

# MAGE KNIGHT™

## DUNGEONS

### Special Ability Card

#### Speed Abilities



**CHARGE.** This warrior may make a close combat attack for a cost of 0 speed points. (Optional) Add 4 to the warrior's speed value if he is given an activation when no opposing figures occupy squares adjacent to him. This bonus lasts until the end of the current activation. This warrior only fails to break away on a die roll result of 1.



**QUICKNESS.** This warrior may move his full number of speed points, and it does not cost his player an activation. (Optional) The warrior may do nothing but move or open doors this turn. The player must declare the use of Quickness before moving the warrior.



**MAGIC LEVITATION.** This warrior can move any figure that occupies an adjacent square. (Optional) Give this warrior an activation, but he has 0 speed points for the turn and may not make an attack. Choose a target figure in a square adjacent to this warrior and move him up to 5 squares in any direction. Treat all terrain as clear terrain while moving, but the target figure cannot move through an unopened door, blocking terrain or another figure. Place the target figure in any legal terrain, facing any direction. The target figure may not be activated for the remainder of this turn.



**FLIGHT.** This warrior treats all non-blocking terrain as clear terrain while moving. (Optional) This warrior may not use Flight to move through any doorway, open or closed, or to move through blocking terrain. This warrior must end his movement in legal terrain. This warrior only fails to break away on a roll of 1.



**AQUATIC.** This warrior treats all water terrain as clear terrain while moving.



**STEALTH.** 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 if it were drawn through blocking terrain. If there are hindering or shadowed terrain squares in the same tile as this warrior, this warrior does not convert wandering monster tokens unless they are in a square adjacent to him. This warrior may add 2 to his die roll result to Disarm Traps.



**BOUND.** This warrior may make a ranged combat attack for 0 speed points. (Optional) In addition, add 4 to this warrior's speed value if given an activation when no opposing figures occupy squares adjacent to him. This bonus lasts until the end of the current activation. This warrior only fails to break away on a roll of 1.



**FORCED MARCH.** This warrior can add to the speed value of a friendly adjacent figure or himself. (Optional) When a friendly figure is given an activation while in a square adjacent to this warrior, add 1 to the friendly figure's speed value until the end of the current activation. Add 1 to this warrior's speed value if he is given an activation when there are no friendly figures adjacent to him. This bonus lasts until the end of the current activation.



**NIMBLE.** This warrior may make a ranged combat or close combat attack for 2 speed points. (Optional) This warrior can also add 2 to his die roll result to Disarm Traps.



**RAM.** This warrior delivers a click of damage when he moves into a square adjacent to an opposing figure. When this warrior's movement puts him in a square adjacent to an opposing figure, and this warrior's front arc is facing the opposing figure, the opposing figure receives 1 click of damage and the current activation is ended. A figure cannot make a counterattack against the Ram special ability.



**PATHFINDER.** This warrior's movement is not affected by hindering terrain. All figures adjacent to this warrior gain the Pathfinder special ability.



**FRENZY.** This warrior must be given an activation first. If a Hero, this warrior must be given an activation before any other figure without Frenzy. If a Mage Spawn without a movement marker, this warrior must be given an activation before any other Mage Spawn without Frenzy.



**SUMMON.** This warrior can bring a Mage Spawn figure into play. (Optional) Give this warrior an activation. It has 0 speed points for the turn and may not make an attack. Choose a Mage Spawn figure with the lowest point value from the Mage Spawn pool. Turn the chosen figure's combat dial to the starting position and place it adjacent to this warrior. A figure summoned by a Mage Spawn is considered a Mage Spawn. A figure summoned by a Hero is considered part of the Hero's Heroic team and is no longer considered a Mage Spawn. This warrior may not summon another figure until the chosen figure has been returned to the Mage Spawn pool. The addition of the chosen figure does not give its player any additional activations for his or her Heroic team.



**REVENANT** (optional) At the beginning of your turn, if this warrior does not have Demoralized, give this warrior a special action. Reanimate any eliminated figure (except a multiple-dial or titan figure) including Mage Spawn or Heroes, turn its combat dial to the starting marker, and place it on the battlefield within 5 squares of this warrior at ground level. The reanimated figure is friendly to your army while it remains on the battlefield. At the beginning of your next turn, remove it from the game.



