of a multiple dial warrior, it can only resolve its **close combat** attack against one of those sections, and the controller of the multiple dial warrior may choose which one. This is different from how some special abilities (such as Pole Arm and Ram), work in this situation because a “Sweep” attack is still an attack. As an attack, the normal rules on what happens when an attack is on the borderline apply; the owner of the multiple dial warrior gets to choose which of the two sections the attack is resolved against.

If an opposing figure with Sweep makes a **close combat** attack against an inactive section of a multi-dial warrior, the attacking player can choose which active section to resolve the attack against. However they resolve their attack against one, and only one, active section. This is because the attacker is only resolving his attack against one section, and therefore there is only one attack to redirect. With a **ranged combat** attack however, the attacker gets to choose a number of targets up to their number of range arrows, and can therefore select a different target section with each attack.

Note that both of these can occur during the same attack. An opposing figure with Sweep could be on the borderline of two sections, one or both of which is inactive. The controller of the multiple dial warrior would choose which of the two sections is affected and then, if the section chosen is inactive, the attacker would choose which active section to resolve the attack against.

This long and rather complex ruling can be reduced to a simple principle:

Sweep has no real effect when the only target of the attack is a multiple dial warrior, so resolve the attack like a normal close combat attack.

Multiple Dial Warriors & Stealth – If a section of a multiple dial warrior has Stealth, lines of fire drawn against that warrior that pass through that section are blocked if they pass through hindering terrain. However lines of fire that pass through other sections that do not have Stealth are not blocked. Stealth, like all other special abilities on multiple dial warriors, only affects the section it is on. For example, if you shoot an undamaged Venomous Shadow Dragon through the side “wing” section, which does not have Stealth, the Stealth on the front section will not affect that attack.

Multiple Dial Warriors & Venom – If an opposing figure is in base contact with the borderline of two sections of a multiple dial warrior, and both of those sections have the Venom special ability, both of those sections will deliver a click of damage to the opposing figure at the start of the multiple dial warriors’ turn. These clicks of damage are applied simultaneously, but separately. If the opposing figure has Invulnerability or Toughness, it will take no damage.

If an opposing figure with Venom has its front arc in base contact with the borderline of two sections of a multiple dial warrior, nothing will happen, because all multiple dial warriors are immune to Venom.

Necromancy

Necromancy – A figure may be returned to play by use of the Necromancy special ability regardless of where it was on the tabletop when it was eliminated, and regardless of the facing or position of the Necromancy warrior. When returned to play, the figure is placed on the battlefield in base contact with the warrior that was given the Necromancy action.

Necromancy & Action Tokens – see “Action Tokens & Necromancy”.

Necromancy & Break Away Rolls – see “Breaking Away & Special Abilities”.

Necromancy & Chariot Passengers – see “Chariot Passengers & Necromancy”.

Necromancy “Damage” – The special ability card entry for Necromancy reads: “Turn its combat dial to the Starting Position. Roll 1 six-sided die and turn the figure’s combat dial clockwise (the same direction as if you were applying damage) that number of clicks.” This means from the starting position, turn the dial (the underside part), not the base (the upper portion) 1-6 clicks clockwise. This will result in the warrior returns to play “weakened” by 1-6 clicks.

Necromancy & Free Spins – see “Free Spins”.

Necromancy & Figure Names – Only warriors with the word “Skeleton” or “Zombie” in the name printed on their base (including brackets after the proper name) are brought back into play at full strength with Necromancy. Derivatives such as “Skeletal” would not count for this purpose.

Note that there is no figure with the word “skeletal” actually printed on its base.

2 Limited Edition warriors from the *Mage Knight: Dungeons* set did not have the word “(skeleton)” included in their names, but are considered to be “skeletons” and are brought back into play at full strength with Necromancy. See “Figure Errata - Dungeons Figures”

Necromancy & Figures Returned To Play – Whether or not a figure has been returned to play with Necromancy is not concealed information. Players are required to mark or denote figures that have been returned to play with Necromancy in a fashion clear to all players, in order to ensure that victory point calculations can be done accurately. Attaching a very small sticker to the upper surface of the base is a convenient way to do this. A written side record can also be kept, if players wish.

