

MK DUNGEONS - PYRAMID RULEBOOK

Corrected by
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TO BE A HERO....

MAGE KNIGHT DUNGEONS: PYRAMID

is a fast paced, fun game of Heroic combat. Your heroes slog through deep, dark dungeons and battle terrifying mage spawn monsters in a race against other heroes to find hidden treasures filled with magic items and gold. These prizes are what a hero needs to carve himself a legend: the more gold, the greater the legend. If you are ready to turn your warrior into a hero, read on.

Introduction

In **Mage Knight Dungeons: Pyramid**, you take turns moving your Hero through the dungeon to win treasure, defeat monsters and other Heroes, and fight to make it out alive. On your opponent's turn, you play the monsters who are trying to eliminate his Hero. Along the way your Hero must face the traps that protect the treasure chests, battle monsters and search for the fastest and safest way out of the dungeon.

Components

This starter set contains:

- 2 Mage Knight Heroes
- 6 Mage Spawn figures
- 2 treasure chests
- 6 wandering monster tokens
- 2 sets of level markers
- 4 arrow markers
- 1 30" x 20" dungeon map
- 2 dice
- Special Abilities Card
- This rulebook

The Goal: Treasure!

Your Hero's goal in **Mage Knight Dungeons: Pyramid** is to gather treasure and escape from the dungeon alive—and to deny his opponent that same glory. Treasure contains gold and gold is the only measure of victory. The player with the most gold at the end of the game wins.

Set Up the Board



MK Dungeons: Pyramid can be played using a map or tiles as the board. Each starter set contains a two-sided map; tiles are included in other **Dungeons** products. If you are using tiles for your board, go to p. 4 for set-up rules.

Step 1: Choose Your Heroes

Each player in a game of **Mage Knight Dungeons: Pyramid** creates a Heroic Team. A standard Heroic Team consists of a group of Heroes whose total point value does not exceed 100

points. Use the point value printed on the sticker attached to each figure's base to choose the Heroes for your Team.

Heroes can begin the game at Level 1 or Level 2.

Heroes are unique. A Heroic Team can include only one of any Hero.

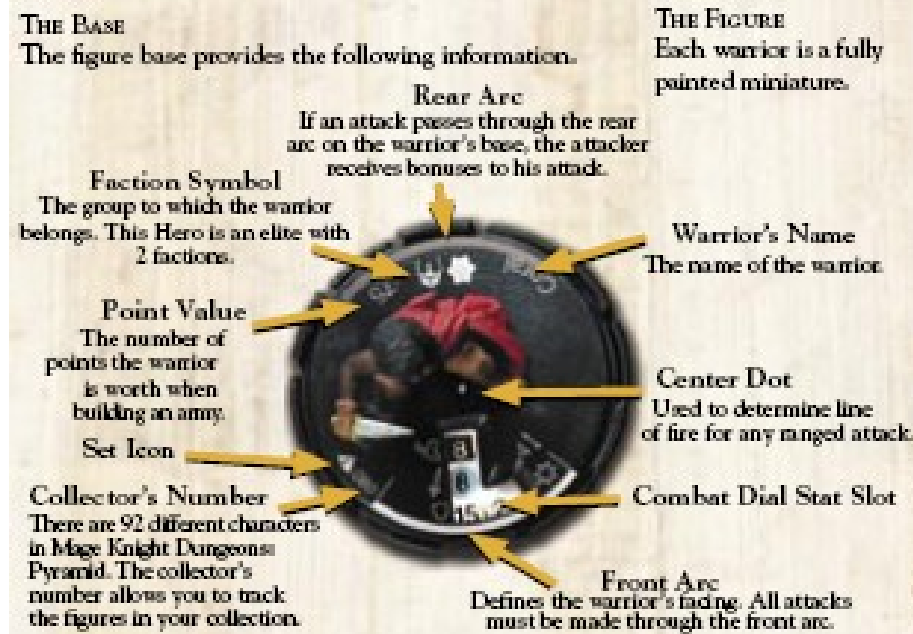
If you are playing with only one Hero per player, use the rules for the Lone Wolf game on p. 21.



