I. This is Mage Knight Rebellion!

In **Mage Knight**, you take the role of a powerful warlord: a king, baron or high wizard who sends his troops out to do battle with opposing armies. Races of fantastic beings populate your army, while arcane magic and powerful technologies arm them. If you are up to the task of carving a kingdom out of chaos, then read on!

> **Hint:** When you are reading these rules, you will come across game terms printed in *italics*. These terms are described in the glossary.

Mage Knight is a fast-playing game of tabletop combat using collectable **Mage Knight** miniatures. Each miniature is called a *warrior* (or *figure*), and is a member of one of eight different factions.

Atlantis Guild	Elemental League	Necropolis Sect	Black Powder Rebels	Knights Immortal	Orc Raiders	Draconum	No symbol for Mage Spawn

When you and your friends get together for a **Mage Knight** game, you each build an army from your own collection of warriors. You can build your army hundreds of different ways, using figures from a single faction or mixing warriors from several factions together. In the current age of chaos, armies of every possible configuration have been seen on the battlefield.
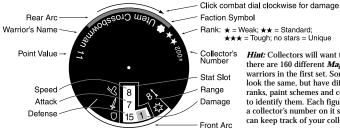
You can play **Mage Knight** with as many people as you like, but the game is best when there are two, three or four players, each with a unique army. You can also play battles with two (or more) sides, with two or more teammates allied on each side. Using these rules, you will fight your armies against one another to see who can claim victory!

Mage Knight Warriors and the Combat Dial

A **Mage Knight** warrior is composed of two main parts: the figure and the *combat dial*.

The combat dial is the unique feature that sets **Mage Knight** apart from all other miniatures games. The combat dial is the rotating disk found under each figure's base. Each warrior's combat dial shows sets of numbers that tell you how good your warrior is at doing certain things. Each time your warrior takes a *click of damage* during the game, you click the combat dial clockwise to the next set of numbers. Try it. As you can see, each time your warrior takes damage, his combat dial numbers change, often reducing his effectiveness. When your warrior takes a *click of healing* during the game, click his combat dial counter-clockwise.

The Base

Each warrior's base contains important information.

Click combat dial clockwise for damage
Faction Symbol
Rear Arc
Warrior's Name
Rank: ★ = Weak; ★★ = Standard;
★★★ = Tough; no stars = Unique
Point Value
Collector's Number
Stat Slot
Range
Speed
Damage
Attack
Defense
Front Arc

> **Hint:** Collectors will want to know that there are 160 different **Mage Knight** warriors in the first set. Some figures look the same, but have different ranks, paint schemes and combat dials to identify them. Each figure's base has a collector's number on it so that you can keep track of your collection.

1

Combat Values

Each warrior has five combat values. Four of these values can change during the game: **speed**, **attack**, **defense** and **damage**. They are on the combat dial, and can be seen through the stat slot. The fifth value is **range**, which never changes and is printed on the figure's base. Each value appears next to its symbol.

As soon as three skulls are revealed through the stat slot, your warrior is eliminated and removed from the battlefield.

⛌ = Speed
⚔ = Attack
🛡 = Defense
☆ = Damage
↥ = Range

Game Items

Besides your **Mage Knight** warriors and this rules booklet, you will need the following items to play: an 18" flexible ruler marked in 1" increments and two six-sided dice. These items are supplied in the **Mage Knight** starter set. Additionally, a two-foot-long piece of string and a few pennies (used as tokens during the game) will come in handy. You can also keep a 12" ruler or measuring tape on hand. Finally, you may eventually want to collect some simple terrain items.

There are blank stickers provided with each pack of **Mage Knight** warriors. Write your initials on these stickers and place one under the base of each of your warriors. These stickers will help you to sort out which warriors are yours at the end of each battle.

Atlantis:
Blade Golem

II. Getting Started

There are two things you and your opponents must do before you begin a **Mage Knight** game. Each of you must *build your army*, and then you must all *set the scene*.

Building Your Army

Everyone in the game should agree on the *build total* of each player's army. Build totals are always in multiples of 100 points. While you are learning **Mage Knight**, use armies with build totals of 100 points. Afterwards, move up to armies with build totals of 200, 300 or more points.

Each **Mage Knight** warrior has a point value printed on its base. Pick warriors for your army whose point values add up to your allowed build total. You can pick warriors that add up to less than the build total, but you can't exceed the build total.