Necromancy & Hero Faction – see “Heroes & 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.

Necromancy & Valid Targets – A player may only return their own eliminated warriors to play with Necromancy. This means only figures that were in the player’s army at the start of the current game, and not those of opponents or allies.

Necromancy & Victory Points – A figure that is not successfully returned to play, because it is eliminated by the one to six clicks of damage, does not count as being eliminated again for victory point purposes.

Nimble

Nimble & Captives – see “Capturing & Nimble”.

Passengers (see “Chariots”)

Pierce

Pierce & Castle Sections – see “Castle Sections & Pierce”.

Pierce & Flame/Lightning – see “Flame/Lightning & Pierce”.

Poison (See Venom)

Pole Arm

Pole Arm – The Pole Arm special ability only triggers when an opposing figure moves, and is in base contact with the Pole Arm warrior when the movement is over. It does not trigger when the Pole Arm warrior moves. See “Movement Definition”.

Pole Arm & Chariot Passengers – see “Chariot Passengers & Pole Arm”.

Pole Arm & Captives – see “Capturing & Pole Arm”.

Pole Arm & Eliminating Figures – If a warrior is eliminated by Pole Arm damage, the victory points go to the player whose army the Pole Arm figure is part of.

This is an issue because a player can use Magic Levitation to levitate his own warriors into opposing figures with Pole Arm, as well as the more common use of levitating opposing figures into friendly warriors with Pole Arm.

It can also be important in multiplayer games, where a player can use Magic Levitation or Magic Confusion to turn one opposing player's figures against another opposing player's figures.

Pole Arm & Free Spins – see “Free Spins & 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 & Movement Formations – see “Movement Formations & Pole Arm”.

Pole Arm & Multiple Dial Warriors – see “Multiple Dial Warriors & Pole Arm”.

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.

Pole Arm & Invulnerability or Toughness – Multiple Pole Arm effects all occur at the same time but are applied separately. They will all occur; the “and his action is ended” rule in the special ability description happens after they are all resolved. If the target has Toughness or Invulnerability, it will take no damage. Delivering a click of Pole Arm damage will end the opposing figure's current action, even if the damage is reduced to 0 by Toughness or Invulnerability.

Portals (See “Castle Sections” & “Access Points”)

Pushing

Pushing & Actions – see “Actions & Pushing”.

Pushing & Castle Sections – see “Castle Sections & Pushing”.

Pushing & Eliminating Figures – 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 off) among all opposing players.

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

Pushing & Multiple Dial Warriors – see "Multiple Dial Warriors & Pushing".

Pushing & Vampirism – Pushing damage resolves after the action that caused it. If a warrior with Vampirism pushes for a **close combat** action and damages an opposing figure, it will heal a click of damage and then take the click of pushing damage.

Quickness

Quickness & Actions – A warrior with Quickness may still only take one action in a turn.

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, but in all other ways it counts as if the figure has taken a normal **move** action. Mark it with an action token; it may not take another action that turn; if it takes any action on the next turn it takes a click of pushing damage and gets another token; it can't take an action three turns in a row.

Quickness & Movement Formations – A warrior with Quickness may be part of a movement formation if the player declares that the warrior's Quickness special ability is canceled until the end of the turn before the formation is declared.

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". (There currently is no such figure.)

Ram

Ram – The Ram special ability only triggers when the Ram warrior moves, and is in base contact with an opposing figure when the movement is over. It does not trigger when an opposing figure moves. See "Movement Definition".

Ram & Captives – see "Capturing & Ram"

Ram & Castle Sections – see "Castle Sections & Ram".

Ram & Chariot Passengers – see "Chariot Passengers & Ram".

Ram & Conquest – see "Conquest & Ram".

Ram & Eliminating Figures – If a warrior is eliminated by Ram damage, the victory points go to the player whose army the Ram figure is part of.

This is an issue because a player can use Magic Levitation to Ram his own warriors with an opposing figure with Ram, as well as the more common use of levitating his own warriors with Ram into an opposing figure.

It can also be important in multiplayer games, where a player can use Magic Levitation or Magic Confusion to turn one opposing player's figures against another opposing player's figures.

