

MK DUNGEONS - UPDATED ABILITIES CARD



SPEED SPECIAL ABILITIES

GREEN



CHARGE. This warrior may make a close combat attack for a cost of 0 speed points, or this warrior may add 4 to his speed value if it is given an activation when no opposing figures are adjacent to it. (Optional) This bonus lasts until the end of the current activation. This warrior only fails to break away on a die roll result of 1.

RED



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.

BLUE



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.

ORANGE



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.

YELLOW



AQUATIC. This warrior treats all water terrain as clear terrain while moving. (Optional) While this warrior is in a square containing water, increase its defense value by 2 against ranged combat attacks that target or affect it.

BLACK



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.

GREY



BOUND. This warrior may make a ranged combat attack for 0 speed points, or this warrior may add 4 to his speed value if it is given an activation when no opposing figures are adjacent to it. (Optional) This bonus lasts until the end of the current activation. This warrior only fails to break away on a roll of 1.

RED



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.

BLUE



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.

BLACK



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.

ORANGE



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

GREY



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 attack. Choose a Mage Spawn figure with the lowest point value from the Mage Spawn Pool. Turn the chosen figure's dial to its starting value and place it adjacent to this warrior.

ATTACK SPECIAL ABILITIES



GREEN



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.

RED



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.

BLUE



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.

ORANGE



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.

YELLOW



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.

BLACK



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.

GREY



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.

RED



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.

BLUE



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.

BLACK



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.



DEFENSE SPECIAL ABILITIES

GREEN



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.

RED



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.

BLUE



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.

ORANGE



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.

YELLOW



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 his 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.

BLACK



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.

GREY



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.

RED



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.

BLUE



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.

BLACK



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.

ORANGE



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.

GREY



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 figure is not affected by terrify.



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.