> *Example:* Rich is creating an army with a build total of 100 points. He likes the Atlantis Guild figures, so he chooses most of his warriors from that faction.
>
> For its excellent melee ability, Rich takes one tough Altem Guardsman (37 points). Next he picks one weak Demi-magus (22 points) and a tough Utem Crossbowman (12 points). Both figures have good ranged attacks. Rich also selects one standard Utem Guardsman (13 points). He's going to use this figure to try and capture an opposing piece during the upcoming battle. Finally, Rich picks a tough Leech Medic (14 points) from the Black Powder Rebels. Now his army has some healing ability.
>
> Rich adds up the point values of his warriors. The total is 98 points (37 + 22 + 12 + 13 + 14 = 98). Rich's warriors add up to less than the build total of 100 points, which is fine. However, he could not have exceeded 100 points.

Your army may contain two or more of the same figure, unless that figure is *unique*. A figure is unique if it has no rank stars on its base. It's OK if the same unique figure appears in opposing armies on the same battlefield.

> *Hint:* When designing your army, mix and match warriors that work well together and help achieve your strategic goals. Armies can be created to stand off opponents with ranged attacks, recycle dead figures, or capture opposing figures. Of course, for each army building strategy, there is a counter-strategy, so have enough diversity among your warriors to handle threats your opponents might bring to the table. Go to **www.mageknight.com** to join a community of players who discuss army building strategies and game rules.

Setting the Scene

Now it's time to create the battlefield for your game. **_Mage Knight_** can be played just about anywhere, but a flat tabletop is best. You should find a square area to play on that's about three feet long on each side. Each player selects one side of the battlefield to be his starting edge. Along your starting edge, you have an imaginary rectangular box called your *starting area*. Your starting area begins at your edge and extends 3 inches away from your edge. Your starting area must also be at least 8 inches away from any other edge.

Each player then places zero, one or two terrain items in a terrain pile off to the side of the battlefield. Terrain is fully described later on. Many common items can act as terrain: a book, a sheet of paper, a butter dish or a salt shaker can all represent terrain.

Next, each player rolls two dice. Re-roll ties. Whoever rolls the highest is called the *first player*.

The first player takes a terrain item out of the terrain pile and places it on the battlefield where he chooses. The player to his left then does the same thing. This continues among players around the table in a clockwise direction. Each terrain item must be placed at least two inches away from any other terrain item and may not be placed in any player's starting area.

When all the terrain is placed, each player turns each of his figures' combat dials so that the green square is showing in the **damage** area of the stat slot. This green square shows the figure's Starting Position.

The first player then places his army on the battlefield. Each of his warriors must be placed within his starting area: no more than 3 inches of his edge and at least 8 inches away from adjoining edges. After the first player is finished placing all of his warriors, the player to his left does the same thing. If there are more than two players, this continues around the table in a clockwise direction.

When the last player had placed his army, the battle is ready to begin.

III. How to Play

In **_Mage Knight_**, players alternate moving their warriors and attacking opposing figures to win the battle. Here are the rules describing how to move individual warriors and conduct combat.

Turns and Actions

Mage Knight is played in a series of turns. The first player takes the first turn. The player to his left takes the next turn and so on, clockwise around the table. If a player is eliminated from the game, the remaining players continue taking turns in the proper order.

At the beginning of your turn, you get a certain number of actions. This number is set for the entire game. The number of actions you get depends on the *build total* of your army. You get 1 action for every 100 points of your army's build total. Therefore, an army with a build total of 100 points gives you 1 action every turn. A build total of 200 points gives you 2 actions every turn. 300 points give 3 actions, and so on. Your action total does not decrease when your warriors are eliminated or captured.

During your turn, you decide which warriors to give actions to. You can see the result of one action before deciding on the next action to give (if you have another one available). No warrior may ever be given more than one action per turn. If you have more actions than warriors, the excess is lost. You cannot save or accumulate actions from turn to turn. Actions must be chosen and given to your warriors from the following list:

Action List

   a) **Move** one warrior.

   b) **Ranged combat**, performed by one warrior.

   c) **Close combat**, performed by one warrior.

   d) **Pass**. If you give this action to a warrior, he neither moves nor resolves an attack.

Once you have resolved all of your actions during your turn, it becomes the next player's turn. Play proceeds with each player taking a turn and giving all available actions to his warriors.

> ***Example:*** Matt has nine warriors in his 200-point army. He gets 2 actions at the beginning of each of his turns. During one of his turns, Matt wants to move closer to an enemy figure and take a shot at another one. Matt gives one of his warriors a **move** action, and after resolving the move, he gives a **ranged combat** action to a different warrior. Matt has now given his two actions to two different warriors and his turn is over.

> ***Hint:*** As you can see, in small 100 or 200-point games, turns go by very quickly. Don't worry if you don't get everything done in a turn that you want. Your opponents are playing under the same restriction, and it will be your turn again very soon! **3**

Important Game Concepts

Before the different actions are described, here are some important game concepts.