Ram & Free Spins – see "Free Spins & Ram".

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

Ram & Magic Confusion – see "Magic Confusion & Ram".

Ram & Magic Levitation – see "Magic Levitation & Ram".

Ram & Movement Formations – see "Movement Formations & Ram".

Ram & Multiple Dial Warriors – see "Multiple Dial Warriors & Ram".

Ram & Multiple Ram Effects – Multiple Ram effects, such as a Ram figure simultaneously moving its front arc into base contact with several opposing figures at once, can occur. This is because while a warrior is moving, he is not considered to be, or to come into, base contact with any other figure until the conclusion of his move. See also “Multiple Dial Warriors and Ram”.

Ram & Pole Arm – see “Pole Arm & Ram”.

Ram & Shake Off Damage – A warrior with Ram does not cause shake off damage. However, a player may cancel a warrior’s Ram ability prior to making the break away roll. If they do so, the warrior can do shake off damage normally.

Ranged Combat

Multiple Ranged Combat Attacks & Multiple Dial Warriors – see “Multiple Dial Warriors & Multiple Ranged Combat Attacks”.

Ranged Combat Figures – see “Combat, Range & Close”.

Ranged Combat & Castle Sections – see “Castle Sections & Close Combat”.

Ranged Combat & Choosing Multiple Targets – All targets for a **ranged combat** attack must be chosen prior to the attack dice roll, and the attacker must be able to draw a valid line of fire to those targets at the time the attack is declared. A warrior may not be targeted twice by the same attack, even if the attacker has multiple **range** arrows.

Ranged Combat & Chariot Passengers – see “Chariot Passengers & Ranged Combat Actions”.

Ranged Combat & Damaging Multiple Targets – When multiple targets are affected by a ranged attack, the **damage** value of the attack is 1, which is another way of saying: “Pretend the **damage** value showing on your attacker’s dial is a 1 instead of the number showing.” This **damage** value of 1 can be increased with things like Magic Enhancement, critical hits, multiple “splashes” from Flame/Lightning, etc.

Ranged Combat & Long Range Attacks – see “Multiple Dial Warriors & Long Range Attacks”.

Ranged Combat & Rear Arcs – see “Arcs – Rear Arcs & Ranged Combat”.

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.

The bonus for each additional attacker in a ranged combat formation was increased to +2 in **Mage Knight: Unlimited**.

Ranged Combat Formations & Base Contact – see “Base Contact & Formations.”

Ranged Combat Formations & Conquest – see “Conquest & Ranged Combat Formations”.

Ranged Combat Formations & Castle Sections – see “Castle Sections & Ranged Combat Formations”.

Ranged Combat Formations & Flame/Lightning – see “Flame/Lightning & Ranged Combat Formations”.

Ranged Combat Formations & Magic Confusion – see “Magic Confusion & Ranged Combat Formations”.

Ranged Combat Formations & Multiple Attacks – A ranged combat formation may only be declared when the attack is only going to affect a single figure. The use of the phrase “single **target** figure” in the **Unlimited** rulebook is incorrect. See “Rules and Special Ability Errata – **Mage Knight: Unlimited**”.

As a result, multiple range combat attacks may never be used in a ranged combat formation.

Ranged Combat Formations & Shockwave – A ranged combat formation may only be declared when the attack is only going to affect a single figure. The use of the phrase “single **target** figure” in the **Unlimited** rulebook is incorrect. See “Rules and Special Ability Errata – **Mage Knight: Unlimited**”.

At the very least, the 2 to 4 other members of the formation would be affected by the attack. As a result, Shockwave may never be used in a ranged combat formation.

Number of Figures In A Ranged Combat Formation – A ranged combat formation may only be composed of 3, 4, or 5 figures.

Regeneration

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

Regeneration & Break Away Rolls – see “Breaking Away & Special Abilities”.

Rolling “2”s and “12”s (See “Critical Hits” and “Critical Misses”)

Santa Claus (see “Figures – Legal Figures”, and “Figures – Limited Edition Figures”)

Shake Off Damage

Shake Off Damage & Captives – see “Capturing & Shake Off Damage”.

Shake Off Damage & Conquest – see “Conquest & Shake Off Damage”.

