

Multiple-Dial Warriors Rules

A **Mage Knight**[™] multiple-dial warrior represents a special creature or vehicle. It has four combat dials, each representing a separate section of the creature or vehicle.

All **Mage Knight** rules apply to multiple-dial warriors, except as noted below.

Point Value

Each multiple-dial warrior has several point values, which are printed on a sticker on the bottom of its base. You can play a multiple-dial warrior in games of various build totals by choosing from among its point values; this adjusts its strength in the game—the higher the point value, the more powerful the multiple-dial warrior. The sticker also indicates how many times each combat dial must be turned in order for the multiple-dial warrior to begin the game at a particular point value. Before the game begins, choose a point value for the multiple-dial warrior and turn each of its combat dials clockwise the indicated number of times from the starting marker.



General Rules


Because of its enormous size and power level, a multiple-dial warrior


- cannot be a captive or a captor;
- cannot be part of any formation;
- cannot use the double-time or surge proficiencies;
- cannot be reanimated by the Necromancy or Summon special abilities or the Revenant subfaction ability;
- ignores other warriors' Healing, Immobilize, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation, Strong Flier, Terrify, Tinker, and Venom special abilities;
- has no rear arc;
- fails to break away only on a die roll result of 1. If the attempt fails, the multiple-dial warrior cannot change its facing;
- cannot be affected by the trample proficiency;
- cannot be affected by domains, items, or spells which would cause the multiple-dial warrior's friendly and opposing status to change; and
- cannot be the target of an enchantment.

Combat Dials

A multiple-dial warrior's base is divided into four sections, each with its own combat dial. A section's front arc is equal to that section's entire outside edge. The combat values shown in each section's stat slot represent the capabilities of that section.

If the stat slot of a section's combat dial shows numbers or a combination of numbers and  symbols, it is an active section. If a  symbol appears in the stat slot of an active section, the value in that position is 0.

If the stat slot of a section's combat dial shows three  symbols, that section is an inactive section; no more damage can be dealt to it.

A multiple-dial warrior is eliminated when a total of six  symbols appear in the stat slots of its combat dials, even if all of its sections are active.

Actions

A multiple-dial warrior can be given one or more of its controller's actions during a turn.

An active section of a multiple-dial warrior can be given only one action per turn. An inactive section cannot be given an action.

If a multiple-dial warrior is given an action or actions on a turn, mark it with an action token after it resolves its first action for the turn.

You may give an action to a multiple-dial warrior anytime during your action phase. Once you give an action to a multiple-dial warrior, however, all actions given to that warrior must be resolved before other warriors are given actions that turn.

A multiple-dial warrior's move actions, if any, must be resolved before it is given any close or ranged combat action or special action that turn. Once a close or ranged combat action or special action is given to a multiple-dial warrior on a turn, it cannot be given move actions that turn.

Base Contact


Combat dials that extend beyond a multiple-dial warrior's base are a part of the base when determining base contact.


Controlling Objectives

A multiple-dial warrior cannot end its movement so that it is in base contact with more than one objective token; that is, it cannot control and/or contest more than one objective at a time.

Ending the Game

If the game ends and no player controls the majority of objectives, for tiebreaking purposes your opponent might still receive points for your multiple-dial warrior still on the battlefield.

If your multiple-dial warrior has a total of three, four, or five  symbols appearing in the stat slots of its combat dials, if you have only one opponent he or she receives points equal to one-half the multiple-dial warrior's point value (round down).

If your multiple-dial warrior has a total of three, four, or five  symbols appearing in the stat slots of its combat dials, if you have more than one opponent divide one-half the multiple-dial warrior's point value (round down) by the number of opponents; each opponent receives that number of points (round down).

Measuring

All distances to and from a multiple-dial warrior are measured using its center dot.

Pushing and Damage

If a multiple-dial warrior is dealt damage that does not affect a particular section (such as by pushing), its controller chooses which active section is dealt the damage.

Special Abilities, Relics, and Spells

A special ability applies only to the section in which it appears. However, a multiple-dial warrior with the wave or wing speed type or the Aquatic or Flight special ability in one of its active sections is considered to have that speed type or special ability in all of its active sections.