Marking Figures with Actions

If you give an action (other than **pass**) to one of your warriors, mark him with an *action token*, like a penny. This token will remind all players which figures have taken actions. At the end of your turn, remove all tokens you placed the turn before, but leave tokens you placed this turn.

Pushing

If you give an action (other than **pass**) to the same warrior on two consecutive turns, that warrior takes one click of damage after fully resolving his current action. This is called *pushing*; the damage represents the fatigue caused by taking actions on two consecutive turns. You may not give any warrior an action (other than **pass**) on three consecutive turns.

> *Hint:* The tokens that you mark your warriors with remind you which figures will take the pushing penalty. If you push a warrior, put a second token on him and leave both until your next turn. On this next turn, the two tokens will remind you that you can't give the warrior any action, other than **pass**. At the end of the turn, remove both tokens.

Measurements

When measuring distances for set-up, movement and ranged combat, always measure to the center of a figure's base. Many bases show a center dot as a measurement reference.

Base Contact

Several rules refer to *base contact*. A figure is in base contact with another figure if their bases are touching.

Friendly and Opposing Figures

Friendly figures are warriors that you control in the game, or figures that are controlled by an allied teammate. *Opposing figures* are any warriors controlled by an opponent. Friendly and opposing status is set at the beginning of the game and cannot change.

Special Abilities

There are special colored squares on each figure's combat dial. These colored squares are keyed to the areas of the stat slot and represent special abilities that your warrior has at the current time. Special abilities come and go as your warrior takes clicks of damage and healing. You will find descriptions of all special abilities on the ***Mage Knight Special Abilities Card***.

If a special ability is described as optional, it is always assumed to be in effect. however, the owning player may cancel the effect at any time, in which case it is canceled until the end of the current turn. Afterwards, it is assumed to be in effect again.
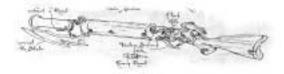
Movement

Your warrior's current **speed** value is shown on his combat dial. This is the number of inches you may move your warrior when you give him a **move** action. When you move a warrior, place the ***Mage Knight*** flexible ruler on the battlefield. Measure from the center of your warrior's base, to the desired destination, flexing the ruler as necessary to show the figure's exact movement path.

The movement path shown by the flexible ruler may not cross any figure bases and may not pass between two figures in base contact.

When you have finished moving, you may face your warrior in any direction. The direction that your warrior is facing is important because it may only attack (using **ranged** and **close combat** actions) out of its front arc.

Breaking Away

If you give a **move** action to a warrior that is in base contact with one or more opposing figures and you want to move your warrior to a new location, you must attempt to *break away*. Roll one six-sided die. If you roll a 1, 2 or 3, the warrior fails to break away and may not move this turn, although you can rotate him to a new facing. If you roll a 4, 5 or 6, you have succeeded in breaking away: you may move normally.

Free Spin

If your warrior's movement brings him into base contact with one or more opposing figures, those opposing figures immediately have the option to spin in place to bring any portion of their front arcs into contact with your moving warrior. These spins, called *free spins*, do not cost your opponent any actions, nor do they ever cause *pushing*.

> *Example:* Derek's Utem Guardsman has a speed value of 8. He gives the Guardsman a **move** action. An opposing Crystal Bladesman controlled by Brian is a few inches away. Derek checks that the path of the move is OK, picks up his Utem Guardsman and places it in base contact with the Bladesman. Brian uses his free spin to put the Bladesman's front arc in contact with the Guardsman.

Ranged Combat

Ranged combat represents everything from bow and gunfire, to magical spell and mind attacks. A warrior given a **ranged combat** action is called the firer.

Your warrior has a **range** value printed on his base. This is the maximum number of inches that your warrior's ranged attack can reach. If the **range** value is greater than 0 and your warrior is not in base contact with an opposing figure, then you may give your warrior a **ranged combat** action. Place one end of a string or ruler at the center of the firer's base and draw it in a straight line to the center of the target figure's base. This is called the *line of fire*.

A line of fire must pass through the firer's front arc, and be no longer than his **range** value. The line of fire is blocked if it crosses any figure base (friendly or opposing) other than the firer and the target. If the line of fire is blocked, you may not attack the target figure. You may check to see if a potential line of fire exists at any time. You may check distances at any time.

You may not use a **ranged combat** action to attack an opposing figure that is in base contact with a figure friendly to the firer. You may check distances at any time.