Shake Off Damage & Demoralized – see “Demoralized & Shake Off Damage”.

Shake Off Damage & Front Arc Contact – see “Arcs” – “Front Arcs & Shake Off Damage”.

Shake Off Damage & Invulnerability or Toughness – As per the **Unlimited** rulebook, shake off damage is reduced by Invulnerability or Toughness.

Shake Off Damage & Magic Levitation – see “Magic Levitation & Shake Off Damage”.

Shake Off Damage & Ram – see “Ram & Shake Off Damage”.

Shockwave

Shockwave & Aquatic – see “Aquatic & Shockwave”.

Shockwave & Attack Rolls – An attack die roll must be made for a Shockwave attack. The result is compared separately to the **defense** value of every figure potentially affected by the attack to determine if they are hit. The attack can miss some figures and still hit others.

Shockwave & Base Contact – A warrior may not make a Shockwave attack if they are in base contact with an opposing figure, because a warrior cannot be give a **ranged combat** action of any sort while they are in base contact with an opposing figure.

Shockwave & Captives – see “Capturing & Shockwave.”

Shockwave & Castle Sections – see “Castle Sections & Shockwave”.

Shockwave & Chariot Passengers – see “Chariot Passengers & Shockwave”.

Shockwave & Damage – If there is only one eligible target within range, Shockwave will deliver the attacker’s full **damage** value to that target if it is hit. If there is more than one eligible target, Shockwave will only deliver one click of damage to each target hit, even if only one of those targets is successfully hit by the attack.

Shockwave & Defend – see “Defend & Shockwave”.

Shockwave & Eliminating Friendly Figures – if a warrior is eliminated by a friendly figures 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 off) among all opposing players.

See also “Shockwave & Targeting”.

Shockwave & Invulnerability or Toughness – All the effects of Invulnerability and Toughness are ignored during the resolution of a Shockwave attack, including the phrase “or special ability effects that deliver damage”.

Shockwave & Limited Invisibility – see “Limited Invisibility & Shockwave”.

Shockwave & Magic Enhancement – see “Magic Enhancement & Shockwave”.

Shockwave & Magic Retaliation – see “Magic Retaliation & Shockwave”.

Shockwave & Multiple Dial Warriors – see “Multiple Dial Warriors & Shockwave”.

Shockwave & Ranged Combat Formations – see “Ranged Combat Formations & Shockwave”.

Shockwave & Targeting – The Shockwave special ability allows (and in fact, may require) 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. A Shockwave attack may be declared if the only figures that will be targeted are friendly ones.

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. Intervening figure bases never block Shockwave, even if the intervening figures have the Stealth special ability.

Shockwave & Toughness – see “Toughness & Shockwave”.

Shyft Faction

Shyft Faction Rules – The rules for the Shyft faction are now in the *Mage Knight: Unlimited* rulebook.

Shyft Faction & Conquest – see “Conquest & Shyft Faction”.

Sneak Attack

Sneak Attack – Warriors with the Sneak Attack ability only prevent an opposing figure from getting a free spin if the warrior with Sneak Attack moves as a result of being given a **move** action.

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, which has 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.

Sneak Attack & Magic Levitation – see “Magic Levitation & Sneak Attack”.

Sneak Attack & Multiple Dial Warriors – see “Multiple Dial Warriors & Sneak Attack”

Sneak Attack & Titan Warriors – Titan warriors have no rear arc, and therefore do not take extra damage from a close combat attack using Sneak Attack.

Note that this is true in both *Unlimited* and *Conquest* games.

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 in this manner, 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.

There is a correct sequence of events involved in declaring which special abilities are cancelled when resolving an attack: see “Combat and Sequence of an Attack”.

Canceling Special Abilities & Explosive Damage – see “Explosive Damage & Canceling Special Abilities”.

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.

Similarly, changes in warriors’ special abilities that affect their captives (such as Battle Fury, Berserk, and Invulnerability) are not applied until the damage or healing is completely applied. See also “Battle Fury & Captives”, “Berserk & Captives”, and “Capturing & Invulnerability”.

Special Abilities & Break Away Rolls – see “Breaking Away & Special Abilities”.