Starting Player

Each player rolls two dice to determine who plays first. The person with the highest die result is called the starting player and plays first. Play proceeds to the left.

MK Dungeons: Pyramid contains two types of warriors: Heroes and Mage Spawn. You use your Heroes to explore the dungeon and find the treasure. Mage Spawn are the monsters you must defeat to carry away the gold. Each warrior is composed of three parts: the miniature figure, the base and the combat dial.

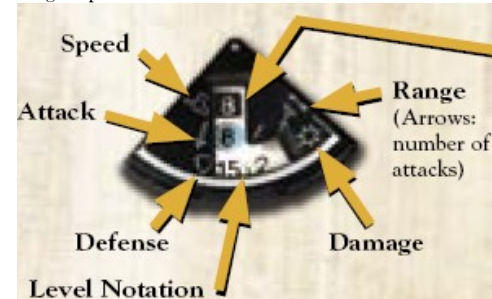


The Combat Dial

The combat dial is the rotating dial under each figure's base. Each warrior's combat dial shows a set of numbers that tell you how good that warrior is at doing certain things. When you turn the dial clockwise, you reveal a new set of numbers.

Combat Values

Each warrior has five combat values: speed, attack, defense, damage and range. The combat value symbol is printed on the base; the value is printed on the combat dial and shows through the slot. The combat value for range is printed on the base.



Special Abilities

Colored squares and circles on a warrior's combat dial indicate special abilities associated with each combat value. Descriptions of the special abilities appear on the **Mage Knight Dungeons** Special Ability Card.



Most Heroes begin the game at Experience Level 1 and can gain up to 4 more levels of experience. Use a level counter to show your Hero's experience level. The sticker on the bottom of a Hero's base shows that Hero's point value for each level.

Step 2: Lay Out the Dungeon

Using the Map

Unfold the map and lay it out on the table or floor, or wherever you are playing. Dashed lines indicate the edges of the tiles on each map. Each map is divided into tiles, which represent hallways or chambers. The tiles are divided into squares, which determine location and define movement.

Using the Dungeon Tiles

If you are using the tiles, then creating the dungeon is part of the game. The maps and tiles use the same terminology; squares for movement and icons to distinguish types of terrain or obstacles. The maps were created using the tiles. Hall-way tiles are 3 squares by 5 squares; the chamber tiles are 5 squares by 5 squares. To create the dungeon, each player chooses five **Dungeons** tiles, including a minimum of three chambers and one hallway. Set aside the remaining tiles. If your Heroic Team is larger than 100 points, each player places an additional tile for every additional 50 points in their team, rounding up to the nearest 50. For example, in a 200-point **Dungeons** game, each player would place 7 tiles. The starting player places a chamber tile in the center of the playing surface. This is the central chamber of the dungeon. Next, the player to the left places a tile according to the following criteria:

- You must be able to draw a continuous path of playable squares from the new tile to the central chamber.
- The last tile each player places must be a hallway tile. Place this tile so that it creates an entrance to the dungeon. This tile must connect to only a single chamber.



Tiles That Don't Fit

If you have a tile in which neither side fits the current dungeon formation (according to the above criteria), set aside that tile and randomly choose another tile from the ones left over in the initial selection. If there are no tiles left to select or no tiles fit the dungeon formation, then you are finished placing tiles. All players must then place their hallway tiles.

Dead Ends

Most tiles have multiple entryways. Entryways that end in walls or with "open ends" to nothing are considered dead ends. All these paths are considered to end in blocking terrain at the edge of the tile.

Terrain

Some squares contain an illustration or color that identifies that square as special terrain or a terrain feature. A figure cannot move through a blocking terrain wall using normal movement or any special ability.