**FLURRY** This character can make 2 close combat attacks with 1 action. (Optional) Give this character a close combat action. This character can make 2 attacks (making 2 separate attack rolls) targeting either a single figure or 2 adjacent figures. This close combat attack does not cost an extra action, and this character may use any of his or her powers that require a close combat action.



**PHASING** This character may phase into another plane of reality and reappear someplace else on the battlefield. (Optional) Give this figure a move action. Move this character in any direction a number of squares up to his or her speed value. Ignore the effects of all characters and terrain features on movement.



**HYPERSONIC SPEED** This character moves incredibly fast. (Optional) This character may move through squares adjacent to opposing characters and never needs to break away. This character may make a ranged or close combat attack at any time during his or her movement. He or she can continue to use the rest of his or her movement after making the attack. He or she is allowed only one attack per the standard rules. If this character does not move, he or she may perform a close combat Hypersonic Speed attack. Give the character a combat action, but reduce his or her damage value to 1. If the attack is successful, do not click the target's base. Instead, the attacker may continue to attack. Each additional attack after the first adds 1 to the defense value showing on the target's base; for each attack, compare the total attack value to the increased defense value. Keep track of the number of points of damage inflicted. As long as the character with Hypersonic Speed continues to make successful attacks, he or she can continue to attack. The attack ends when the attacking player declares an end to the attacks, an attack misses, or the attack roll generates knockback. When the attack ends, click the target's base a number of clicks equal to the number of points of damage the target received during the attack.



**MIND CONTROL** This character may make a ranged combat attack to assign an action to an opposing figure. (Optional) Give this character a close combat or ranged combat action. If the attack is successful, give an action to the target figure as if that figure were a part of your force. The target figure receives an action token, if applicable. An action assigned by a successful Mind Control attack does not count against your action total for the turn. A successful attack does no damage to the target figure. This character takes 1 click of damage for each full 100 points of the target's point value. If a character with this power has a range value of 0, his or her range value is 4 for the purposes of this power.

# Attack Special Abilities



**HEALING.** This warrior can heal himself or a friendly figure with a close combat attack. (Optional) To heal a target friendly figure, make a close combat attack against that figure. Add 2 to the defense value of the figure if either the healer or the target is in a square adjacent to an opposing figure. Ignore all other modifiers to the close combat attack. If the attack succeeds, heal a number of clicks of damage equal to this warrior's damage value, or roll 1 six-sided die and heal a number of clicks of damage equal to the result. This warrior may spend 4 speed points and heal himself 1 click of damage without making a die roll. Healing himself ends this warrior's current activation. Healing ignores all special abilities except Invulnerability.



**WEAPON MASTER.** This warrior can use a close combat attack to deliver 1 to 6 clicks of damage. (Optional) When this warrior makes a successful close combat attack, roll 1 six-sided die. Inflict a number of clicks of damage on the target figure equal to the result instead of this warrior's normal damage value.



**MAGIC BLAST.** This warrior can use a ranged combat attack to deliver 1 to 6 clicks of damage. (Optional) Use this ability to deliver a magical ranged combat attack against a single target within half of this warrior's attack range. The line of fire is never considered blocked or hindered by terrain or figures. When this warrior makes a successful ranged combat attack, roll 1 six-sided die. Inflict a number of clicks of damage equal to the result on the target figure instead of this warrior's normal damage value. See the rulebook for using this ability to open a door.



**FLAME/LIGHTNING.** This warrior's ranged combat attack can affect all figures in squares adjacent to the target. (Optional) A single successful ranged combat attack affects the target figure and every figure in a square adjacent to the target figure. Compare the attack value result to the defense values of each affected figure, and give 1 click of damage (instead of this warrior's normal damage value) to each figure successfully hit. See the rulebook for using this ability to open a door.



