

MK DUNGEONS - Unified Movement and Arc Rules for All MK Figures (Using Peanut Based, Mounts & Riders, Titans, Multi-Dial and Chariot figures in the MKD setting)

Ibson the Grey
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Version 1.00

The following rules 'addendum' is meant to give the user the ability to use all of the Mage Knight figures in the Mage Knight Dungeons setting. Whether or not using any individual figure is a good idea or not, I leave up to the user. I merely have attempted to make the rules consistent with MK and MK2.0 while delivering the normal Dungeons flavor. I have made certain concessions to some of the larger figures since they would not 'be at home' in a dungeon setting to begin with and I do not feel they are of use outside of a controlled scenario.

Some general notes from my perspective... take them for what they are worth....

- Titans and Multi-Dial Warriors should really only be used in moderated scenarios with one player acting as a 'Dungeons Master.' Titans can work OK in normal multi-player game provided the players agree on when and how the titan can be activated. Dragons make good adversaries for scenarios but Chariots and other Multi-Dial figures will be challenging to use FAIRLY.

- If you are using dungeon builders tile sets, you can make adjustments to the rules given here to fit the larger squares of the tile sets. I leave it to the end user to make these adjustments but it should be easy to follow the general concepts given here. (An example is peanut bases fit into the larger tile square and therefore would no longer be forced to end movement non-diagonally, i.e. they would now act as the other round based horseshoe warriors.)

- My play group and I have play-tested these rules generally... we have not tried to work out all the possible combinations of movement and scenarios. That would be tough to do anyway. So there may be situations that arise that are not addressed in these rules. I encourage you to use the general principles shown here to resolve the issue. Just remember... the point to all this is to have FUN. Don't let a rules debate ruin that... toss a d6 to quickly 'fix' the issue during play and debate the 'proper' solution after the game.

The rules themselves would replace the applicable section of the Dungeons/Pyramids rule book. They would be in addition to all the normal rules and FAQ already in place.

Once I have had a chance to make any corrections that may arise from general perusal and usage (and the resulting 'Oops, I missed that' corrections), I will combine this section into my corrected and FAQ'ed all-in-1 rules-set on my website, <http://www.dungeoncrawlers.com/ibsonda/index.html> (which is probably where you got this in the first place). I do not expect version 1.00 to be the final one... so feel free to give comment on it.

Enjoy!

Ibson the Grey, 01Dec006

P.S. I have attempted to remove all the 'in base contact' references. If I have missed any, they should be replaced with 'adjacent to' or 'in a square adjacent to' to be consistent with the Dungeons/Pyramids rules.

Moving

It costs 1 speed point to move from square to square. A square with a number printed on it costs that many speed points to enter.

To move diagonally, add 1 to the base speed point cost for that square. You may move diagonally between walls if they are not linked together.

A character cannot move into a square marked with an X, unless allowed by a special ability. To enter the dungeon, you must spend the speed points indicated on the entrance square.

Exiting the dungeon costs 1 speed point.

Free Spin

Whenever a Hero or Mage Spawn ends its movement next to or is placed next to an opposing figure, the opposing figure gets a free spin opportunity. The player controlling the figure may immediately turn the figure within its square to face the opposing figure. A figure may have several free spin opportunities during a single turn. You may make a free spin on your turn at any time during your figure's activation.

Breaking Away

Any figure that begins the turn in or moves into the front arc of an opponent must break away before it can move to another square. Breaking away means that character must make an effort to get away from an opposing figure. It costs 2 speed points. It costs 2 speed points to attempt to break away. A figure may attempt to break away any number of times per activation, as long as it has enough speed points available to break away and move to another square. A figure need only roll one successful breakaway to break away from multiple opposing figures.

In order to break away, the player rolls a six-sided die. On a result of 1, 2 or 3, the figure does not break away and must stay in that square. It can perform other actions if it has the speed points available.

On a roll of 4, 5, or 6, the figure breaks away and can move normally, spending its speed points as needed.

Only one successful breakaway is needed to move past a figure, even if the character breaking away must move past the figure over multiple squares. Only one roll is necessary to break away from all adjacent figures and move to a new square.

You do not need to break away if you are only spinning and staying in the same square, or if you declare you are passing through that figure.

A figure can move past an opponent without breaking away as long as it does not enter the opponent's front arc.

If a figure makes a free spin that takes an opposing figure out of its front arc, the opposing figure can move normally without needing to make a breakaway roll on its next turn.

Passing Through

Warriors can pass through friendly and enemy figures and treasure chests for a cost of 3 speed points, plus the cost of



st if the figure being moved through is on a hindering or water if that figure is not in a square adjacent to an opposing figure; move into. Two figures cannot end their movement in the

Warriors can pass through multiple friendly units if they have sufficient speed points.

Once a figure passes through an opposing figure, the opposing figure gets a free close combat attack at the passing figure through that character's rear arc. The passing figure then gets a counterattack through the front arc. (See Close Combat Attacks, p. 15).

No breakaway roll is needed to pass through, and the figure can continue moving even after the attack/counterattack, if it has speed points remaining.

Speed Type Effects on Movement

Movement in Dungeons is based on Speed points as previously described. Movement is further modified by a figure's Speed type. Speed Types and their impact on movement are outlined below:

Speed Types for Movement

BOOT (Speed Symbols)

A warrior with the boot speed type exists at dungeon level. It interacts with all terrain types per the rules for those types.

HORSESHOE (Speed Symbol)

A warrior with the horseshoe speed type exists at dungeon level and interacts with all terrain types per the rules for those types. This warrior fails to break away only on a die roll result of 1. This warrior cannot change its facing if it fails to break away. If this warrior successfully breaks away, it deals 1 click of damage to all opposing figures adjacent to it outside of its front arc at the time it broke away. This warrior does not get a free spin when an opposing figure ends its movement adjacent to it.