HINDERING TERRAIN (LEGAL)



BLOCKING TERRAIN (ILLEGAL)



WATER TERRAIN (LEGAL)



CREVASSE (ILLEGAL)



CLEAR TERRAIN (LEGAL)



Step 3: Place Special Terrain and Doors

The MK Dungeons Premier Box provides four different terrain markers and four doors. Players should agree on the terrain and doors to be used before beginning play, and use those pieces to create a pool from which each player draws a single piece. Each player then places terrain or doors, beginning with the starting player. Special terrain and doors cannot be placed in any player's starting hallway tile or connected chamber tile. Terrain Markers One side of the terrain markers corresponds to standard hindering and water terrain. The other side represents unique terrain features: shadowed terrain, the vortex, the teleporting chamber and staircases. The terrain on the marker replaces the terrain on the map or tile.

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SHADOWED TERRAIN



VORTEX



TELEPORT



STAIRCASE



Two squares have a 1/t indication, Teleport and Vortex. Use of a teleport or vortex movement is optional. To teleport, it costs 1 speed point to enter the square. This movement ends the character's activation. On the

next turn, the character is placed on another open Teleport square. A character cannot teleport to an occupied teleport square. Teleporting uses all the character's speed points.

The Vortex square costs 1 point to enter. This movement ends the character's activation. On the character's next turn, the player rotates the tile 90 degrees in either direction. Spinning the tile uses all the character's speed points. The staircase can be used to move between levels of a dungeon and is best suited for campaign games.

Doors

There are two types of doors: wooden and iron. Once opened, wooden doors remain open. Iron doors swing closed after each use.



CORRECT PLACEMENT
THE DOOR'S SIDES CONNECT
TO WALLS ON EITHER SIDE.



INCORRECT PLACEMENT
THE DOOR IS NOT
CONNECTED TO WALLS.

When placing a door, the sides of the doorway must connect to a wall on either side. Doors function as obstacles and block line of fire when closed. Doors cost 2 speed points to open. Wooden doors can be closed for 1 speed point.

A door can be opened and can be destroyed with an attack using the standard close combat rules. A wooden door has a defense value of 10 and an iron door has a defense value of 15.

The only way to open a door with a ranged attack is to use the following special abilities: Magic Blast, Flame/Lightning, or Shockwave. Flame/Lightning and Shockwave affect other Heroes and Mage Spawn per their special abilities descriptions. A door opened using an attack can never be closed.

Step 4: Place Treasure Chests

Before the game, set the trap dials (the top visible dial) on the treasure chests to the blank position.

Each player must place at least a number of treasure chests equal to the number of Heroes or figures in his Heroic Team into a Treasure Chest Pool. The starting player takes one treasure chest from the pool, spins the treasure dial (the lower, hidden dial) and places it in a tile at least two tiles from any entrance.

All treasure chests have a front arc, which corresponds to the square directly in front of the chest and one adjacent square on either side of that square. Treasure chests must be placed in such a way that a figure can enter the front arc.

The opponent then takes a treasure chest from the pool, spins the treasure dial and places the chest in any other tile at least two tiles from any possible entrance. You can place only one treasure chest in each tile.

Each player may place only two treasure chests, as long as there are spots for them. Depending on how they are built, some dungeons may not allow many chests. Once all the tiles that can have treasure chests are filled, no more are allowed, regardless of how many treasure chests were placed.



Players may agree to increase or decrease the number of treasure chests placed in the dungeon. Adding more treasure chests may make the game take longer to play.



CORRECT PLACEMENT
THE TREASURE CHESTS ARE ACCESSIBLE FROM AT LEAST ONE FRONT ARC SQUARE.



INCORRECT PLACEMENT
THE FRONT ARC IS NOT ACCESSIBLE.

The Treasure Chest

Each treasure chest consists of two parts: the trap (located in the lid) and the treasure (located in the chest).

The Trap

The trap dial is a tumbler containing six positions of information. Five positions are traps, and the starting position is blank. The numbers on the dial represent various powers of the trap.

The Treasure

The treasure inside the chest also appears on a tumbler. There are six positions of treasure. Treasures give

individual figures new powers through magic items, gold, or both.

Step 5: Place Wandering Monster Tokens

Wandering monster tokens have three levels: Weak (printed in yellow), Standard (printed in blue) and Tough (printed in red). For each color token there are two different tables.