**SHOCKWAVE.** This warrior's ranged combat attack can affect every figure within half his range value. (Optional) A single successful ranged combat attack affects every figure (friendly and opposing) within half of this warrior's attack range. Draw lines of fire to every figure within range, regardless of the warrior's front arc. Figures do not block line of fire, but terrain blocks line of fire according to the standard rules. Compare the attack value result to the defense values of each affected figure. If two or more figures are successfully hit, each figure hit receives 1 click of damage. If only 1 figure is successfully hit, use this warrior's damage value. A Shockwave attack ignores and is unaffected by all other special abilities. Shockwave will affect opposing figures in squares adjacent to friendly figures. See the rulebook for using this ability to open a door.



**VAMPIRISM.** This warrior can heal himself by making a successful close combat attack. Heal 1 click on this warrior whenever he damages a target figure during a close combat attack.



**MAGIC HEALING.** This warrior can heal a friendly figure or himself by making a ranged combat attack. (Optional) To heal a friendly figure, make a ranged combat attack against it. Add 2 to the defense value of the figure if either the healer or target is in a square adjacent to an opposing figure. Ignore all other modifiers to the ranged combat attack. If the attack succeeds, roll 1 six-sided die and heal a number of clicks of damage equal to the result. Rather than healing another figure, this warrior may spend 4 speed points and heal himself 1 click of damage without making a die roll. Healing ignores all special abilities except Invulnerability.



**VENOM.** This warrior inflicts 1 click of damage even if his ranged or close combat attack misses the target. When this warrior makes a ranged or close combat attack, add 1 to his damage value. If the attack misses, inflict 1 click of damage on the target figure. The damage from Venom is considered part of the attack damage, and not a special ability damage effect.



**SNEAK ATTACK.** This warrior can deliver double damage with a close combat attack to the target's rear arc. (Optional) When this warrior ends his movement in a square adjacent to an opposing figure, the opposing figure does not get a free spin. When this warrior makes a close combat attack against the rear arc of the target figure, double his damage value, to a maximum of 5 clicks. This warrior may add 2 to his die roll result to Disarm Traps.



**SWEEP.** This warrior can hit all opposing figures in its front arc that occupy adjacent squares with a close combat attack. (Optional) When this warrior makes a close combat attack or counterattack, he must resolve his attack against every opposing figure in his front arc that occupies a square adjacent to the warrior. Compare the total attack value with the defense values of all opposing target figures. The attack inflicts the warrior's normal damage against each of the targets successfully hit.



**MAGIC BONDS.** This character may use either a close or ranged combat attack to add an action to a target figure. (Optional) Give this character a close combat or ranged combat action. Reduce his or her damage value to 0. When this character successfully hits a target figure and the target place a token on the target figure. Treat the target as if it was given a non-pass action. The target figure can not move, attack or perform any actions until the beginning of the SA using characters next activation turn.



**THUNDER BLOW** (optional) Give this warrior a close combat action, with a single opposing figure as the target. If the attack succeeds, this warrior can continue to attack that target until an attack is unsuccessful. This warrior gets 1 to its attack value for each additional attack. This warrior gets +1 to its damage value for each successful attack after the first.



**PARRY** (optional) When this warrior is the single target of a close combat attack, roll one six-sided die and subtract 2 from the result. If the result is less than 1, the result is 1. Reduce the attacker's attack value by the result of the die roll for that attack.



**SMITE** (optional) Give this warrior a close combat action, with a single opposing figure as the target. If the attack succeeds, also compare the attack result to the defense values of all opposing figures in base contact with the target to determine if the attack would also be successful against them. Deal damage equal to this warrior's damage value to each figure against which the attack succeeds. After completing the attack action, deal this warrior 1 click of damage.



**ARCING FIRE** (optional) This warrior ignores figure bases for line of fire purposes.



**RALLY** If this warrior has Demoralized at the beginning of your turn, heal this warrior of 2 damage. If this warrior is a captor at the beginning of your command phase, it can eliminate its captive without being given a close combat action.



**SNIPER** This warrior can change its facing at any time during your turn without being given an action. When this warrior makes a ranged combat attack, decrease the defense value of each target figure by 2 for that attack.



**FOCUSED ATTACK.** This character fires a focused attack. (Optional) Ranged combat attacks made by this character ignore any power that reduces damage.