Special Abilities & Controlling Warriors – see “Capturing & Special Abilities”

Special Abilities & Free Spins – see “Free Spins & Special Abilities”.

Special Abilities & Movement Formations – see “Movement Formations & Special Abilities”.

Special Abilities & Quickness – see “Quickness & Special Abilities”.

Starting Area

Starting Area & Bases – see “Bases & the Starting Area”.

Starting Area & Captives – see “Capturing & the Starting Area”.

Starting Area & Terrain Placement – Terrain may not be placed in any player’s starting area. However, it may be placed adjacent to a player’s starting area; a two-inch separation is not required.

Starting Position

Starting Position & Castle Sections – see “Castle Sections & Starting Position”.

Starting Position & Healing – A warrior may not be healed (by any means) past his starting position. See also “Heroes & Healing”.

Starting Position & Hero Faction – see “Heroes & Starting Position”.

Stealth

Stealth & Castle Sections – see “Castle Sections & Stealth”.

Stealth & Explosive Damage – see “Explosive Damage & Stealth”.

Stealth & Hinderer Terrain Modifier – A line of fire that is not subject to the hindering terrain modifier (e.g., because the firer’s front arc is completely outside the terrain, or is crossing a low wall that the firer’s front arc is in contact with), is not considered to be passing through hindering terrain at all. A target’s Stealth ability would not apply.

Stealth & Line of Fire – Any line of fire passing across the base of a figure with Stealth is blocked normally, even if the Stealth figure itself cannot be targeted by the attack because of the ability.

Stealth & Low Walls – A line of fire that crosses a low wall is considered to be crossing hindering terrain unless the firer's front arc is in contact with that low wall. If the firer's front arc is not in contact with the low wall, the line of fire is blocked if the target figure has Stealth.

Stealth & Magic Blast – see "Magic Blast & Stealth".

Stealth & Magic Healing – see "Magic Healing & Stealth".

Stealth & Modifiers – Stealth is not a modifier. It does not affect a die roll or a **defense** value.

Stealth & Multiple Dial Warriors – see "Multiple Dial Warriors & Stealth".

Stealth & Shockwave - see "Shockwave & Stealth".

Sweep

Sweep & Access Points – see "Access Points & Sweep".

Sweep & Capturing – see "Capturing & Sweep".

Sweep & Close Combat Formations – see "Close Combat Formations & Sweep".

Sweep & Chariot Passengers – see "Chariot Passengers & Sweep".

Sweep & Multiple Dial Warriors – see "Multiple Dial Warriors & Sweep".

Sweep & Low Walls – A warrior with the Sweep special ability 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. This is because, 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

Abrupt Elevated Terrain – Abrupt elevated terrain must have at least one access point designated when it is placed in the terrain pool.

Blocking Terrain & Movement – see "Movement & Blocking Terrain".

Clear Terrain – Players may not place non-elevated clear terrain pieces on the battlefield, unless instructed to do so by a scenario. While clear terrain is technically a terrain "type", it is meant to be the default condition of the battlefield, not an alteration to the battlefield.

Note that there is no Standard Terrain Template for clear terrain.

Deep Water Terrain – see "Water Terrain".

Elevated Terrain & Bound – see "Bound & Elevated Terrain".

Elevated Terrain & Castle Sections – see "Castle Sections & Elevated Terrain".

Elevated Terrain & Charge – see "Charge & Elevated Terrain".

Elevated Terrain & Flame/Lightning – see "Flame/Lightning & Elevated Terrain".

Elevated Terrain & Lines of Fire – A warrior on elevated terrain, firing at a target at a lower elevation level, 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 (elevated or not) between the firer and target, then the line of fire would be blocked.

Even though elevated terrain pieces have to have distinct edges and flat tops in order to regulate the positioning of figures, they are not all intended to represent flat plateau shapes. The elevated terrain rules simulate the effect of a conical hill with sloping sides on the tabletop.

Elevated Terrain & Modifiers – see “Modifiers & Elevated Terrain”.

Elevated Terrain & Mounted Warriors – see “Mounted Warriors & Elevated Terrain”.

Elevated Terrain & Multiple Dial Warriors – see “Multiple Dial Warriors & Elevated Terrain”.

