

Mounted Warrior Rules for *Mage Knight Whirlwind*

All double-base figures in *Mage Knight Whirlwind* use a horseshoe symbol (see below) in place of the standard boot symbol to represent the figure's **speed** value. A figure with a horseshoe speed symbol is called a mounted warrior. Mounted warriors follow all *Mage Knight* rules for warriors except as detailed below:

1. A mounted warrior only fails to break away from opposing figures on a roll of 1.
2. A mounted warrior that fails a break away attempt may not rotate to a new facing.
3. A mounted warrior does not get a free spin when an opposing figure comes into base contact.
4. All distance and line of fire measurements are made from the center dot located on the front half of the double base.

Mounted Warrior Speed Symbol



The Shyft Faction

The Shyft are a new faction introduced in *Mage Knight Whirlwind*. Shyft warriors are identified by their faction symbol. All Shyft warriors have the ability to form formations with Mage Spawn figures as described below.

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

1. When the formation is declared, each Mage Spawn figure in the formation is 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.

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.

Shyft Faction Symbol



New Special Abilities

Mage Knight Whirlwind introduces 12 new warrior special abilities. The new abilities appear as circles on the combat dial.

Speed Special Abilities

RED (circle): Force March. All figures in a movement formation with this warrior use this warriors' **speed** value. Use of this ability is optional.

BLUE (circle): Nimble. This warrior may change his facing at any time during your turn. Use of this ability does not require an action.

BLACK (circle): Ram. When this warrior's front arc comes into base contact with an opposing figure during your turn, the opposing figure receives a click of damage and the current action is ended.

Damage Special Abilities

RED (circle): Pierce. When this warrior is given a **ranged combat** action, he ignores each target figure's Battle Armor, Toughness and Invulnerability. Use of this ability is optional.

BLUE (circle): Magic Freeze. When this warrior is given a **ranged combat** action, reduce his **damage** value to 1. Do not use this warrior's normal **damage** value. When this warrior successfully hits a target figure, and that figure has 0 or 1 action tokens, roll a six-sided die for that figure. If you roll a 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 a click of pushing damage. Use of this ability is optional.

BLACK (circle): Magic Confusion. This warrior may not make a **ranged combat** attack against more than one target figure. When this warrior is given a **ranged combat** action, an opposing target figure hit by this attack takes no damage and this amount cannot be increased in any way. Do not use this warrior's normal **damage** value. 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. Use of this ability is optional.

Attack Special Abilities

RED (circle): **Venom**. At the beginning of your turn, this warrior delivers one click of damage to each opposing figure in base contact with his front arc.

BLUE (circle): **Sneak Attack**. When this warrior comes into base contact with an opposing figure, 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. Use of this ability is optional.

BLACK (circle): **Sweep**. Give this warrior a **close combat** action. This warrior may resolve his attack against every opposing figure in contact with his front arc. Roll the attack dice once and compare the result against the **defense** values of all opposing target figures. This attack uses the warrior's normal damage value against all targets. Use of this ability is optional.

Defense Special Abilities

RED (circle): **Dodge**. When this warrior is successfully hit by a **ranged combat** or **close combat** attack, roll one six-sided die. On a roll of 4, 5 or 6, the attack is considered to miss this warrior instead. Use of this ability is optional.

BLUE (circle): **Magic Retaliation**. When this warrior is damaged by an attack, the attacker (or primary attacker, if damaged by a formation attack) receives one click of damage.

BLACK (circle): **Limited Invisibility**. This warrior may not be the target of a **ranged combat** action. Use of this ability is optional.