In addition, warriors with the horseshoe speed type with non-round bases (peanut shaped bases) occupy two squares in the dungeon and may not end their movement facing diagonally (If the figure cannot spin to face non-diagonally at the end of its movement, it is not allowed to move into that square. They may move diagonally but may not end their movement facing diagonally.) They count their movement from the square occupied by their front arc and apply terrain bonuses and penalties for either square occupied.

WAVE (Speed Symbol)

A warrior with the wave speed type exists at dungeon level. It interacts with all terrain types per the rules for those types, except that it treats any type of water terrain as clear terrain. It gets +2 to its defense value when it is in any type of water terrain. In effect, it acts as if it has the Aquatic SA permanently.

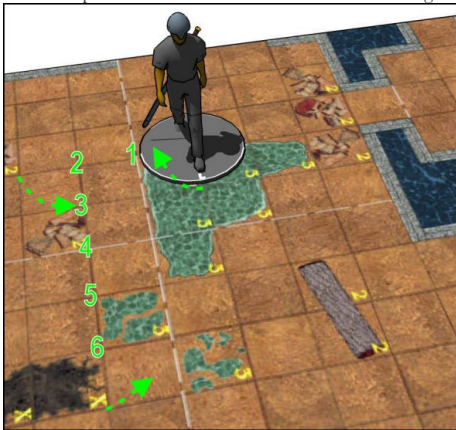
WING (Speed Symbol)

A warrior with the wing speed type exists at dungeon level. It interacts with all terrain types per the rules for those types, except that it is unaffected by terrain (other than blocking terrain/walls) during movement. It cannot, however, end its movement a square marked with an X. It fails to break away only on a die roll result of 1. In effect, it acts as if it has the Flight SA permanently.

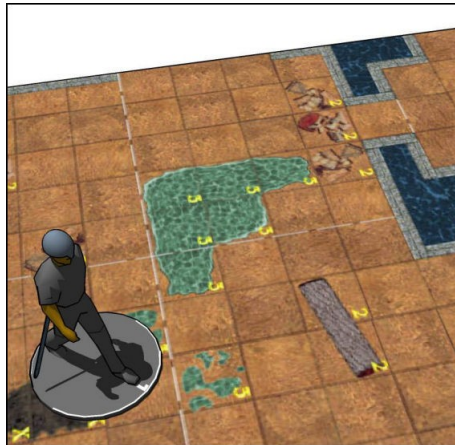
TITANS (Damage Symbol)

Titan figures are substantially larger and more powerful than most other Mage Knight warriors. Huge creatures and powerful siege engines are examples of titans. Titans are identified by having the titan (🏰) damage type and have a normal movement type as well. Titan bases occupy an area of 2 rows of 2 squares each, which limits their movement in most dungeons. Titans count their movement from their center dot, which will always 'occupy' the intersection of four squares. Each movement of a titan's center dot from intersection to intersection uses 1 speed point. Titans ignore other figures bases and all terrain types during movement except squares with an X in them (unless their normal speed type allows them to ignore this as well). However, a titan warrior may 'overhang' up to one row of its dial over crevice spaces marked with an X. This may allow it to 'pass over' certain crevices in a dungeon. They may not occupy the same square as another figure at the end of their movement. They may freely spin during the course of their movement.

An example of titan movement is shown in the figures below.



Titan Movement: Initial plan to move. (Rotate, move 1, rotate, move 5 and final rotate)



Titan after moving 6 spaces and rotating. Note overhang of crevice square.

MOUNTS & CALVARY UNITS (♣ ♠ ♡ ♢ ♣ ♠ ♡ ♢ + Speed Type)

Some warriors, called mounts, have elongated bases. Each of these bases has a base slot that can accommodate another warrior's base, and a saddle that can physically accommodate a Rider. A Calvary Unit is a Mount equipped with a Rider (described elsewhere). Each mount is of a certain mount type and has a mount symbol (printed next to its normal speed type) associated with it.

Mount Types

Battle Horse 🐎	Desert Warbird 🦅	Pegasus 🦄	Sky Dragon 🐉
Cloud Griffon 🐉	Horned Stag 🦌	Salamander 🐸	Technocat 🐱

Mounts / calvary units exist at dungeon level and interacts with all terrain types as per the rules for their normal speed types. This warrior fails to break away only on a die roll result of 1. This warrior cannot change its facing if it fails to break away. If a Calvary Unit (not Mount)succesfully breaks away, it deals 1 click of damage to all opposing figures adjacent to it outside of its front arc at the time it broke away. Mounts and Calvary Units do not get a free spin when an opposing figure ends its movement adjacent to it.

In addition, Mounts / calvary units occupy 3 squares in the dungeon and may not end their movement facing diagonally (If the figure cannot spin to face non-diagonally at the end of it's movement, it is not allowed to move into that square. They may move diagonally but may not end their movement facing diagonally.) They count

their movement from the square occupied by their front arc and apply terrain bonuses and penalties for any square occupied.

An example of mount movement is shown in the figures below. Note that even though the mount moved diagonally in it's last space, it is forced to turn into it's final position. If either of the two spaces to the left of it's final square were occupied, it would have been unable to move there.



Mount movement:: Initial plan to move.



Mount after moving 6 spaces (11 speed point cost) and rotating.

MULTIPLE-DIAL (MULTI-DIAL) WARRIORS

A Multi-dial warrior represents a special creature or vehicle. It has four combat dials, each representing a separate section of the creature or vehicle. Multi-dial warriors occupy 5 rows of 3 squares each [for large multi-dial bases] and 4 rows of 2 squares each [for small multi-dial bases] while in the dungeon. Multi-dial warriors exist at dungeon level and ignores all terrain types except those spaces marked with an X. However, a multi-dial warrior may 'overhang' up to one row of its dial over crevice spaces marked with an X. This may allow it to 'pass over' certain crevices in a dungeon.