**DARKNESS CLOUD** This character generates a cloud of darkness. (Optional) Give this character 0 action. This character creates 4 squares of hindering terrain anywhere within the character's range; if the character's range is 0, the markers must be placed adjacent to the character. Place 4 hindering terrain markers on the map using the following guidelines: All 4 squares of hindering terrain markers must be in squares adjacent to each other, and they cannot be placed in the same space as a character, object, or terrain feature. Any line of fire that goes through these squares—including the diagonal corner where two hindering terrain markers are adjacent—is subject to hindering terrain modifiers for combat and for movement. This terrain is not elevated and can be flown over. This cloud remains in place until the beginning of your next turn.



**BIND** This character may use a close combat attack to add an action to a target figure. (Optional) Give this character a close combat action. Reduce his or her damage value to 0. When this character successfully hits a target figure and the target place a token on the target figure. Treat the target as if it was given a non-pass action. The target figure can not move, attack or perform any actions until the beginning of the SA using characters next activation turn.

# Defense Special Abilities



**BATTLE ARMOR.** This warrior's defense is improved against ranged attacks. Increase this warrior's defense value by 2 against ranged attacks that affect it.



**POLE ARM.** This warrior will damage opposing figures that enter squares adjacent to him. When an opposing figure's movement puts him in a square adjacent to this warrior, and this warrior's front arc faces the opposing figure after the free spin opportunity, the opposing figure takes 1 click of damage and the current activation is ended. A figure cannot make a counterattack against the Pole Arm special ability.



**MAGIC IMMUNITY.** This warrior is immune to Magic effects. This warrior cannot be affected by any other special ability whose name contains the word "Magic," including Magic Healing.



**TOUGHNESS.** This warrior reduces damage delivered to him by 1 click. Reduce by 1 click any damage inflicted on this warrior by ranged combat or close combat attacks, to a minimum of 1. Reduce by 1 click any damage inflicted on this warrior by special ability damage effects, to a minimum of 0. Toughness does not reduce critical-miss damage.



**DEFEND.** This warrior can share its defense value with friendly figures in any square adjacent to him. (Optional) Any friendly figure in a square adjacent to this warrior may use this warrior's defense value instead of its own. Increase this warrior's defense value by 1 if he is affected by an attack when there are no friendly figures in squares adjacent to him.



**REGENERATION.** This warrior can heal himself 0 to 4 clicks. (Optional) Activate this warrior, but he is considered to have 0 speed points for the turn and may not make an attack. Roll 1 six-sided die and subtract 2 from the result (treat a negative total as 0). Heal a number of clicks of damage on this warrior equal to the result.



**INVULNERABILITY.** This warrior's defense is improved against ranged attacks, and damage delivered to him is reduced. Increase this warrior's defense value by 2 against ranged combat attacks. Reduce by 2 clicks any damage inflicted on this warrior by ranged combat or close combat attacks, to a minimum of 1. Reduce by 2 clicks any damage inflicted on this warrior by special ability damage effects, to a minimum of 0. Invulnerability does not reduce critical-miss damage or pushing. This warrior may not be healed.



**DODGE.** This warrior avoids damage from attacks. (Optional) When this warrior is hit by a ranged combat or close combat attack, roll 1 six-sided die. On a result of 5 or 6, the attack misses.



**MAGIC RETALIATION.** This warrior delivers 1 click of damage if damaged in an attack. When this warrior takes damage from a ranged or close combat attack, the attacker also receives 1 click of damage. A figure cannot make a counterattack against Magic Retaliation damage.



**LIMITED INVISIBILITY.** This warrior may not be the target of a ranged combat attack. (Optional) This warrior may not be the target of a ranged combat attack, and does not convert wandering monster tokens unless they are in a square adjacent to him.



**CURSED.** This warrior takes additional damage from magic effects. If an activation would cause this warrior to be affected by one or more special abilities with the word "Magic" in the name, it receives 1 click of damage after the action is resolved.



**TERRIFY.** Opposing warriors may not be able to move adjacent to this warrior. (Optional) Whenever an opposing player attempts to move a figure adjacent to this warrior, that player rolls 1 six-sided die. On a result of 1 or 2, the figure may not move adjacent to this warrior this turn. This warrior is not affected by Terrify.

**GHOSTFORM** This warrior cannot be the target of ranged combat attacks. This warrior's base does not block line of fire. This warrior fails to break away only on a die roll result of 1.