Other warriors' special abilities that affect a multiple-dial warrior, such as Defend, affect only the particular section(s) with which the other warriors are in base contact.

If another warrior is wielding or affected by a relic/item or spell that also affects warriors in base contact with it, such relics/items or spells will affect only the particular section(s) of a multiple-dial warrior that the other warrior is in base contact with.

Movement

A multiple-dial warrior can move in only one of two ways:

1. Change its facing by rotating on its center dot, if desired, and then move forward in a straight line OR
2. Move backward in a straight line without changing its facing.

More than one move action 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 can move, add up the speed values of all the active sections given move actions that turn.

When changing its facing and/or moving, a multiple-dial warrior ignores the bases of all other warriors except other multiple-dial warriors; a multiple-dial warrior must end its movement when its movement path would place it in base contact with another multiple-dial warrior.

Movement Template

A movement template is printed on a multiple-dial warrior's packaging; cut out the template to use in the game.

When you want to move a multiple-dial warrior, place the template on the battlefield to show where it will be on the battlefield after the movement. Establish the movement path by drawing an imaginary line from the center line printed on the template to the warrior's center dot. When all players are satisfied with the movement path, place the multiple-dial warrior on the template, and then remove the template from the battlefield.

Breaking Away

A multiple-dial warrior must break away if any of its sections (active or inactive) are in base contact with an opposing warrior when it is given a move action. Only one die roll is required to break away, regardless of how many sections are in base contact with opposing warriors.

Close Combat

The target of a close combat attack made by a multiple-dial warrior must be in base contact with the active section given the close combat action.

Ranged Combat

An active section of a multiple-dial warrior can be given a ranged combat action if all the following conditions are true:

- It has a range value.
- It has an attack value greater than 0.
- It is not in base contact with any opposing warrior.

The line of fire is measured from the warrior's center dot, and it must pass through the active section given the action.

Long-Range Attack Option

If a ranged combat action is given to a titan, multiple-dial warrior, or castle section, and the target is another titan, multiple-dial warrior, or castle section, the attacker can double its range value; this is called a long-range attack. If an attacker makes a long-range attack, it gets -2 to its ranged damage value for that attack.

Close Combat Attacks against Multiple-Dial Warriors

To resolve a close combat action against a multiple-dial warrior, the attacker must be in base contact with one of the multiple-dial warrior's active sections. If an attacker tries to affect an inactive section, the attacker chooses any of the multiple-dial warrior's active sections against which to resolve the attack.

If an attacker is in base contact with two sections, the multiple-dial warrior's controller chooses which of the two sections is affected by the close combat attack.

Warriors friendly to the attacker can use the gang up proficiency if they are in base contact with any of the multiple-dial warrior's sections.

Ranged Combat Attacks against Multiple-Dial Warriors

To resolve a ranged combat action against a multiple-dial warrior, the attacker's (or primary attacker's) line of fire must pass through one of the multiple-dial warrior's active sections. If an attacker tries to affect an inactive section, the attacker chooses any of the multiple-dial warrior's active sections against which to resolve the attack.

A section cannot be affected by a ranged combat attack if a warrior friendly to the attacker is in base contact with that section.

If the line of fire passes through the borderline between two sections, the multiple-dial warrior's controller chooses which of the two sections is affected by the ranged combat attack. If the chosen section cannot be affected, the attack cannot be made, and the attacker must choose another use for the action.

Example. An opposing warrior attacks a Venomous Shadow Dragon with a ranged combat attack. The line of fire crosses hindering terrain and passes through the borderline between the left side section and the rear section of the Dragon. The Dragon's controller chooses to have the attack affect the rear section because that section has Stealth. Because the line of fire passes through hindering terrain, the line of fire is blocked and the attack cannot be made.

Area of Effect Attacks

If a multiple-dial warrior is within the area of effect of an attack (such as a Bombardment attack), a single section (only) will be affected by the attack. To determine which section, draw a straight line from the center of the area of effect to the target multiple-dial warrior. The section the line passes through is the affected section. If an attack affects an inactive section, the attacker chooses any of the multiple-dial warrior's active sections against which to resolve the attack instead. If the line passes through the borderline between two sections, the multiple-dial warrior's controller chooses which of the two sections is affected by the attack. If the center of the area of effect is the center of the multiple-dial warrior, the multiple-dial warrior's controller chooses which section is affected by the attack.