Hindering Terrain & Bound – see “Bound & Hindering Terrain”.

Hindering Terrain & Charge – see “Charge & Hindering Terrain”.

Hindering Terrain & Flame/Lightning – see “Flame/Lightning & Hindering Terrain”.

Hindering Terrain & Force March – see “Force March & Hindering Terrain”.

Hindering Terrain Modifiers – see “Modifiers & Hindering Terrain”.

Hindering Terrain & Mounted Warriors – see “Mounted Warriors & Hindering Terrain”.

Hindering Terrain & Movement Formations – see “Movement Formations & Hindering Terrain”.

Hindering Terrain & Multiple Dial Warriors – see “Multiple Dial Warrior & Hindering Terrain”.

Low Walls & Base Contact – see “Base Contact & Low Walls”.

Low Walls & Bound – see “Bound & Low Walls”.

Low Walls & Breaking Away – see “Breaking Away & Low Walls”.

Low Walls & Capturing – see “Capturing & Low Walls”.

Low Walls & Charge – see “Charge & Low Walls”.

Low Walls & Healing – see “Healing & Low Walls”.

Low Walls & Mounted Warriors – see “Mounted Warriors & Low walls”.

Low Walls & Multiple Dial Warriors – see “Multiple Dial Warriors & Low Walls”.

Low Walls & Pole Arm - see “Pole Arm & Low Walls”.

Low Walls & Ram - see “Ram & Low Walls”.

Low Walls & Stealth – see “Stealth & Low Walls”.

Low Walls & Sweep – see “Sweep & Low Walls”.

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

Shallow Water Terrain – see “Water Terrain”.

Terrain Placement & Starting Area – see “Starting Area & Terrain Placement”.

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 for download as Word files in the “Game Rules Downloads” section of mageknight.com) are approved for use in **Mage Knight** tournaments and Scenario Club 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 in that type of terrain. 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.

Terrain & Tournaments – see “Tournaments & Terrain”.

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

Water Terrain & Combat – Water terrain (deep or shallow) has no affect on combat. See also “Aquatic & Combat”.

Titans

Titans & Breaking Away – see “Breaking Away & Titan Warriors”.

Titans & Formations – see “Formations & Titan Warriors”.

Titans & Free Spins – see “Free Spins & Titan Warriors”.

Titans & Minimum/Maximum Range – Titans that have 2 range values on their base have a minimum range (the first number) and a maximum range (the second number). A titan may not make any kind of ranged combat attack, normal or indirect, if the line of fire to the target is less than the minimum range or more than the maximum range.

Titans & Rear Arcs – see “Arcs – Rear Arcs & Titan Warriors”.

Titans & Sneak Attack – see “Sneak Attack & Titan Warriors”.

Toughness

Toughness & Applying Damage - Toughness subtracts one from the total damage scored against a warrior before that damage is applied. You do not apply the damage and then “heal” one click.

Toughness & Castle Sections – see “Castles – Eliminated Castle Sections & Invulnerability or Toughness”.

Toughness & Chariot Passengers – see “Chariot Passengers & Invulnerability or Toughness”.

Toughness & Explosive Damage – see “Explosive Damage & Invulnerability or Toughness”.

Toughness & Healing – Toughness subtracts one from any damage scored against a warrior. Healing is not damage, so it is not affected by Toughness.

Toughness & Magic Healing – Toughness subtracts one from any damage scored against a warrior. Magic Healing is not damage, so it is not affected by Toughness.

Toughness & Magic Retaliation – see “Magic Retaliation & Invulnerability or Toughness”.

Toughness & Necromancy – see “Necromancy & Invulnerability or Toughness.”

Toughness & Pole Arm – see “Pole Arm & Invulnerability or Toughness”.

Toughness & Ram – see “Ram & Invulnerability or Toughness”.

Toughness & Shake Off Damage – see “Shake Off Damage & Invulnerability or Toughness”.

Toughness & Shockwave – see “Shockwave & Invulnerability or Toughness”.

Toughness & Sneak Attack – The reduction in damage for Toughness is subtracted after the warriors **damage** value is doubled. Toughness does not decrease the **damage** value; it only decreases the damage actually taken.