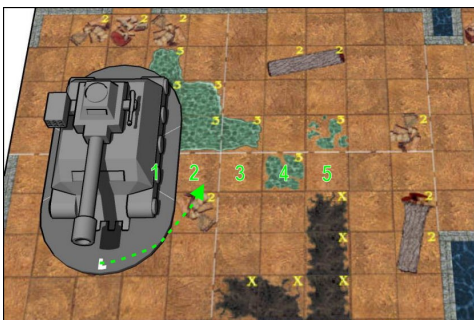
A multiple-dial warrior can move in only one of two ways:

1. Change its facing by rotating on its center dot, if desired, and then move forward in a 'straight' line. Determine the speed points used by counting each square forward as 1 point and each square diagonally as two speed points to arrive at the final square.
OR
2. Move backward in a straight line without changing its facing.

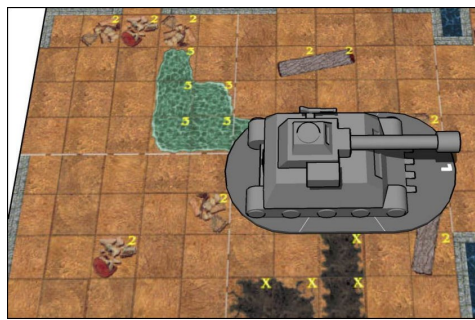
Small multi-dial warriors count their movement from their center dot, which will always 'occupy' the intersection of four squares. Each movement of a titan's center dot from intersection to intersection uses 1 speed point. (I.E. to move 2 intersections forward and one to the right would cost it 3 speed points.)

To determine the total distance a multiple-dial warrior can move, add up the speed values of all the active sections. (Directions for activating Multi-Dial warriors are given elsewhere.)

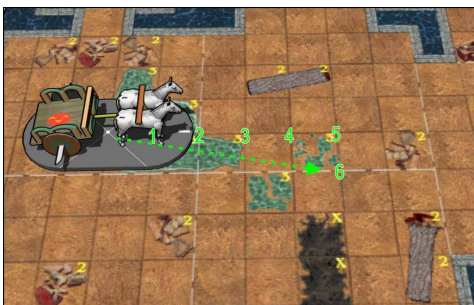
When changing its facing and/or moving, a multiple-dial warrior ignores the bases of all other warriors except other multiple-dial warriors; a multiple-dial warrior must end its movement when its movement path would place it in base contact with another multiple-dial warrior and it may not end its movement overlapping another figure's base/square. In addition, multi-dial warriors may not end their movement facing diagonally (If the figure cannot spin to face non-diagonally, it is not allowed to move into that square.)



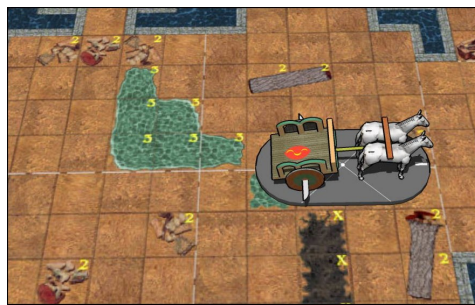
Large Multi-Dial Movement: Initial Plan (Rotate 90° and move 5 squares)



Large Multi-Dial after rotating and moving



Small Multi-Dial / Chariot Movement: Initial plan (Slight Rotation, move 6 intersections[squares], rotate slightly to fit)



Small Multi-Dial / Chariot after moving 6 speed points.

CHARIOTS (Speed Symbol ⚙)

Chariots are unique multi-dial warriors, because they can carry passengers. (Rules for passengers are given elsewhere) For chariots, the speed value in the stat slot is represented by a spoked wheel symbol. Chariots occupy 4 rows of 2 squares each (like small multi-dial warriors).

Chariot multiple-dial warriors may not move straight backwards. Otherwise, they use the same movement rules as other small multi-dial warriors. An example has been shown above.

Moving Mage Spawn

A player may assign one or more of their activations to Mage Spawn. Use the standard speed costs and rules for activations, with the following exceptions.

- You cannot activate Mage Spawn occupying the same tile as or a square adjacent to your Hero.
- You cannot move Mage Spawn into a tile with or into a square adjacent to your Hero.
- Mage Spawn will not attack other Mage Spawn.
- Mage Spawn cannot disarm traps, open treasure chests or gather treasure.
- You may activate Heroes or Mage Spawn in any order.

Arcs

The front arc of a figure is the area indicated by the white line on the base of the figure dial. The standard front arc is 3 squares: the square directly in front of the figure and the square to the left and right of that square.

Larger arcs include more adjacent squares. An enhanced arc (one that covers half of the figure's base) covers 5 adjacent squares, starting with the square directly in front of the figure and the two to either side of it, around the figure. A superior arc (one that covers over half the figure's base) covers 7 adjacent squares, starting with the square directly in front of the figure and the two to either side of it, around the figure.

All attacks must pass through a square in the front arc of the figure making the attack.

Rear arc is the area covered by the gray line on the base of the figure dial. The standard rear arc is 3 squares – the square directly behind the figure and the square to the left and right of that square.

Figures with a superior front arc still have a 3-square rear arc. The overlapping squares count as a front arc when attacking. If the figure is being attacked through an overlapping square, the attacker receives the rear arc bonus, and if possible, the defender can make a counterattack.

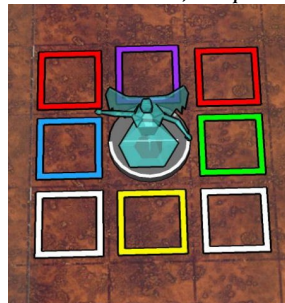
Additional Arcs in MK2.0 Figures

MK2.0 introduces 135° and 360° arcs. These arcs, as well as arcs on the larger figures require clarification. This section will define the standard arcs in a Dungeons setting for all MK figures to date. It will indicate arcs even for those figures which do not normally use standard arcs (Multi-dial figures mostly) in the event circumstances require determining an arc for them (due to a special scenario, etc...).

Note: In the case of 135° arcs, it is imperative that the player distinctly indicates which direction the warrior is favoring (i.e. towards the blue or the green square(s)). If in doubt, the square in question is NOT covered and no attack (or counter attack) is allowed into it.