To create a wandering monster pool, each player contributes 2 Standard tokens and 4 Weak tokens face down to the pool. The monsters generated by the Tough tokens can easily defeat low-level Heroes, so use Tough tokens only if you want a more difficult challenge. If using the Tough tokens, replace one Weak token with the Tough token.

Each player places a maximum of 3 wandering monster tokens. The starting player chooses a wandering monster token at random from the pool and places it in a tile containing a treasure chest. The opponent then chooses a token and places it according to the following criteria.

- A wandering monster token cannot be placed in the same square as a treasure, but it may be placed in the same tile.
- Only one wandering monster token may be placed on each tile. However, if a tile contains a treasure chest, two wandering monster tokens can be placed on that tile.



- Wandering monster tokens cannot be placed on an entrance tile or any tile adjacent to an entrance tile.
- Before the game begins, players may agree to increase or decrease the number of wandering monster tokens placed in the dungeon. Adding more wandering monster tokens may make the game take longer to play.

Step 6: Create the Mage Spawn Pool

All players contribute to the Mage Spawn Pool, which supplies all monsters that appear when Heroes encounter wandering monster tokens or when a trap is sprung.

Each player must contribute a *minimum* number of Mage Spawn equal to the number of figures in their Heroic Team. The minimum total point value of Mage Spawn contributed to the pool must be 100 points. You can contribute as many Mage Spawn as you want; the more monsters, the merrier.



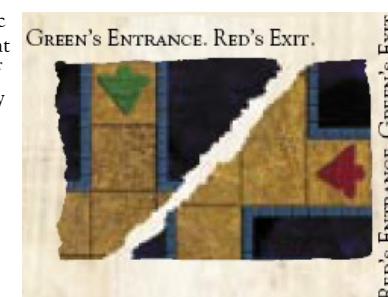
Some Mage Spawn appear in three versions, Weak, Standard and Tough. Each version is indicated in two ways:

The highlight color should match the number of stars on the base. If a Mage Spawn has no stars on its base, then it is a unique figure. Each version of each Mage Spawn has its own collector's number.

Step 7: Choose Entrance and Exit

The starting player chooses a hallway tile entrance for his Heroic Team and places a colored arrow on the opening to the dungeon at that location. The opposing player chooses the remaining arrow of the same color and chooses the exit for the first player's team. Any square that opens to the exterior of the dungeon can serve as an exit; the exit does not need to be on a hallway tile. The opposing player then chooses the entrance for his Team, and the starting player chooses the exit. No player may place their entrance in the same tile as another player.

If you are only using one set of six tiles, designate the other player's entrance as the opposing player's exit. This change makes for better dungeon construction.



Step 8: Start the Game

Heroes begin the game off the board. Place your Hero next to his or her entrance to the dungeon.

It's time to search for treasure, eliminate Mage Spawn and become a hero!

Play the Game

During your turn, you can move your Hero through the dungeon to gather treasure, and you can move Mage Spawn around to stop your opponent's Hero from gathering treasure. The following rules tell you how to move and fight, and how to gather treasure.

Important Game Concepts

The following game concepts are used in Mage Knight Dungeons: Pyramid.

Friendly and Opposing Figures

Friendly figures are characters that you control. Opposing figures are any characters controlled by an opponent. Mage Spawn are considered opposing figures to both players and are considered friendly figures only to other Mage Spawn.

Adjacent Squares

Adjacent squares are squares on the map that are touching one center square, including squares on the diagonal. This means most squares have eight adjacent squares. Characters occupying adjacent squares are considered adjacent to one another. Characters on opposite sides of blocking terrain are not considered adjacent.



Special Abilities

The colored squares on each figure's combat dial are associated with specific values on the stat slot and represent your character's special abilities. Special abilities come and go as warriors take clicks of damage and healing. Descriptions of all special abilities appear on the MK Dungeons: Pyramid Special Ability Card. Special abilities are in effect as long as they appear in the stat slot. If a special ability is described as optional, it is assumed that the warrior is using that power unless the player controlling that warrior states that the power is being canceled. The owning player may cancel the effect at any time, in which case it is canceled until the end of the current turn. At the beginning of the next turn, it is assumed to be in effect again.