To resolve a **ranged combat** action, roll two six-sided dice and add them to your warrior's **attack** value. If the result is equal to or greater than the target figure's **defense** value, as shown on its combat dial, then you have hit and damaged the target. Certain special abilities (like Battle Armor) and game modifiers (like a ranged combat formation) can increase the target's **defense** value or the attack dice roll.

Damage

When your warrior hits a single target with his **ranged combat** attack, look at your warrior's **damage** value. This is the number of clicks of damage you have delivered to the target. Your opponent must click the target's combat dial clockwise that number of times. Special abilities (like Toughness) and game modifiers (like multiple ranged combat targets) can alter the damage dealt to a target by ranged combat.

Multiple Ranged Combat Targets

Your warrior might be able to affect two or more target figures with a single **ranged combat** action. However, you may never target a figure more than once during a **ranged combat** action.

All figures show one, two or three arrow symbols beside their **range** value. The number of arrow symbols is the maximum number of different targets your warrior may attack with a single **ranged combat** action. If you are firing at more than one target, you must draw a line of fire to each of them.

↑ = 1 ranged combat target
↑↑ = 2 targets maximum
↑↑↑ = 3 targets maximum

> *Hint:* Certain special abilities, like Flame/Lightning, also allow ranged combat to be resolved against an increased number of targets, but you'll only have to draw a line of fire to the main target of the attack.

Whenever a **ranged combat** action is used to affect more than a single target, the **damage** value of the attack, if successful, is always 1. Therefore, ignore your warrior's normal **damage** value when you are attempting to affect multiple ranged combat targets.

When your warrior is attempting to affect more than one target with a **ranged combat** attack, you only roll the dice once. The total of the dice plus your warrior's **attack** value is compared to *every* target's **defense** value. Some targets with low **defense** values may be affected by the attack, while others with high **defense** values might not be.

> *Example:* Ian gives a **ranged combat** action to his Noble Archer. The Archer has two arrow symbols next to his **range** value. Ian picks two opposing figures within his warrior's **range** value and front arc. The lines of fire to the two targets are not blocked and neither target is in base contact with any figure friendly to Ian. In other words, the targets can be attacked! The attack value of the Archer is 7. Ian rolls two six-sided dice, getting an 8. The total attack roll is 15 (7 + 8 = 15). Ian compares his 15 to the **defense** values of the two targets: one is a Dwarven Fuser with defense 16, and the other is a Black Powder Boomer with defense 15. The Archer's attack misses the Fuser, but hits the Boomer for one click of damage.

Close Combat

Close combat represents hand-to-hand and melee weapon attacks.

The front arc of your warrior must be in base contact with a target figure before you can give your warrior a **close combat** action.

Roll two six-sided dice and add them to your warrior's **attack** value. If the result is equal to or greater than the target's **defense** value shown on its combat dial, then you have hit and damaged the target. You add one to your dice roll if your warrior is in contact with the target's rear arc. There are other game modifiers (like a close combat formation or capture attempt) that will increase the attack dice roll or the target's **defense** value.

Damage

When your warrior hits a target figure with his **close combat** attack, look at your warrior's **damage** value. This is the number of clicks of damage you have delivered to the target. Your opponent must click the target's combat dial clockwise that number of times. Close combat damage can be altered by special abilities (like Weapon Master).

Rolling "2"s and "12"s

Whenever you give a **ranged** or **close combat** action to a warrior and roll a "2", you automatically miss the target. This is called a *critical miss*. Your warrior must turn his combat dial clockwise one click after the *critical miss*. This represents a weapon backfire or your warrior straining or wounding himself during the action.

If you roll a "12", then you have automatically hit the target. This is called a *critical hit*. If you were trying to damage the target, then the critical hit delivers one extra click of damage. If your attack is against multiple ranged combat targets, this special one extra click of damage will affect all targets hit, for a total of two clicks of damage.

If you roll a "12" while you are trying to heal a target, you are automatically successful and deliver one extra click of healing.

Targeting Friendly Figures

You cannot target a friendly figure with a damaging attack. Additionally, a warrior may never target himself with any attack or special ability, damaging or healing.

Healing and Other Repairing Abilities

Using the Healing, Magic Healing, Regeneration and Vampirism special abilities, it is possible to repair clicks on a figure's combat dial. When repairing, click the combat dial counter-clockwise, but never turn past the figure's Starting Position.

Capturing

You have the option with a **close combat** action of *capturing* an opposing target figure instead of damaging it. You must declare a capture attempt before rolling the **close combat** attack dice. The **defense** value of the target figure is increased by two if you are attempting to capture it. If you hit, the attacking warrior captures the target figure, but does not damage it. A captured figure is called a *captive*. A captive cannot be given an action and all of its special abilities are ignored. While a figure is a captive, it does not count as a friendly or opposing figure to any player. Captives are ignored for breaking away purposes, however, the controlling warrior may never voluntarily leave base contact with his captive.