Standard Figure Arcs (including all MK2.0 figures)

Standard, Unique and Equip-able Unique warrior Bases



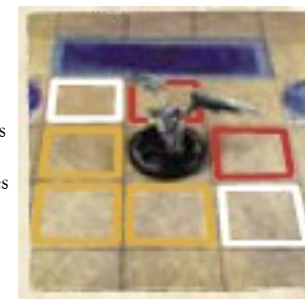
Warrior is 'facing' the Yellow Square. His/her **FRONT** arcs are as follows:
 90° Arc (Standard) = Yellow + White squares
 135° Arc = Yellow + White + (Blue OR Green) sq.
 180° Arc (Enhanced) = Yellow + White + (Blue AND Green) sq.
 270° Arc (Superior) = Yellow + White + Blue/Green + Red sq.
 360° Arc = All colored squares

All warriors have:

REAR arcs = Red + Purple squares. Warriors attacking through these squares gain the rear arc bonus.



STANDARD FRONT ARC (ORANGE)
AN ENHANCED FRONT ARC IS 180 DEGREES (INCLUDES WHITE)



A SUPERIOR FRONT ARC IS 270 DEGREES. THE RED SQUARES ARE CONSIDERED TO BE BOTH THE FRONT AND REAR ARCS.

Peanut-Shaped Bases Figure Arcs

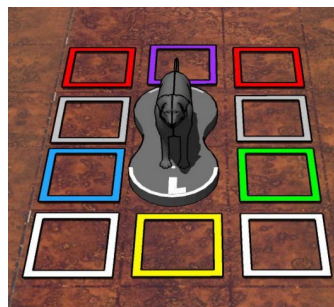
All peanut-shaped warrior bases

Warrior is 'facing' the Yellow Square. His/her **FRONT** arcs are as follows:

- 90° Arc = Yellow + White squares
- 135° Arc = Yellow + White + (Blue OR Green) squares
- 180° Arc = Yellow + White + (Blue AND Green) squares
- 270° Arc = Yellow + White + Blue/Green + Grey squares
- 360° Arc = All colored squares

All warriors have:

REAR arcs = Red + Purple squares. Warriors attacking through these squares gain the rear arc bonus.



Titan Figure Arcs

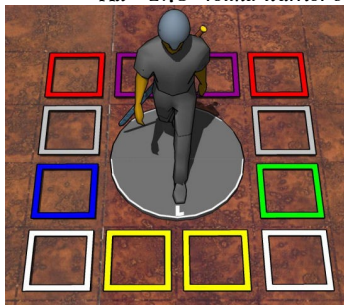
All ~2.75" round warrior bases

Warrior is 'facing' the Yellow Square. His/her **FRONT** arcs are as follows:

- 90° Arc = Yellow + White squares
- 135° Arc = Yellow + White + (Blue OR Green) squares
- 180° Arc = Yellow + White + (Blue AND Green) squares
- 270° Arc = Yellow + White + Blue/Green + Grey + Red squares
- 360° Arc = All colored squares

All warriors have:

REAR arcs = Red + Purple squares. Warriors attacking through these squares gain the rear arc bonus.



Mount and Calvary Unit Figure Arcs

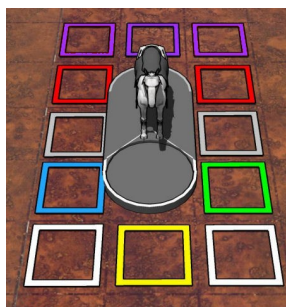
All mount warrior bases

Warrior is 'facing' the Yellow Square. His/her **FRONT** arcs are as follows:

- 90° Arc = Yellow + White squares
- 135° Arc = Yellow + White + (Blue OR Green) squares
- 180° Arc = Yellow + White + (Blue AND Green) squares
- 270° Arc = Yellow + White + Blue/Green + Grey + Red squares
- 360° Arc = All colored squares

All warriors have:

REAR arcs = Red + Purple squares. Warriors attacking through these squares gain the rear arc bonus.



Large Multi-Dial Figure Arcs

All large multi-dial warrior (~4.5 x 7.5") bases

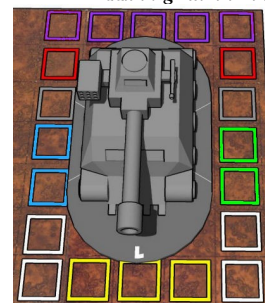
Warrior is 'facing' the Yellow Square. His/her **FRONT** arcs are as follows:

- 90° Arc = Yellow + White squares
- 135° Arc = Yellow + White + (Blue OR Green) squares
- 180° Arc = Yellow + White + (Blue AND Green) squares
- 270° Arc = Yellow + White + Blue/Green + Grey + Red squares
- 360° Arc = All colored squares

All warriors have:

REAR arcs = Red + Purple squares. Warriors attacking through these squares gain the rear arc bonus.

(Note: In almost all cases, this diagram is unnecessary... see special rule section for Multi-Dial Figures. It is given for scenario/special circumstances only.)



Small Multi-Dial and Chariot Figure Arcs

All small multi-dial / chariot (~2.75 x 5.5") warrior bases

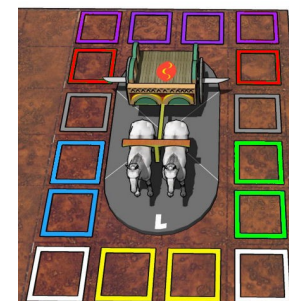
Warrior is 'facing' the Yellow Square. His/her **FRONT** arcs are as follows:

- 90° Arc = Yellow + White squares
- 135° Arc = Yellow + White + (Blue OR Green) squares
- 180° Arc = Yellow + White + (Blue AND Green) squares
- 270° Arc = Yellow + White + Blue/Green + Grey squares
- 360° Arc = All colored squares

All warriors have:

REAR arcs = Red + Purple squares. Warriors attacking through these squares gain the rear arc bonus.

(Note: In almost all cases, this diagram is unnecessary... see special rule section for Multi-Dial Figures. It is given for scenario/special circumstances only.)