Players familiar with Mage Knight Rebellion or Mage Knight Unlimited should review the Mage Knight Dungeons: Pyramid Special Ability Card before beginning to play. Even though the names of the special abilities are the same, some special abilities work in a different way.

Activations

Each player receives a number of activations per turn equal to the number of Heroes with which they begin the game. If you are playing with only one Hero, you receive 2 activations. A Hero, Mage Spawn, or wandering monster token can only be activated once per turn. You can perform the following activations in any order.

- **Activate A Hero:** An activated Hero may move through the dungeon, fight and open treasure chests. The Hero's activation ends immediately after a combat or according to the use of a special ability. A Hero may make an attack only once per activation.
- **Activate A Mage Spawn Monster:** An activated Mage Spawn may fight and move through the dungeon. The Mage Spawn's activation ends immediately after a combat or according to the use of a

special ability. A Mage Spawn may make an attack only once per activation. A player may not activate a Mage Spawn on the same tile or room as a Hero they control.

- **Move Wandering Monster Token:** Wandering monster tokens have 4 Speed Points.
- **Pass/No Action:** A player can declare a pass action for a specific figure or the player can just forfeit the remaining activations and end his turn.

The player does not lose an activation when a Hero is eliminated. For example, if the player begins the game with four Heroes, he has 4 activations per turn. If one Hero is eliminated, the player still has 4 activations per turn.

First Turn Movement

A player must move his Heroes into the dungeon on the first turn. Heroes can then encounter and fight Mage Spawn, encounter wandering monster tokens, or attempt to disarm treasure, if they have the required speed points. Players may not move wandering monster tokens or activate Mage Spawn until their entire Heroic Team has entered the dungeon. The Quickness special ability cannot be used on the first turn.

Action Costs

When you activate a Hero or Mage Spawn, it may take a variety of actions. Each action costs speed points. A warrior's total speed points is equal to the speed value on the figure's combat dial. The cost for various actions appears in the sections describing those actions. Unused speed points are lost at the end of activation. They do not carry over to the next turn.

Movement

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 the destination square. There is no additional cost if the figure being moved through is on a hindering or water square. A warrior can only pass through a figure if that figure is not in a square adjacent to an opposing figure;

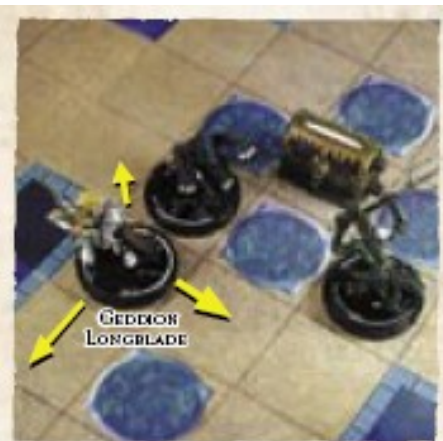
there must be an empty square for the warrior to move into.

Two figures cannot end their movement in the same square.

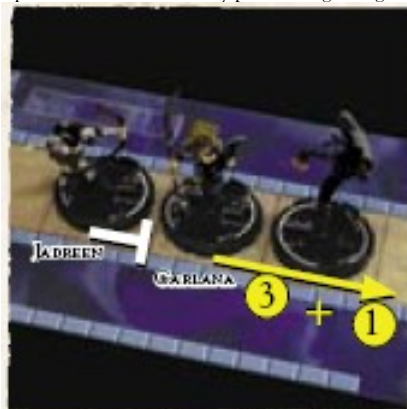
Warriors can pass through multiple friendly units if they have sufficient speed points.

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.



AFTER A SUCCESSFUL BREAKAWAY ROLL, GEDDION LONGBLADE MAY CONTINUE TO MOVE NORMALLY (IN YELLOW) UNTIL HE ENTERS THE FRONT ARC OF A DIFFERENT OPPOSING FIGURE



WHITE (JADREEN) CANNOT PASS.