A warrior may only have one captive under his control. Show this by keeping the two figures in base contact at all times. No warrior, friendly or opposing, may target a captive for any purpose. A captive never takes damage from any source, even from Shockwave and Flame/Lightning attacks.

The captive always moves with its controlling warrior using the lowest of their two **speed** values. The controlling warrior gets to use his **speed** special ability (if any) for both figures. The captive must always be kept in base contact with its controlling warrior, and the controller always determines the captive's facing and location. No player may place a controlling warrior in a location where his captive may not then be placed next to him. The controlling warrior may only be assigned a **move** or **pass** action. The controlling warrior may not be the target of an opponent's capture attempt or **ranged combat** action, though he may be attacked by a **close combat** action normally.

If a warrior with a captive is eliminated, the captured figure is no longer a captive and may be given actions normally. If such a figure finds itself occupying blocking terrain at the time of its release, it is eliminated.
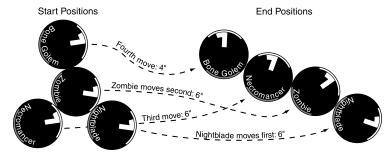
IV. Formations

An action that you give to one of your warriors can be shared among other friendly figures by using formations. You are never forced to use a formation if you don't want to.

Restrictions

All members of a formation must be from the same faction. Look at the faction symbol on each figure's base to determine if the figures may be part of the same formation. Mage Spawn figures don't have faction symbols and can never use formations.

Movement Formations

If 3, 4 or 5 of your warriors are grouped so that each one is touching the base of at least one other, then you can call this group a *movement formation*. When you give a **move** action to just one of these warriors, all of the warriors in the movement formation may move as part of that same action. The **speed** of each figure in the movement formation is reduced to the **speed** of its slowest figure. Move all figures in the formation normally. At the end of the action, each warrior's base must still be touching the base of another warrior in the formation.

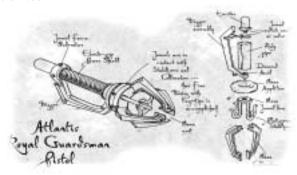Start Positions   End Positions

Four warriors from the Necropolis Sect use a movement formation. The slowest member is the Zombie with speed 6. No member may move more than 6". Each warrior is moved in sequence as desired by the player.

Even though only one warrior in the formation is given the **move** action, all warriors are considered to have moved. Mark each figure with a token. Using a movement formation may cause some figures to be *pushed*, while others are not. This depends on which figures took an action on the preceding turn as shown by their tokens.

If any figure in a movement formation fails a *breaking away* roll, that figure may not move, though it can still rotate to face a new direction. Other figures in the formation can move normally, but at the end of the action, each warrior's base must still be touching the base of another warrior in the formation.

Hint: Movement formations are good because one **move** action allows you to move several warriors instead of just one.

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.
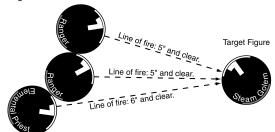
Ranged Combat Formations

If 3, 4 or 5 of your warriors are grouped so that each one is touching the base of another, you may declare a *ranged combat formation*. When you give a **ranged combat** action to just one of these warriors, all of the warriors in the formation contribute to the attack. Ranged combat formations can only be used when the attack is only going to affect a single target figure, and the intent is to damage (not heal) it.

Each member of the ranged combat formation must be able to draw a line of fire to the target figure. The warrior that you give the **ranged combat** action to is called the *primary attacker*. To resolve the attack, you use the primary attacker's **attack** value and **damage** value. Each additional warrior in the ranged combat formation adds +1 to the attack dice roll. There is no damage bonus.

Ranged Combat Formation

Three warriors from the Elemental League form a ranged combat formation. Lines of fire are drawn; all are clear and within the range values of each figure. The Elemental Priest is picked as the primary attacker. +2 is added to the attack dice roll for the two extra warriors in the formation.
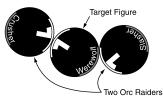
Even though only one warrior in the formation is given the **ranged combat** action, all warriors are considered to have fired. Mark each figure with a token. Using a ranged combat formation may cause some figures to be *pushed*, while others are not. This depends on which figures took an action on the preceding turn as shown by their tokens.

> *Hint:* These formations are good because they allow you to hit targets with very high **defense** values.

