

Mage Knight Dungeons Play Sheet

Heroic Team (_____ points)								Player: _____	
Name	Pts	Level						Event: _____	
		1	2	3	4	5		Date: _____	
		1	2	3	4	5		Mage Spawn Pool	
		1	2	3	4	5			
		1	2	3	4	5			
		1	2	3	4	5			
		1	2	3	4	5			
		1	2	3	4	5			
		1	2	3	4	5			
Non-Hero Faction team members may only use level-ups to heal.									
Round 1:		Win / Loss		Opponent:			Opp. Initial:		
Xps Gained:							Gold Recovered/Found:		
Round 2:		Win / Loss		Opponent:			Opp. Initial:		
Xps Gained:							Gold Recovered/Found:		
Round 3:		Win / Loss		Opponent:			Opp. Initial:		
Xps Gained:							Gold Recovered/Found:		
Round 4:		Win / Loss		Opponent:			Opp. Initial:		
Xps Gained:							Gold Recovered/Found:		
Random MS Tokens (Roll d6 for Token Color, d6 for Token # and 2d6 for MS result)							Which map to use? (d12)		
Roll	Standard	House Game	Hard Game	Tough Game	Hardcore	Roll - Map	Roll - Map		
1	Yellow Token	Yellow Token	Yellow Token	Yellow Token	Blue Token	1 - Dungeon Map #1	7 - Citadel: Prisons		
2	Yellow Token	Yellow Token	Yellow Token	Blue Token	Blue Token	2 - Dungeon Map #2	8 - Citadel: Libraries		
3	Yellow Token	Yellow Token	Blue Token	Blue Token	Blue Token	3 - Dungeon Map #3	9 - Mines: Undermines		
4	Yellow Token	Blue Token	Blue Token	Blue Token	Blue Token	4 - Dungeon Map #4	10 - Mines: Strip Mines		
5	Blue Token	Blue Token	Red Token	Red Token	Red Token	5 - Dungeon Map #5	11 - Pyramid: Pillars		
6	Blue Token	Red Token	Red Token	Red Token	Red Token	6 - Dungeon Map #6	12 - Pyramid: Statues		

Random Mage Spawn Token Table

Token 2d6 Roll	1						2						3						4						5						6					
	Yellow		Yellow		Yellow		Yellow		Yellow		Yellow		Blue		Blue		Blue		Blue		Blue		Blue		Red		Red		Red		Red		Red		Red	
	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts	#	Pts		
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
3	0	0	0	0	1	10	1	10	1	10	1	10	1	15	1	20	1	20	1	15	2	25	1	25	2	55	1	40	1	80	3	120	1	30	1	30
4	1	10	1	15	1	15	1	15	1	15	1	15	2	20	1	25	1	25	2	20	1	25	2	25	3	60	2	50	2	100	2	130	1	40	1	45
5	1	15	2	25	2	20	2	20	2	20	1	15	2	25	1	30	1	30	2	25	2	30	1	30	2	65	2	60	2	120	1	80	1	45	2	55
6	1	20	3	30	1	20	2	25	2	25	2	20	1	30	1	35	1	35	1	30	1	30	2	30	3	65	3	70	3	140	2	110	1	50	2	70
7	1	20	2	30	2	25	2	30	2	30	1	20	1	35	1	40	1	40	1	35	2	35	1	35	3	70	2	70	2	140	1	110	2	60	3	85
8	1	25	1	25	1	30	2	35	2	25	2	25	1	40	2	35	2	35	1	40	1	35	2	35	2	70	3	75	3	150	2	120	2	65	3	100
9	1	25	1	20	2	35	1	20	1	20	1	25	2	30	2	30	2	30	2	30	2	40	1	40	2	75	2	75	2	150	2	150	2	85	3	115
10	2	25	2	25	3	30	1	25	1	25	2	30	2	35	2	35	2	35	2	35	1	40	2	40	3	75	2	80	2	160	3	180	2	95	3	130
11	2	30	1	30	1	30	1	30	1	30	1	30	2	40	2	40	2	40	2	40	2	45	1	45	3	80	2	85	2	170	2	180	2	110	3	150
12	2	35	2	30	2	30	3	30	3	30	2	35	2	45	2	45	2	45	2	45	3	45	2	45	2	80	1	90	1	180	3	250	2	130	3	160

* For 1st roll of this token, use these values if playing with a **SUPER** Token. Otherwise, use values under **TOKEN #2**. *** For 1st roll of this token, use these values if playing with **MEGA** Token. Otherwise, use values under **TOKEN #5**. If playing **VARIABLE MAGE SPAWN VALUES**, determine normal points value, subtract 7 and then add 2d6.