YELLOW (CARLANA) CAN PASS AT A COST OF 4 SPEED POINTS

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.

Wandering Monster Tokens



A player may assign one or more of their activations to wandering monster tokens. Wandering monster tokens have 4 speed points.

If a wandering monster token enters a tile containing any player's Hero or moves adjacent to any Hero, the token immediately ends its activation and is converted into one or more Mage Spawn. If a Hero enters a tile, all the tokens in that tile convert to Mage Spawn. If a Hero moves adjacent to a token, that token converts to Mage Spawn. The Hero can continue moving if he or she has speed points left, but only after the Mage Spawn have been placed on the tile.

Converting Tokens to Mage Spawn

To convert wandering monster tokens to Mage Spawn, use the following procedure.

TOTAL DIE ROLL RESULT (COLUMN 1)		MAXIMUM TOTAL POINT VALUE OF THE MAGE SPAWN THAT WILL APPEAR (COLUMN 3)
MAXIMUM NUMBER OF MAGE SPAWN THAT WILL APPEAR (COLUMN 2)		

1. Flip the token over to reveal the Mage Spawn table. The table has three columns.
2. The opponent of the player whose figure caused the conversion rolls 2 six-sided dice, adds the results and compares the total to the first column on the table. Read across the appropriate row to determine the number and point value of Mage Spawn that will appear.
3. The opponent of the player whose figure caused the conversion places the Mage Spawn according to the following rules.

- Choose Mage Spawn from the pool of Mage Spawn created at the beginning of the game.



PLACING MAGE SPAWN

exceeding that value. For example, if the only Mage Spawn remaining have point values of 5 and 10, and the table indicates one 15-point Mage Spawn, the player must choose the 10-point monster. When placing multiple Mage Spawn, it is more important to place the correct number of Mage Spawn than to match exactly the overall point total.

Converting Traps to Mage Spawn

Use the rules for Converting Tokens to Mage Spawn to convert treasure chest traps that generate Mage Spawn (see *Springing the Trap*, p. 17)

When a Hero fails to disarm a trap, the opposing player places the Mage Spawn indicated by the trap dial. The first Mage Spawn is placed in a square adjacent to the square occupied by the treasure or Hero. Use the criteria in *Converting Tokens to Mage Spawn* for placing Mage Spawn.

Combat

All attacks cost 4 speed points.

A warrior can attack any unfriendly figure, which includes both Mage Spawn and any other player's figures.

A warrior cannot attack a wandering monster token, treasure chest or any dungeon terrain feature.

Overview

The following rules apply to both ranged and close combat actions. These rules use some terms that are explained in the sections on Ranged Combat and Close Combat.

The Attack Roll

To determine the success or failure of an attack, the attacking player makes an attack roll. Roll 2 six-sided dice and add the result to the attacker's attack value. Compare the attack roll result to the defense value of the target. If the result is equal to or higher than the defense value, the attack succeeds. Certain special abilities or game modifiers may alter attack values.

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.

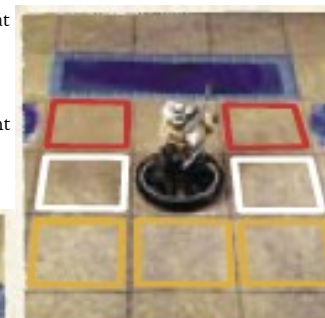
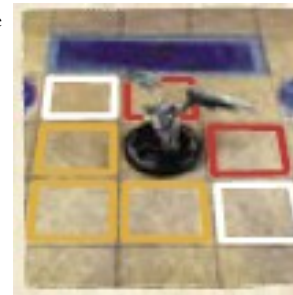
- The player placing the Mage Spawn chooses the direction it faces when placed.
- Replace the token with the first Mage Spawn. Place the second Mage Spawn in a square adjacent to the first Mage Spawn, the third Mage Spawn adjacent to the first or second Mage Spawn, and so on. Mage Spawn may be placed in squares diagonal to each other. If a Mage Spawn cannot be placed according to these criteria, it cannot be played and must be returned to the pool.
- If the Mage Spawn pool does not contain a monster of the point value indicated on the table, the player must choose the Mage Spawn closest to the point value without going

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.