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

Toughness & Venom – see “Venom & Invulnerability or Toughness”.

Tournament Specific Rules

Tournaments & Cheat Sheets – The use of reference materials on the statistics and abilities of specific figures (or “Cheat Sheets”), including the **Mage Knight Collectors Guides**, is not permitted in tournaments.

Tournaments & Terrain – Tournaments are played on a standard 3' x 3' playing surface. Only Standard Terrain Templates are tournament legal, including Special Terrain (Shallow Water, Deep Water and Low Walls). Elevated terrain may not be used. Standard Terrain Templates are available for download as Word files in the “Game Rules Downloads” section of www.mageknight.com.

Each player must bring 4 pieces of terrain to the tournament. The player will use the same 4 pieces of terrain throughout the entire tournament. Both players place their terrain in a pool (totaling 8 pieces), from which 4 pieces of terrain are selected using the “Setting the Scene” rules on page 4 of the **Unlimited** rulebook. Terrain may not be placed in any player’s starting area, or within 2” of another terrain piece, or within 2” of a battlefield edge.

Note that under the **Mage Knight: Unlimited** rules, the same rule applies to both standard and tournament games.

Tournaments & Victory Points For Demoralized Figures – In a **Mage Knight** tournament, Demoralized friendly figures do not count for a player’s victory point calculations if all of the player’s figures are captured, Demoralized, or eliminated.

This means that as long as at least one figure in the army is not captured, Demoralized, or eliminated, other surviving Demoralized figures will count for that player’s victory point calculations.

Note that under the **Mage Knight: Unlimited** rules, the same rule applies to both standard and tournament games.

Tournaments & Water Terrain – In a tournament game, water pieces must be declared as either deep or shallow at the start of the tournament, when the WarLord confirms that a player’s terrain is legal.

In a non-tournament game, they must be declared as either deep or shallow when they are placed in the terrain pool.

Tournaments & Withdrawing – Players may not withdraw from the game in tournaments or Scenario Club events. Should a player elect to do so anyway, they are disqualified from the remainder of the tournament or that day’s session of Scenario Club.

Vampirism

Vampirism & Invulnerability – see “Invulnerability & Vampirism”.

Vampirism & Toughness – see “Toughness & Vampirism”.

Vampirism & Close Combat Formations – Only the primary attacker in a **close combat** formation can heal a click of damage from Vampirism, and only if the primary attacker is the one with the Vampirism ability.

Venom

Venom – Venom damage is dealt at the beginning of the turn of the player who controls the Venom warrior.

Venom & Captives – see “Capturing & Venom”.

Vampirism & Castle Sections – see “Castle Sections & Vampirism”.

Venom & Chariot Passengers – see “Chariot Passengers & Venom”.

Venom & Low Walls – see “Terrain - Low Walls & Venom”.

Venom & Multiple Dial Warriors – see “Multiple Dial Warriors & Venom”.

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

Victory Points

Victory Points & Bound – see “Bound & Eliminating Figures”.

Victory Points & Charge – see “Charge & Eliminating Figures”.

Victory Points & Demoralized Figures – see “Tournaments & Victory Points”.

Victory Points & Hero Faction – see “Heroes & Victory Points”.

Victory Points & Necromancy – see “Necromancy & Victory Points.”

Victory Points & Pole Arm – see “Pole Arm & Eliminating Figures”.

Victory Points & Pushing – see “Pushing & Eliminating Figures”.

Victory Points & Ram – see “Ram & Eliminating Figures”.

Victory Points & Shockwave – see “Shockwave & Eliminating Friendly Figures”.

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 at the end of the game.**”

Water Terrain (See “Terrain”)

Weapon Master

Weapon Master – As with all optional special abilities, this ability is considered to be in effect unless the owning player cancels (or “turns off”) the ability for the turn. The decision to cancel the ability, and use the warrior’s normal damage value, must be made before the attack die roll is made. See also “Combat & Sequence of an Attack”.

Weapon Master & Castle Sections – see “Castle Sections & Weapon Master”.

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. See also “Tournaments & Withdrawing”.

Withdrawing & Victory Points – see “Victory Points & Withdrawing”.