Additional Rules for Figures Larger Than One Square

Figures larger than one dungeon square (other than peanut shaped bases) require additional rules to fit into the dungeon setting. This section outlines the additional rules necessary to use these generally more powerful figures in the dungeon.

ADDITIONAL TITAN RULES

Mage Knight™ titan figures are substantially larger and more powerful than most other Mage Knight warriors. Huge creatures and powerful siege engines are examples of titans. Titans have the titan (🐉) damage type.

All **Mage Knight DUNGEONS** rules apply to titans, except as noted in this section.

Point Value

Each titan has multiple point values, which are printed on a sticker on the bottom of its base. You can play a titan in games of various build totals by choosing from among its point values; this adjusts its strength in the game—the higher the point value, the more powerful the titan. The sticker also indicates how many times the titan's combat dial must be turned in order for it to begin the game at a particular point value. Before the game begins, choose a point value for the titan and turn its combat dial clockwise the indicated number of times from the starting marker.

General Rules

Because of its enormous size and power level, a titan

- cannot be reanimated by the Necromancy or Summon special abilities or the Revenant subfaction ability;
- ignores other warriors' Healing, Immobilize, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation, Strong Flier, Terrify, Tinker, and Venom special abilities;
- fails to break away only on a die roll result of 1;
- cannot be affected by the trample proficiency;
- cannot be affected by domains, items, or spells which would cause the titan's friendly and opposing status to change; and
- cannot be the target of an enchantment.

Actions

A Titan may be given activations like any other figure in a Dungeons game. It receives speed points in the normal way. In addition, in Mage Knight Dungeons games, a titan can be given two activations in a turn if it is not in base contact with any opposing warrior at the beginning of its controller's current turn. If it is in base contact with an opposing warrior at the beginning of its controller's current turn, it can be given only one activation on that turn. If a titan is given two actions, the first must be a move only action.

Attacking

A Titan attacks by spending 4 speed points like any other figure. However, if a titan chooses not to move, it may attack (ranged or close combat) by spending all of its speed points, regardless of whether they have 4 speed points left. It may not spin during this attack. The target must already be in their front arc.

When a titan attacks a castle section, it gets +2 to its attack value for that attack.

If a ranged combat attack is given to a titan, multiple-dial warrior, or castle section, and the target is another titan, multiple-dial warrior, or castle section, the attacker can double its range value; if it does, it gets -2 to its damage value for that attack.

For a figure with a minimum and maximum range value, only the maximum range value is doubled for an attack targeting a titan, multiple-dial warrior, or castle section.

Explosive Attack Type

Warriors with the explosive () attack type can damage other warriors near their target when they make a ranged combat attack.

If a warrior with the explosive attack type succeeds at a ranged combat attack, resolve the attack against the target. Then deal 1 explosive damage to all warriors (including the attacker, if applicable, but not the target) within a 2 square area of effect of the target. This explosive damage ignores the attacker's special abilities, and it cannot be increased in any way. Blocking terrain (except crevices and water terrain) between the target and warriors within a 2 square area of effect of the target will prevent those warriors from taking the explosive damage.

If a warrior with the explosive attack type makes an unsuccessful ranged combat attack, no explosive damage occurs.

Indirect-Fire Ranged Combat

Titans with minimum and maximum range values can be given a ranged combat action targeting a single opposing warrior without needing a clear line of fire to the target. This attack is called an indirect-fire attack. The line of fire must still pass through the attacker's front arc, but it ignores terrain and other warriors, and cannot be blocked. The line of fire cannot exceed the attacker's maximum range value or be less than the attacker's minimum range value. (*Note: In most situations, indirect-fire would be blocked by the 'ceiling' of the dungeon and should NOT be allowed, but I leave that to the user to decide.*)

All other ranged combat attack rules apply.

To resolve an indirect-fire attack, roll two six-sided dice and add the attacker's attack value. The attacker

gets -1 to its ranged damage value, and the target gets +2 to its defense value for this attack. If the attack succeeds and the attacker has the explosive attack type, apply explosive damage, as appropriate.

New Glossary Terms

explosive damage: The damage dealt by a successful ranged combat attack from a warrior with the explosive damage type to figures within a 2 square area of effect of the target of the attack.

indirect-fire attack: A type of ranged combat attack made by figures with minimum and maximum range values that ignores terrain and other warriors but that must still pass through the attacker's front arc.

maximum range: The longest distance at which a warrior can make an indirect-fire attack.

minimum range: The shortest distance at which a warrior can make an indirect-fire attack.

titan: A huge and powerful warrior identified by the titan damage type on its base.

ADDITIONAL MOUNTS AND RIDERS RULES

MOUNTS

Some warriors, called mounts, have elongated bases. Each of these bases has a base slot that can accommodate another warrior's base, and a saddle that can physically accommodate a rider. Each mount is of a certain mount type and has a mount symbol (printed next to its speed value) associated with it, as previously described.

Mounts cannot make free spins.

Mount Types

Battle Horse 

Desert Warbird 

Pegasus 

Sky Dragon 

Cloud Griffon 

Horned Stag 

Salamander 

Technocat 

RIDERS

Some warriors have an attack bonus printed within a square ( for example). Only these warriors, which also have one or more mount symbols printed on their bases, can become riders. These mount symbols indicate which mount type or types that warrior can ride. A warrior on a mount becomes a rider. A warrior that can become a rider can use its attack bonus only when it is on a mount; this bonus applies to all attacks that this warrior makes, regardless of what the warrior's attack type is.

CAVALRY UNITS

Together, a mount and its rider are called a cavalry unit. To form a cavalry unit, follow these steps:

-Remove the warrior from its base. This will reveal a plastic peg that you can insert into a hole on the mount's saddle. This secures the rider to its mount. Warriors eligible to become riders are the only warriors that can be removed from their bases in this way.

-Place the rider's base into its mount's base slot.