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.

Damage

When your character makes a successful attack, look at your character's damage value. That number equals the number of clicks of damage inflicted on the target. Your opponent must click the target figure's dial clockwise that many times. Special abilities and game modifiers can change the number of clicks of damage a target actually takes.



SHAMAN OG CAN ATTACK EITHER THE TEMPLE CAT OR THE SKULL WARDER, BECAUSE THEY ARE BOTH IN HIS FRONT ARC.

Targeting Friendly Figures

You cannot target a friendly figure with a damaging attack. In addition, a warrior cannot target himself or herself with any kind of attack or special ability, except healing (or unless specifically allowed in the special ability description).

Eliminating Characters

As soon as three skulls appear in the stat slot, your character is eliminated. Remove him from the dungeon.

Rolling 2 and 12

If you give a ranged or close combat action to a warrior and your attack roll dice result is a "2," you automatically miss the target, even if your attack roll result is high enough to hit the target. This is called a critical miss. Your warrior must immediately take 1 click of damage, which represents a weapon backfire or your warrior straining or wounding himself during the action.

If your attack roll dice result is a "12," then you have automatically hit the target. This is called a critical hit. If you were trying to damage the target, then the critical hit delivers 1 extra click of damage. If your attack is against multiple ranged-combat targets, this extra click of damage will affect all targets hit, for a total of 2 clicks of damage to each target.

Healing and Other Repairing Abilities

Using special abilities such as Healing, Magical Healing or Vampirism, characters can heal clicks on a combat dial. When healing, click the combat dial counter-clockwise, but stop applying clicks of healing once you reach the character's starting position or current level.

If you roll a 12 while using the Healing special ability, your attempt to heal automatically succeeds. Add 1 click of healing to the die roll result.

Close Combat Attacks

The warrior making a close combat attack is called the attacker. His target is called the defender. The defender must be in an adjacent square and in the attacker's front arc. When a Hero or Mage Spawn attacks another figure, there is an exchange of blows.

The activated Hero (or Mage Spawn) attacks first, if it has enough speed points remaining. If the figure does not have enough speed points left to attack, it cannot attack in this turn.

The player with the activated warrior makes an attack roll and applies any damage that results. Add 1 to the attack dice roll result if attacking through the target's rear arc.

Regardless of whether the attack hit or missed, the defender must make a counterattack AFTER the damage from the initial attack has been applied. However, if the defender is demoralized as a result of the attack, the defender cannot make a counterattack. The counterattack costs no speed points and does not count toward activation for the figure. A counterattacking figure may use any applicable special abilities during the counterattack. The counterattack must target the attacker.

Ranged Attacks

A ranged attack is any attack made against any target not in an adjacent square. A character may not make a ranged attack if an opposing figure occupies a square adjacent to it, or if the target occupies a square adjacent to a friendly figure.



The warrior making a ranged combat attack is called the attacker. His target is called the defender.

Every character has a range value printed on its base. This is the maximum number of squares that a character's ranged attack can reach. If range is 0, you cannot make a ranged attack.

Before making a ranged combat attack, you must determine if the attacker has a clear line of fire to the target, and if the target is within range.

To determine if there is a clear line of fire, use any straight edge or draw an imaginary line from the center of the attacker's square through any adjacent front arc square of the attacker to the center of the defender's square.

Line of fire is blocked and the attack cannot be made if the imaginary line passes through any square that contains a figure other than the attacker or defender or if the line of fire crosses blocking terrain, a closed door, or a shadowed terrain square. Treasure chests and wandering monster tokens do not block line of fire. You may check to see if line of fire is blocked prior to declaring the attack. If the attacker has a clear line of fire, then count the shortest route to the target in squares using the imaginary line as a guide. Do not count the square the attacker is standing in for determining range. Also, ignore the diagonal movement or any printed movement modifier.