Follow these same guidelines if the multiple-dial warrior is within the area of effect for any relic or spell that damages or heals the warrior.

Chariots

Chariots are multiple-dial warriors that can carry passengers. They are identified by the wheel (⊕) speed type.

Movement

Chariots move like other multiple-dial warriors except that they cannot move backwards.

Passengers

Each chariot has a rear compartment that can carry a single warrior that is friendly to you. A warrior occupying this compartment is called a passenger. Multiple-dial warriors, titans, and warriors with the horseshoe speed type cannot be passengers. A chariot can begin the game with a passenger. A chariot can carry only one passenger at a time.

Passengers are not considered to be in base contact with anything on the battlefield. This includes the chariot itself, warriors in base contact with the chariot, and tokens (including glyph spell elements, item tokens, and objective tokens). Passengers can make close combat attacks, as described in Combat Actions below. Passengers cannot be affected by items, domains or spells which would cause the passenger's friendly or opposing status to change.

Passengers can be given actions. They are marked with their own action tokens, which are separate from any of the chariot's action tokens. Passengers' speed special abilities are ignored. While passengers, warriors must remain in their chariots' rear compartment until they disembark.

Boarding and Disembarking Passengers

A warrior can become a passenger if it is given a move action while in base contact with a side section or the rear section of a chariot that is friendly to it; this is called boarding. To board a chariot, a warrior's speed value must be more than 0, and it cannot be a captor. Give the warrior a move action, and then place it inside the chariot's rear compartment. The warrior is now also a passenger.

A passenger with a speed value more than 0 that is given a move action can leave its chariot; this is called disembarking. Place the warrior in base contact with a side section or the rear section of the chariot.

Passengers and Items

If a passenger drops an item, or is eliminated while wielding an item, place the corresponding item token in base contact with a side section or the rear section of the chariot.

Combat Actions

A passenger's front arc is both side sections and the rear section of its chariot. A passenger cannot target or affect its chariot with any attack or special ability.

Close Combat

A passenger can make a close combat attack against any warrior in base contact with its front arc. A passenger cannot become a captor.

Ranged Combat

A passenger can make a ranged combat attack on a turn if its chariot has not yet moved that turn.

A passenger uses the chariot's center dot when determining line of fire. If the range value of a passenger is more than 8, it is 8 instead. A passenger's base never blocks its own line of fire.

A passenger cannot target an opposing warrior in base contact with the chariot with a ranged combat attack.

Damaging a Passenger

A passenger cannot be affected by any attack, ability, item, spell, or domain which deals clicks of damage or healing. However, if a side or the rear chariot section is dealt at least 1 damage, its passenger might also be damaged.

Whenever an effect deals at least 1 damage to a side or the rear section of the chariot, its controller rolls one six-sided die. If the result is 5 or 6, the passenger is dealt damage equal to the damage dealt to the chariot's section from the effect.

Example: The side section of a chariot is dealt 4 damage. That section has the Toughness special ability, so it is dealt only 3 damage. The attacker rolls one six-sided die to see if the passenger is also dealt that 3 damage. The result is a 5, so the passenger is dealt 3 damage. If the passenger also has Toughness, it would be dealt only 2 damage.

When a chariot is eliminated, remove it from the battlefield and place its passenger on the battlefield with its center dot in the position formerly occupied by the chariot's center dot. The warrior can have any facing, determined by its controller. Then roll one six-sided die; the warrior is dealt damage equal to the result.

New Glossary Terms

boarding: Becoming a passenger of a chariot.

disembarking: A passenger leaving a chariot.

long-range attack: A ranged combat attack made at up to double range by a titan, multiple-dial warrior, or castle section against another titan, multiple-dial warrior, or castle section.

passenger: A warrior that is riding in a chariot.

rear compartment: The area on a multiple-dial warrior where a warrior sits when it becomes a passenger.