All mounts must be deployed as cavalry units; that is, they cannot be deployed without riders. Both the mount's and the rider's point values count toward the total (and a cavalry unit only adds one activation if used as part of a heroic team). Cavalry units cannot make free spins, be affected by the Strong Flyer or Magic Levitation special abilities, use subfaction abilities, or be affected by any item or domain that causes either the mount's or the rider's friendly or opposing status to change.

A mount and its rider are in base contact with each other. For purposes of their front arc facing, their front arcs are in base contact. A figure in base contact with a cavalry unit is in base contact with both the mount and the rider. When a cavalry unit occupies a terrain feature, both the mount and the rider occupy that terrain feature. While part of a cavalry unit, a rider gains the speed type of its mount instead of the rider's speed type. Special abilities of a rider or items that a rider wields that refer to the rider's front arc, such as Venom or Sweep, use the mount's front arc while the rider is part of a cavalry unit.

Effects that target a single figure can target a cavalry unit instead. Choose either the mount or the rider to be the target of the effect. If an effect causes the center dot of either the mount or the rider to change its position on the battlefield, both mount and rider are moved together.

Giving Actions to a Cavalry Unit

You can give a cavalry unit only one activation per turn. When a cavalry unit is given a move action, only the mount's speed points can be used to resolve the activation. Both the rider's and the mount's special abilities can be used to resolve the activation.

When a cavalry unit is given a close or ranged combat action or a special action, you must choose to use either the rider's combat dial or the mount's combat dial to resolve the action.

When using the mount's combat dial, only the mount's special abilities can be used. When using the rider's combat dial, only the rider's special abilities and items the rider is wielding can be used. A rider that can wield items can drop and pick up items while part of a cavalry unit. When dropping or picking up items as part of a cavalry unit, the item token must be adjacent to the mount. A cavalry unit given a close or ranged combat action uses the mount's front arc and center dot.

Attacking and Damaging a Cavalry Unit

When targeting a cavalry unit, the attacker chooses the dial against which to resolve the attack. Use the mount's center dot to determine line of fire and any area of effect, such as with the Bombardment special ability. If a cavalry unit is affected by the Bombardment special ability or other area-of-effect attack, apply damage to both the mount's and the rider's combat dial, as applicable. Use the mount's rear arc to determine if any rear arc modifiers apply to the attack.

Eliminating Cavalry Units

If a mount is eliminated before its rider, return the rider to its base. Place it on the battlefield in adjacent to the mount and eliminate the mount from the game. If the rider cannot be placed adjacent to the mount, eliminate both the mount and the rider.

If a mount is without a rider, the mount's intelligence level determines how the mount reacts. Each mount's mount type is printed inside one of three shapes: a circle, a pentagon, or a square. This shape indicates the mount's intelligence level, as described below.

INTELLIGENCE LEVELS

Skittish (●): If this mount does not have a rider at the end of any player's turn, remove it from the game.

Independent (◆): If this mount does not have a rider, it can be given actions as normal.

Mean-Spirited (■): If this mount does not have a rider at the beginning of any player's turn, it is a friendly warrior to the player whose turn it is, and an opposing warrior to all other players for that turn.

DISMOUNTED RIDERS

A rider can dismount during the game; this warrior is both a dismounted rider and a warrior until it gains another mount, and all rules that apply to dismounted riders and warriors apply to this warrior, as appropriate.

To dismount a rider, give the cavalry unit a special action. Remove the rider from its mount, return it to its base, and place it on the battlefield adjacent to the mount. Both the rider and its mount can be given activations on the same turn the rider dismounts. If there is no room on the battlefield for the rider to be placed adjacent to its mount, the rider cannot dismount.

A dismounted rider can gain another mount during a game. To do so, the dismounted rider must be adjacent to a friendly mount without a rider, and the mount's and dismounted rider's mount symbols must match. Give the dismounted rider a special action, remove it from its base, and place it in the mount's saddle. Then place the rider's base in the mount's base slot. The cavalry unit can be given an action on the same turn it was formed.

CAVALRY PROFICIENCIES

Some proficiencies allow a cavalry unit to both move and attack using only one activation. In these cases, the mount or the rider can use any single special ability they possess that requires the kind of action given when they resolve the action. Cavalry unit proficiencies are listed below.

Horsemanship

When this unit is the target of a ranged combat attack that is resolved against the rider's combat dial, the attacker gets –2 to its attack value.

Impale

This unit's rider cannot use the Weapon Master special ability. When this unit's rider succeeds at a close combat attack against a single target, the rider gets +2 to its damage value.

Mounted Bound

Give this unit an activation when it is not adjacent to an opposing figure. This unit can move up to its full speed value and then make a ranged combat attack. Use the mount's combat dial to resolve the movement and the rider's combat dial to resolve the ranged combat attack. *Only the rider may use special abilities which require a ranged combat action during the resolution of mounted bound.*

Mounted Charge

Give this unit an activation when it is not adjacent to an opposing figure. This unit can move up to its full speed value and then make a close combat attack. Use the mount's combat dial to resolve the movement. You choose whether to use the mount's or the rider's combat dial to resolve the close combat attack.

(**Note:** There is no Mounted Charge/Charge or Mounted Bound/Bound in MK Dungeons)

ADDITIONAL MULTIPLE-DIAL(Multi-Dial) WARRIORS RULES

A **Mage Knight™** multiple-dial warrior represents a special creature or vehicle. It has four combat dials, each representing a separate section of the creature or vehicle.

All **Mage Knight** rules apply to multiple-dial warriors, except as noted below.

Point Value

Each multiple-dial warrior has several point values, which are printed on a sticker on the bottom of its base. You can play a multiple-dial warrior in games of various build totals by choosing from among its point values; this adjusts its strength in the game—the higher the point value, the more powerful the multiple-dial warrior. The sticker also indicates how many times each combat dial must be turned in order for the multiple-dial warrior to begin the game at a particular point value. Before the game begins, choose a point value for the multiple-dial warrior and turn each of its combat dials clockwise the indicated number of times from the starting marker.