Close Combat Formations

If 2 or 3 of your warriors have their front arcs in base contact with the same opposing figure, you may declare a *close combat formation* against that figure. Your intent must be to damage (not heal) the target. Your own warriors do not have to be in base contact with one another. When you give a close combat action to just one of your warriors, all of the warriors in the close combat formation contribute to the attack. The warrior that you give the **close combat** action to is called the *primary attacker*. To resolve the attack, you use the primary attacker's **attack** value and **damage** value. Each additional figure in the close combat formation adds +1 to the attack dice roll. If any warrior in the formation is in contact with the target's rear arc, there is a single, additional +1 bonus to the roll. There is no damage bonus.

Close Combat Formation

These two Orc Raiders form a close combat formation to attack the Werewolf. The Crusher is picked as the primary attacker. +1 is added to the roll for the extra warrior in the formation, and another +1 is added because a member of the formation is in contact with the target's rear arc. So, the attack roll is modified by +2.

Even though only one warrior in the formation is given the **close combat** action, all warriors are considered to have attacked. Mark each figure with a token. Using a close combat formation may cause some figures to be *pushed*, while others are not. This depends on which figures took an action on the preceding turn as shown by their tokens.

If a close combat formation makes a successful capturing attempt, the primary attacker is the controlling warrior.

> *Hint:* These formations are good because they help overcome the difficulty of capturing a target.

Critical Misses with Formation Attacks

If you roll a "2" during a ranged combat or close combat formation attack, the attack automatically misses and only the primary attacker rotates his base clockwise one click.

8

V. Terrain

You do not have to use terrain when you fight a *Mage Knight* battle, but adding terrain to your tabletop will make your game more challenging and interesting.

There are four types of terrain in *Mage Knight*: a) clear, b) hindering, c) blocking and d) elevated. An empty tabletop is considered to be clear terrain.

Hindering Terrain

Examples of hindering terrain are brush, light woods and debris. You can represent them with cut out shapes of construction paper or cloth. The outer edges of these shapes represent the boundaries of the hindering terrain. Hindering terrain should lie flat on the table so that it does not interfere with the placement of a warrior's base. You can place scale models of bushes and small trees on top of your hindering terrain shapes for visual effect. During the game, you can reposition these models within the boundary of the terrain, since they have no specific effect on the game.

Your warriors can move into and through hindering terrain, but there are restrictions. If your warrior begins a move with any part of his base touching clear terrain, his movement must end immediately when his base crosses completely into a hindering terrain feature. He does not have to stop if his base does not cross completely into hindering terrain. If your warrior begins a move with any part of his base touching hindering terrain, his **speed** value is cut in half for the turn (round up to the nearest whole inch), even if he immediately moves out of the hindering terrain.

If a line of fire passes through any amount of hindering terrain and/or any number of hindering terrain features, add one to the target's **defense** value. This is called the *hindering terrain modifier*. **Close combat** attacks are not affected by hindering terrain.

A firer in hindering terrain is not penalized by the modifier if his front arc lies entirely outside of the hindering terrain boundary and the line of fire does not pass into or through any other hindering terrain features. This represents your warrior's ability to fire from the edge of hindering terrain: protected by it, but not penalized by it.

When using a ranged combat formation, only the primary attacker's line of fire is subject to the hindering terrain modifier.

Blocking Terrain

Examples of blocking terrain are large trees, high walls and buildings. You can represent them with common items like decks of cards and small cartons, or you can use scale models.

Movement is prohibited into or through blocking terrain. Also, blocking terrain blocks any line of fire crossing it.

Elevated Terrain

All elevated terrain is assumed to represent the same level of height above the battlefield.

Elevated terrain features include hills and low plateaus. Elevated terrain may include areas of hindering and/or blocking terrain, but is otherwise assumed to contain clear terrain. You can represent elevated terrain with stacks of books and magazines, or use scale models. If you are using models for hills, do not use the types with gentle slopes. Use models with a discrete elevation change and flat upper surface.

All figures must stop as soon as they move up into elevated terrain, or down out of elevated terrain (as if they were entering a hindering terrain feature). When measuring your move, don't measure any vertical distance traveled, just the horizontal portion of your warrior's move along the tabletop or elevated terrain feature.

Elevated terrain features block lines of fire unless the firer or target or both are on elevated terrain.

If both the firer and target are on elevated terrain, nothing affects the line of fire except elevated hindering and blocking terrain features and other elevated figure bases.

If the firer or target is on elevated terrain, but the other is not, the line of fire is blocked if it crosses a different elevated terrain feature. Intervening blocking terrain features also block the line of fire, whether elevated or not. Intervening elevated figure bases will also block these lines of fire, but those off of elevated terrain can be ignored. Hindering terrain modifies the attack if either the firer or the target is in hindering terrain, or the hindering terrain is elevated; otherwise it can be ignored.