Movement Costs			Standard Heroic Team Set-Up							
Attack (BOUND - ranged)	0	must have Bound SA	1 - 100 pts or lower of Heroes (Hero faction or non-Mage Spawn faction)							
Attack (CHARGE - H2H)	0	must have Charge SA	2 - 100 or more points of Mage Spawn (at least one MS per 'hero' you have)							
Attack (NIMBLE - either)	2	must have Nimble SA	3 - 6 tokens per side (2 blue, 3 yellow and 1 red or yellow)							
Attack (ranged or H2H)	4	Normal Attack	4 - 1 treasure chest per member of your Heroic Team							
Attempt Break Away	2	can retry, 4-5-6 to break	MK Dungeon Notes							
Close Door (Metal)	2	metal door closes @ end of turn								
Close Door (Wood)	1	stays Open unless Closed	Players must move their entire team into dungeon before moving wandering monster tokens or opening chests.							
Disarm Trap (FAST)	3	+0 to disarm roll	Players get 1 activation per Heroic faction team member to minimum of 2 actions/turn.							
Disarm Trap (SLOW)	6	+2 to disarm roll	Each hero can carry a max of 2 chests a turn.							
Exit Dungeon	1	even from diagonal	XPs gained are put into pool used by all members of the team.							
Expose Trap	0	from any adjacent square	Each turn, treasure chests can be reallocated amongst the team.							
Gather Treasure	2	from Front Arc ONLY	Roll of 2 always fails and does 1 click of damage to the activated figure.							
Healing, Magic (ranged)	4	+2 to heal into combat, ends activation	Roll of 12 always hits and inflicts +1 damage to the target (or +1 heal).							
Healing, Normal (H2H)	4	+2 to heal into combat, ends activation	Players can use figures in their Heroic team that are not part of the hero faction, but each non-Hero is considered unique based on name not rank.							
Healing, Self	4	no die roll, 1 click, ends activation	Wandering monster tokens have a speed of 4 and cannot be activated if they are on the same tile as one of your heroes.							
Movement, Clear	1		Figures get a free spin if another figure ends movement next to or is placed next to the figure - including being placed by Necromancy or treasure chest.							
Movement, Diagonal	+1	add to square's normal movement cost	Figures do not get a free spin for a figure passing through them unless it stops next to them.							
Movement, Hindering	2	if Line of Fire passes through this terrain, add +1 to target's Defense	Ram SA ends the figure's activation and is completely negated by Toughness and Invulnerability SAs since it is special damage.							
Movement, Shadow / Smoke	4	blocks Line of Fire	Dodge SA causes an attack to miss on a roll of 5-6, even a critical hit, but cannot be used to avoid damage due to Venom SA.							
Movement, Water	3		A 4x4 set of 3D tiles equates to one tile in normal Dungeons.							
Movement, Fire	2	each turn spent interacting with this terrain causes 1 click of damage	Attacks by Dungeon objects (chests or artifacts) ignore ALL Special Abilities.							
Necromancy	X	ends activation	Toughness and Invulnerability reduce damage from ranged or close combat to a minimum of 1 but Special Ability damage effects to 0.							
Open Door (all)	2		Special Ability damage effects are Ram, Pole Arm and Magic Retaliation.							
Pass Through	+3	adds to destination square, may not pass thru fig adjacent to opposing fig	The theft target can counterattack to reset treasure chest unless the thief has LI, Nimble, Quickness or Stealth.							
Regeneration	X	ends activation	Gaining XPs							
Theft (Steal Treasure)	4	target D+2, possible counter								
Disarming Traps (from Front Arc ONLY)			Kill Mage Spawn		Spawn's Pt value in XPs					
			Kill Opponents Hero		Hero's current value in XPs					
Disarming Traps (from Front Arc ONLY)			Disarm a Trap		50 XPs					
			Trigger a Trap		25 XPs					
Disarm Fast			Disarming a Trap Tile		as listed on tile					
Disarm Slow			Artifact		as listed on artifact					
Nimble SA			Finding a Trapless Chest		NO XPs					
Sneak Attack SA			Collecting a Chest		NO Xps					
Stealth SA										
Reading Top Lid of Treasure Chest			Trap Disarm Number	Number of Mage Spawn	Total Point Cost of Mage Spawn	Trap Attack Value	Trap Damage	Type of Trap Attack	Range of Trap Attack	Types of Attacks H - Hero Only, T - Entire Tile and R - Range Attack. Blank means no trap