**MAGIC RESISTANCE** (optional) When this warrior is the target of an attack, with the word "Magic" in it (including Magic Healing) reduce the attacker's attack value by 3.

**MAGIC BARRIER** This character can create up to 4 squares of blocking terrain. (Optional) Give this character 0 action. This character creates 4 squares of blocking terrain anywhere within the character's range; if the character's range is 0, the markers must be placed adjacent to the character. Place 4 blocking terrain markers on the map using the following guidelines: All 4 squares of blocking terrain markers must be in squares adjacent to each other, and they cannot be placed in the same space as a character, object, or terrain feature. A character cannot move or fire through the diagonal corner where two Barrier markers are touching. This Barrier uses all the standard rules for blocking terrain. This terrain is not elevated and can be flown over. This Barrier remains in place until the beginning of your next turn.

**DEFLECT** This character can deflect damage onto a teammate in an adjacent square. (Optional) When this character is the target of a successful attack (either close or ranged combat), all the damage it would normally receive from the attack can be inflicted instead on any friendly character with a lower point value in an adjacent square. Any damage reducing powers possessed by the character receiving the damage reduce this damage per the standard rules.

**IMPERVIOUS** This character reduces damage delivered to him or her. (Optional) When this character is the target of a successful attack (either close or ranged combat), roll 1 six-sided die. On a roll of 5 or 6, the attack misses completely and the character takes no damage. On a roll of 1 to 4, the attack hits, but reduce the damage by 2.

# Damage Special Abilities



**STARTING POSITION.** For non-Hero warriors, all warriors must start the game with this square showing. Before playing any warrior, click his combat dial to show the green square over the damage value. This square may be split with another special ability color. For members of the Hero faction, click the combat dial to show the correct level number inside a small green circle, located between the damage and defense values.



**BERSERK.** This warrior adds 2 to his attack roll and cannot make ranged combat attacks. This warrior adds 2 to his attack roll when making a close combat attack, but not when counterattacking. This warrior may not make a ranged combat attack, disarm a trap or gather treasure.



**MAGIC ENHANCEMENT.** This warrior improves the damage delivered by friendly ranged combat attacks. (Optional) Any friendly figure making a ranged combat attack while in a square adjacent to this warrior inflicts 1 extra click of damage to any figure(s) hit by the attack. Add 1 to this warrior's attack value if he is making a ranged combat attack when there are no friendly figures in squares adjacent to him. The added damage from Magic Enhancement is not a special ability damage effect.



**BATTLE FURY.** This warrior adds 1 to his attack roll when counterattacking. The warrior adds 1 to his attack roll when counterattacking, but not attacking.



**DEMORALIZED.** This warrior cannot use speed points for any kind of attack. This warrior may not attack, counterattack nor pass through an opposing figure, and may never voluntarily end his movement in a square adjacent to an opposing figure, but may resolve his actions normally in all other ways.



**NECROMANCY.** This warrior can bring an eliminated friendly figure back into play. (Optional) Use this ability to return a figure friendly to this warrior to the game. Activate this warrior, but he has 0 speed points for the turn, may not make an attack and may not be in a square adjacent to an opposing figure. Choose one of the eliminated figures that is friendly to this warrior. Click its combat dial to the starting position; if the figure is a member of the Hero faction, click its combat dial to its level when eliminated. Roll 1 six-sided die and turn the figure's combat dial a number of clicks equal to the result as if you were applying damage. If the stat slot does not show three skulls, place the figure in the dungeon in a square adjacent to this warrior. Figures with Zombie or Skeleton in their names return to the dungeon at full strength.



**COMMAND.** This warrior may add an activation to your total for the turn. At the beginning of your turn, after treasure chest benefits have been assigned to your Heroes, roll 1 six-sided die for each warrior you control that has Command, and each Mage Spawn that has Command. For every result of 6 you roll, you may make an extra activation this turn. Also at the beginning of your turn, each Demoralized friendly figure in the same tile as or in a square adjacent to a warrior with Command automatically heals 1 click.



**PIERCE.** This warrior's ranged combat attacks ignore Battle Armor, Toughness and Invulnerability. (Optional) When this warrior is given a ranged combat action, ignore the target figure's Battle Armor, Toughness and Invulnerability.