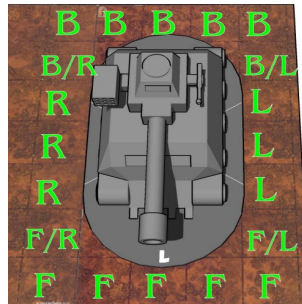
General Rules

Because of its enormous size and power level, a multiple-dial warrior

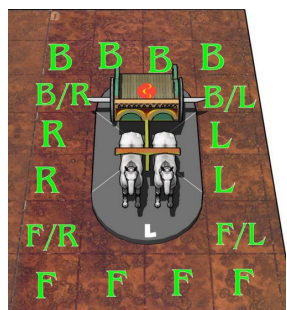
- cannot be reanimated by the Necromancy or Summon special abilities or the Revenant subfaction ability;
- ignores other warriors' Healing, Immobilize, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation, Strong Flier, Terrify, Tinker, and Venom special abilities;
- has no rear arc;
- fails to break away only on a die roll result of 1. If the attempt fails, the multiple-dial warrior cannot change its facing;
- cannot be affected by domains, items, or spells which would cause the multiple-dial warrior's friendly and opposing status to change; and
- cannot be the target of an enchantment.

Combat Dials

A multiple-dial warrior's base is divided into four sections, each with its own combat dial. A section's front arc is equal to that section's entire outside edge. (See diagram.) The arc sections shown refer to the Front[F], Left[L], Right[R] and Back[B] combat dials. Some adjacent spaces can attack or be attacked by two sections. In this case, it is the option of the attacker which section is attacked but also the option of the counterattacker which section does the counterattack / is counterattacked. This makes it tougher to take on an overlapping area. The combat values shown in each section's stat slot represent the capabilities of that section.



Large Multi-Dial Arc Sections



Small Multi-Dial / Chariot Arc Sections

If the stat slot of a section's combat dial shows numbers or a combination of numbers and ☹ symbols, it is an active section. If a ☹ symbol appears in the stat slot of an active section, the value in that position is 0.

If the stat slot of a section's combat dial shows three ☹ symbols, that section is an inactive section; no more damage can be dealt to it. A multiple-dial warrior is eliminated when a total of six ☹ symbols appear in the stat slots of its combat dials, even if all of its sections are active.

Actions

A multiple-dial warrior can be given one of its controller's activations during a turn. It receives speed points equal to the combined total on all its active sections.

You may give an activation to a multiple-dial warrior anytime during your turn. Once you give an activation to a multiple-dial warrior, however, all actions given to that warrior must be resolved before other warriors are given activations that turn.

A multiple-dial warrior's move actions, if any, must be resolved before it is given any close or ranged combat action or special action that turn. Once a close or ranged combat action or special action is given to a multiple-dial warrior on a turn, it cannot be given move actions that turn.

Attacking

A multiple-dial warrior attacks by spending 4 speed points like any other figure. It may attack with an additional section for each 4 speed points it has remaining. However, if a multiple-dial warrior chooses not to move, it may attack (ranged or close combat) by spending all of its speed points, regardless of whether they have 4 speed points left. It may not spin during this attack.

The target must already be in their front arc. For example, this means a

multiple-dial warrior with 7 speed points may attack with two sections if it chooses not to move.

Measuring

All distances to and from a multiple-dial warrior are measured using its 'center dot'. For MK Dungeons, the center dot is assumed to occupy the center of its central square (for Large Multi-dial Warriors) or the center of the square nearest to the target of the four squares that make up the intersection the center dot occupies (for Small Multi-dial warriors and Chariots)

Damage

If a multiple-dial warrior is dealt damage that does not affect a particular section (such as by flame/lightning), its controller chooses which active section is dealt the damage.

Special Abilities, Relics, and Spells

A special ability applies only to the section in which it appears. However, a multiple-dial warrior with the wave or wing speed type or the Aquatic or Flight special ability in one of its active sections is considered to have that speed type or special ability in all of its active sections.

Other warriors' special abilities that affect a multiple-dial warrior, such as Defend, affect only the

particular section(s) with which the other warriors are adjacent to.

If another warrior is wielding or affected by a relic/item or spell that also affects warriors adjacent to it, such relics/items or spells will affect only the particular section(s) of a multiple-dial warrior that the other warrior is adjacent to.

Movement Template

A movement template is printed on a multiple-dial warrior's packaging; cut out the template to use in the game.

When you want to move a multiple-dial warrior, place the template on the battlefield to show where it will be on the battlefield after the movement. Establish the movement path by drawing an imaginary line from the center line printed on the template to the warrior's center dot. When all players are satisfied with the movement path, place the multiple-dial warrior on the template, and then remove the template from the battlefield.

Breaking Away

A multiple-dial warrior must break away if any of its sections (active or inactive) are adjacent to an opposing warrior when it is given a move action. Only one die roll is required to break away, regardless of how many sections are adjacent to opposing warriors.

Close Combat

The target of a close combat attack made by a multiple-dial warrior must be adjacent to the active section given the close combat action.

Ranged Combat

An active section of a multiple-dial warrior can be given a ranged combat action if all the following conditions are true:

- It has a range value.
- It has an attack value greater than 0.
- It is not adjacent to any opposing warrior.

The line of fire is measured from the warrior's center dot(see Measurements), and it must pass through the active section given the action.

Long-Range Attack Option

If a ranged combat attack is given to a titan, multiple-dial warrior, or castle section, and the target is another titan, multiple-dial warrior, or castle section, the attacker can double its range value; this is called a long-range attack. If an attacker makes a long-range attack, it gets -2 to its ranged damage value for that attack.

Close Combat Attacks against Multiple-Dial Warriors

To resolve a close combat action against a multiple-dial warrior, the attacker must be adjacent to one of the multiple-dial warrior's active sections. If an attacker tries to affect an inactive section, the attacker chooses any of the multiple-dial warrior's active sections against which to resolve the attack. If an attacker is adjacent to two sections, the attacking warrior's controller chooses which of the two sections is affected by the close combat attack. However, the multi-dial warrior's controller chooses which of the two sections does the counterattack. The opposite is also true. If an active section of a multi-dial unit attacks another warrior, who is adjacent to two sections, that warrior's controller decides which section he counterattacks.