Height Advantage

When a firer that is not on elevated terrain makes a **ranged combat** attack against an elevated target, the target's **defense** value is increased by +1. This is called the *height advantage modifier*. A target figure might gain the benefit of the height advantage modifier and the hindering terrain modifier at the same time. This would increase its defense value by +2.

When using a ranged combat formation, only the primary attacker's line of fire is subject to the height advantage modifier and hindering terrain modifier.

Close combat attacks are allowed between figures at different elevations. Also, members of a formation may occupy different elevations. Since base contact is a condition for both close combat and formations, look down from overhead to determine whether base contact would be possible if the elevation difference wasn't there. If so, then base contact is assumed.

If the target of a **close combat** attack is elevated, while the attacking warrior/primary attacker is not, the target gets the height advantage modifier.

Special Terrain

Shallow Water

Shallow water features, like streams, fords and ponds, are treated as hindering terrain for movement, but have no effect on **ranged combat** actions.

Deep Water

Deep water features, like rivers and lakes, are treated as blocking terrain for movement, but have no effect on **ranged combat** actions.

Low Walls

Low walls are special type of hindering terrain. Movement stops when your warrior reaches the far side of a low wall, and speed is never halved on subsequent turns when your warrior moves away from a low wall. **Ranged combat** attacks get the hindering terrain modifier for crossing the low wall, except if the firer is in base contact with the low wall. Close combat attacks are allowed between adjacent figures on opposite sides of a low wall as if they were in base contact.

Abrupt Elevated Terrain

Raised parapets, flat rooftops and plateaus flanked by cliffs are examples of abrupt elevated terrain. Abrupt elevated terrain is treated like normal elevated terrain except that **close combat** attacks are not allowed between figures on and off such a feature. Also, formations may not exist if some members are on and some are off such terrain. Figures may only move onto or off of such terrain if they have the Flight special ability or a pre-designated stairwell or ladder exists. The path of non-Flight movement must be measured to and from such pre-designated stairwells and ladders.

VI. Ending the Game

The game ends when any of these things happen:

    1) Only one player remains with a warrior on the battlefield. Captives, and figures with the Demoralized special ability showing, do not count; or

    2) A predetermined time limit for the game passes; or

    3) All remaining players agree to end the game.

Withdrawing

During your own turn, before the game ends, you may leave the battlefield. This is called *withdrawing*.

If you withdraw, your opponents score victory points for any figures of yours they have eliminated so far in the game. Also, if any of your warriors are captives when you withdraw, you immediately forfeit their point value to the controlling player as if they had been eliminated as well. You remove all your warriors from the table, and you retrieve all of your eliminated warriors. Opposing figures you captured remain on the battlefield and may now be controlled normally by their owners.

Victory!

At the end of the game, all players count up their victory points. Whoever scores the most victory points wins the game. Here is how you score victory points.

Every opposing figure that you eliminate during the game is worth a number of victory points equal to its point value. These points are scored during the game as soon as a figure is eliminated. Every opposing figure that you are holding captive within your starting area at the end of the game is worth a number of victory points equal to double its point value. No points are scored for captives held outside your starting area. Finally, every non-captured friendly figure that started the game on the battlefield, was never eliminated, and remains on the battlefield at the end of the game, is worth a number of victory points equal to its point value.

> To summarize, your victory point total = (eliminated opposing figure points)
> + (captured opposing figure points x2, but only if they are in your starting area)
> + (friendly non-captured figure points that have survived the entire game)

Hint: The victory points scored for eliminating figures are scored during the game. Points for captives and surviving warriors are scored at the end of the game. This means that you can score victory points for eliminating a figure several times if it is repeatedly brought back into play by the Necromancy special ability and you keep eliminating it.

If the victory point totals of two or more players tie, the winner is the player who built his army with the fewest points.

After the game, all players retrieve their eliminated and captured figures.

VII. The Standard Game

There are many ways you can play *Mage Knight*, and lots of decisions you will have to make before the game starts. What build total will you use? What sort of terrain will you use? Will you set a time limit for play? If you are playing with someone you don't know, these questions might take a long time to resolve. We suggest the following standard game; everyone should be comfortable playing this way.

1) The playing surface is 3'x3' square.

2) Each army has a build total of 200 points, giving 2 actions to each player at the beginning of every turn.

3) The time limit for the game is 60 minutes.

4) When setting the scene, each player contributes two identical terrain items to the terrain pile.

5) Do not use elevated terrain.

6) Follow the game's etiquette and have fun!

VIII. Mage Knight Etiquette

Miniatures games lack the restricted environments of board games and card games. This is good, because you can use your imagination to develop all sorts of unique scenarios and terrain ideas. The butter dish is a sacred stone alter. The key chain in the center of the table is a treasure chest, and the first warrior to drag it back to his table edge is the winner!