**MAGIC FREEZE.** This warrior may use a ranged attack to reduce the target's speed value to 2. (Optional) When this warrior makes a ranged combat attack, his damage value is reduced to 1. If he makes a successful ranged combat attack against a single target, roll 1 six-sided die; on a result of 4, 5 or 6, place a token on the target figure to mark it as frozen. Reduce the target's speed value to 2 for as long as it is marked with the token. The target figure may be activated normally. The player who controls the target figure may remove the effects of Magic Freeze by giving the figure an activation, but he has 0 speed points for the turn and may not make an attack. Any player may activate a frozen Mage Spawn figure and remove the token as if they controlled the figure.



**MAGIC CONFUSION.** This warrior may make a ranged combat attack to move an opposing figure. (Optional) When this warrior makes a ranged combat attack, his damage value is reduced to 0. If he makes a successful ranged combat attack against a single target, the attacking warrior's player immediately

moves the target figure, using any number of speed points up to its full speed value. The target figure may not be moved into a square adjacent to Mage Spawn, wandering monster tokens or a figure friendly to the attacking figure. The target of a Magic Confusion attack cannot make a counterattack



**CLOSE COMBAT EXPERT** (optional): Give this character an action. It may make a close combat attack against a single target. If this character does so, increase its damage value by 2. Close Combat Expert may not be used when using an object as a weapon.



**RANGED COMBAT EXPERT** This character adds 2 to his or her damage for successful single-target ranged combat attacks. This power does not work with other powers (such as Running Shot, Super Strength, or Enhancement).



**CRUSHING BLOW.** When this warrior makes a close combat attack, it ignores the defense special abilities of all target figures for the duration of the attack.



**LIFE DRAIN** (optional) When this warrior succeeds at a ranged combat attack against a target figure and deals at least 1 damage, it is healed of 1 damage.

# Team Special Abilities

**LEADERSHIP.** You may give a member of this team a move action that does not count toward your allotment of actions for the turn.

**SWIFT FOOTED.** You may give a member of this team a move action that does not count toward your allotment of actions for the turn.

**ENCOURAGED** When one of your characters makes a ranged combat attack, you may modify its attack value by +1 for each friendly member of this team that is adjacent to the attacker and has a line of fire to the target.

**TAG TEAM.** When two or more friendly members of this team are adjacent to the same member of an opponent's force, they may each make a close combat or a ranged combat attack against that character using only tow speed from your allotment of movement for the turn.

**RANDOM** Members of this team act as wild cards. They can use any team ability that any friendly figure on the battle map possesses. They may use this ability once each action.

**CRITICAL SHOT** When one of your characters makes a ranged combat attack, you may modify its damage value by +1 for each friendly member of this team adjacent to the attacker by giving these team member(s) a power action. You must declare that this team ability is being used before rolling to hit.

**MENTOR** A member of this team may use the unmodified attack value of an adjacent friendly member of this team instead of its own.

**DON'T SHOOT!** When a member of the this team is chosen as the target of an attack, roll one six-sided die. On a result of 6, the attack cannot be made. The attacker must choose another target or take a different action.

**OUTWIT** (optional): Once during your turn, as a free action, a member of this team may counter a special ability on a target opposing character. Treat the target as if it does not have the countered special ability. That ability remains countered until the beginning of your next turn. This character must be within 8 squares of the target and have a clear line of fire to the target.

**PERPLEX** (optional): Once during your turn, as a free action, this character may increase or decrease by 1 any combat value (including range) of any character within 6 squares, including itself, until the end of the turn. This character must have a clear line of fire to the target. If the target is damaged or healed during this turn, the effect ends. You must declare that this ability is being used before rolling to hit.

**PROBABILITY CONTROL** (optional): Once during your turn, this character allows you to re-roll one die or dice roll. Use the re-rolled result instead of the original result. This character must be within 8 squares of the character performing the action and have a clear line of fire to that character. Or you may instead at any time during one opponent's turn use this character to force him or her to re-roll one die or dice roll. Use the re-rolled result instead of the original result. This character must be within 4 squares of the character performing the action and have a clear line of fire to that character. You may never use Probability Control when it is not your turn.