Ranged Combat Attacks against Multiple-Dial Warriors

To resolve a ranged combat action against a multiple-dial warrior, the attacker's line of fire must pass through one of the multiple-dial warrior's active sections. If an attacker tries to affect an inactive section, the attacker chooses any of the multiple-dial warrior's active sections against which to resolve the attack.

A section cannot be affected by a ranged combat attack if a warrior friendly to the attacker is in base contact with that section.

If the line of fire passes through the borderline between two sections, the multiple-dial warrior's controller chooses which of the two sections is affected by the ranged combat attack. If the chosen section cannot be affected, the attack cannot be made, and the attacker must choose another use for the action.

Example. An opposing warrior attacks a Venomous Shadow Dragon with a ranged combat attack. The line of fire crosses hindering terrain and passes through the borderline between the left side section and the rear section of the Dragon. The Dragon's controller chooses to have the attack affect the rear section because that section has Stealth. Because the line of fire passes through hindering terrain, the line of fire is blocked and the attack cannot be made.

Area of Effect Attacks

If a multiple-dial warrior is within the area of effect of an attack (such as a Bombardment attack), a single section (only) will be affected by the attack. To determine which section, draw a straight line from the center of the area of effect to the target multiple-dial warrior. The section the line passes through is the affected section. If an attack affects an inactive section, the attacker chooses any of the multiple-dial warrior's active sections against which to resolve the attack instead. If the line passes through the borderline between two sections, the multiple-dial warrior's controller chooses which of the two sections is affected by the attack. If the center of the area of effect is the center of the multiple-dial warrior, the multiple-dial warrior's controller chooses which section is affected by the attack.

Follow these same guidelines if the multiple-dial warrior is within the area of effect for any relic or spell that damages or heals the warrior.

ADDITIONAL CHARIOT RULES

Chariots are unique multiple-dial warriors, because they can carry passengers. For chariots, the speed value in the stat slot is represented by a spoked wheel symbol (⊕).

Chariot multiple-dial warriors may NOT move straight backwards.

Chariots also have a base that is divided into four sections, each with its own combat dial. A section's front arc is equal to that section's entire outside edge. (See diagram in previous section.) The arc sections shown refer to the Front[F], Left[L], Right[R] and Back[B] combat dials. Some adjacent spaces can attack or be attacked by two sections. In this case, it is the option of the attacker which section is attacked but also the option of the counterattacker which section does the counterattack / is counterattacked. This makes it tougher to take on an overlapping area. The combat values shown in each section's stat slot represent the capabilities of that section.

PASSENGERS

Every chariot has a rear compartment that can accommodate a single friendly Mage Knight warrior. A warrior occupying this compartment is called a passenger. Only a warrior with a single combat dial can be a passenger; in addition, titans, horseshoe speed type and mount warriors may NOT be chariot passengers. An enemy warrior can never be a passenger in a friendly chariot.

A chariot may start the game with a passenger. A chariot can only have one passenger at a time.

A passenger is not considered to be in base contact with the chariot.

A passenger remains in the chariot's rear compartment when the chariot moves.

A passenger may be given an action normally. Passengers actions are separate from any actions taken by the chariot.

A passenger's speed special abilities are ignored.

Boarding and Disembarking

A friendly warrior may become a passenger by spending 4 speed points while adjacent to either side section or the rear section of the chariot. After spending the speed points, place him inside the chariot's rear compartment. This is called boarding. No other action is possible after boarding.

A passenger may leave a chariot by spending 4 speed points. Place the warrior adjacent to either side section or the rear section of the chariot. The warrior may have any facing, as determined by his controlling player. This is called disembarking. No other action is possible by the warrior after disembarking.

Combat Actions

A passenger's facing is unimportant for purposes of taking combat actions. A passenger's front arc is always assumed to cover the chariot's two side sections and rear section. A passenger cannot target his chariot for any purpose, nor affect it with any attack or special ability.

Ranged Combat: A passenger can make a ranged combat attack if the chariot has not yet moved during the turn.

A passenger making a ranged combat attack must use the chariot's center dot when drawing his line of fire. (However, because the size of a chariots base means its center dot will always be centered on an intersection of 4 squares, the passenger may draw his line of fire from the center of any of these 4 squares.) A passenger's line of fire may not pass through the front section of the chariot. A passenger's base never blocks his own line of fire.

A passenger may not make a ranged combat attack against an opposing warrior adjacent to the chariot unless using the Shockwave special ability.

If the range value of a passenger is greater than 8, it is reduced to 8 while he is a passenger.

Close Combat: A passenger can make a close combat attack against any figure adjacent to either side section or the rear section of the chariot.

Damaging a Passenger

No friendly or opposing warrior may target a passenger for any purpose. However, if 1 or more clicks of damage are recorded on the combat dial of a side or rear section of the chariot, there is a chance that the passenger will also be damaged.

The attacking player must roll 1 six-sided die for each attack that causes damage to be recorded on a side or rear combat dial. If he rolls a 5 or 6, the number of damage clicks recorded on the chariot's combat dial is also delivered to the passenger.

Damage delivered to the passenger is never considered "Magic" regardless of the source of the original attack, so Magic Immunity will not benefit the passenger. Damage delivered to the passenger can be reduced by the character's Toughness or Invulnerability.

Example. The side section of a chariot is hit for 4 clicks of damage. That section possesses Toughness, so only 3 clicks of damage are recorded on that section's combat dial. The attacker rolls a die to see if these 3 clicks of damage also affect the passenger. He rolls a 5, so the passenger receives 3 clicks of damage. If the passenger also has Toughness, only 2 clicks would be recorded on the passenger's combat dial.

When a chariot is eliminated, remove it from play and place its passenger on the battlefield with his center dot in the square formerly occupied by the chariot's center dot. The warrior may have any facing, as determined by his controlling player. Roll 1 six sided die and deliver that many clicks of damage to the warrior.