On the other hand, situations may arise which are not covered by these rules. While we have attempted to write very explicit rules, players may eventually run into a disagreement over who can do what. To avoid or resolve arguments, we suggest the following points of etiquette.

1) Players should never spin the combat dials of any figure on the table unless it takes clicks of damage or healing. Then, players should only click the dials the required number of times in the proper direction. In other words, don't click through a combat dial just to see what's coming up.

2) You will constantly pick up your warriors during a game to adjust their combat dials. Mark the locations and facings of your warriors with tokens on the table whenever you do this.

3) Because weapons, arms and other bits of figures stick out from their bases, it is sometimes difficult to get a clean base contact between two figures. If you cannot get two figure bases to touch, agree amongst yourselves that the two figures are in base contact until one of them moves away.

4) Ambiguous situations will arise. For example, a line of fire might or might not be nicking a blocking figure base. There might or might not be enough room between two figures to allow a third to stand between them. Players will reasonably disagree in situations like these. In all such instances, roll one die. On a 1, 2 or 3, the action is not allowed. On a 4, 5 or 6, the action is allowed. Enough said!

IX. Glossary

Action: There are four actions: **move**, **ranged combat**, **close combat** and **pass**. You get a certain number of actions at the beginning of every turn, which you then give to your warriors during the turn.

Action Token: A penny used to mark a figure that has taken an action.

Army: A group of warriors you control during the game.

Atlantis Guild: Humans who control magic-powered technology.

Base Contact: A figure's base is touching the base of another figure, or a terrain feature.

Black Powder Rebels: Humans, Dwarves and Amazons who exploit gunpowder technology.

Breaking Away: Attempting to move a figure out of base contact with opponents.

Build Total: When you are building your army, the total of your warriors' point values cannot exceed this limit.

Building Your Army: Picking warriors whose point values do not exceed your allowed build total.

Captive: A captured figure.

Capturing: Using a **close combat** action to turn a figure into a captive instead of damaging it.

Click of Damage: A clockwise spin of the combat dial for one click.

Click of Healing: A counter-clockwise spin of the combat dial for one click.

Close Combat: A melee or hand-to-hand attack.

Close Combat Formation: 2 or 3 friendly warriors using a **close combat** action to attack a target figure.

Combat Dial: The rotating disc under a figure's base.

Critical Hit: An attack roll of "12".

Critical Miss: An attack roll of "2".

Draconum: Powerful Human/Drake hybrids.

Elemental League: Elf and Troll heroes who wield life-magic.

Figure: A *Mage Knight* piece.

Firer: A warrior given a **ranged combat** action.

First Player: This player places terrain first, sets up his warriors first and takes the first turn of the game.

Free Spin: Rotating a figure to put its front arc on an opposing figure that moved into base contact.

Friendly Figure: A warrior you control or one that is controlled by an ally.

Height Advantage Modifier: If an attack originates off of elevated terrain to a target on elevated terrain, add +1 to the target's **defense** value.

Hindering Terrain Modifier: If a line of fire passes through any hindering terrain, add +1 to the target's **defense** value.

Knights Immortal: Martial Elves who have shunned the major factions.

Line of Fire: A line drawn from the center of a firer's base to the center of a target's base.

Mage Spawn: Supernatural and beastly creatures summoned or created by powerful magicians.

Modifier: Any adjustment to a dice roll or defense value.

Move: An action that allows you to rotate a figure or move it to a new location on the battlefield.

Movement Formation: 3, 4 or 5 friendly warriors who all move with just one **move** action.

Necropolis Sect: Dark-elves and Vampires who use death-magic.

Opposing Figure: A warrior controlled by an opponent.

Orc Raiders: Brutish, mountain-dwelling fighters.

Pass: An action where a warrior does nothing.

Primary Attacker: The warrior that leads a ranged or close combat formation.

Pushing: Giving a warrior an action on two consecutive turns.

Ranged Combat: An attack that uses missile weapons, magic or mind power.

Ranged Combat Formation: 3, 4 or 5 friendly warriors who use one **ranged combat** action to attack a single target figure.

Setting the Scene: Creating the game battlefield.

Starting Area: A rectangular area along your edge of the battlefield where you start your troops and bring your prisoners.

Token: A marker, like a penny or spare die.

Unique: A figure without rank stars. You may only have one of each unique figure in any army.

Victory Points: The points you add up at the end of the game to see who wins.

Warrior: A *Mage Knight* piece.

Withdrawing: Leaving a game before it is over.

X. Credits