If the attacker has a clear line of fire and the target is within range, make an attack roll. If line of fire passes through, or the target occupies a square that contains hindering terrain (any square printed with a 2), a treasure chest or a wandering monster token, add 1 to the target's defense against ranged attacks. Regardless of how many squares of hindering terrain, treasure chests or wandering monster tokens the line of fire passes through, add only a single +1 modifier.

Add 1 to the attack dice roll result if attacking through the target's rear arc.

If a warrior is attacking multiple targets, use the following rules:

- The same figure cannot be targeted more than once in a single attack.
- The attacker must have clear line of fire to each target. Use the rules above to determine line of fire.
- The targets must all be within the maximum range of the attacker.
- Make an attack roll and compare the result to each target's defense value.
- Each target hit by the attack takes 1 click of damage, regardless of the attacker's damage value.

The target(s) of a ranged attack can make a counterattack. To counterattack, the target must have a ranged attack capability, be able to draw a clear line of fire, and be within range of the attacker. The counterattack must target the attacker. Regardless of whether the attack hit or missed, the defender must make a counterattack AFTER the damage from the initial attack has been applied. However if the defender is demoralized as a result of the attack, the defender cannot make a counterattack.

Attacks by Objects

Objects with an attack value and a damage value, such as treasure chests, can attack a warrior. Use the rules for close combat attacks; the opposing player rolls the dice for the attack. An object has only one attack. Damage from objects ignores all special abilities. The warrior cannot make a counterattack.

Treasure and Traps

Treasure is what you need to win the game. Treasure is almost never free. You must deal with the traps, Mage Spawn and opposing Heroes before you can gain the gold and win the game. The maximum number of treasure chests a player can possess at any time is equal to twice the number of Heroes he currently has in the dungeon. No member of a player's Heroic Team can exit the dungeon until the Team has gathered at least one treasure chest.

Exposing the Trap

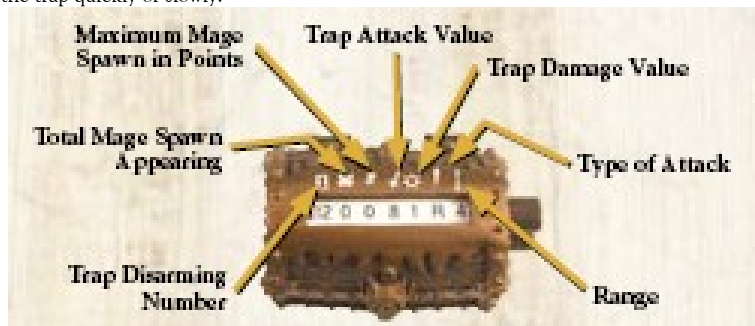
All treasures may have traps. Before the Hero can gather the treasure, he must face the trap. It costs 0 speed points to expose a trap, and a Hero can be in any square adjacent to the treasure chest to expose the trap. The player exposes the trap by rolling 1 six-sided die and clicks the trap tumbler clockwise a number of clicks equal to the result.



The trap that appears must be encountered before the Hero can gather the treasure.
If the trap space is blank, the Hero has lucked out and found a trap-less treasure!
If the treasure chest has a trap, it must be disarmed.

Disarming the Trap

The Hero must be standing in the front arc of the chest to disarm the trap and gather the treasure. The Hero can disarm the trap quickly or slowly.



To disarm the trap quickly, the Hero spends 3 speed points and rolls 2 six-sided dice, adding the results. If the total is equal to or greater than the disarming number, the trap has been disarmed. If the total is less than the disarming number, the trap is sprung.

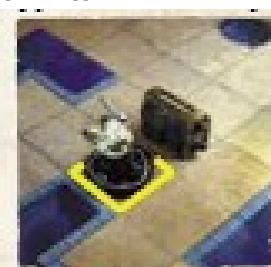
To disarm the trap slowly, the Hero spends 6 speed points and uses the rules for disarming the trap quickly, adding 2 to his dice roll result.

Certain special abilities can affect this action. If the Hero is successful, the chest may be opened without facing the effect of the trap.

Springing the Trap

If the Hero has failed in his attempt to disarm the trap, the trap has sprung.

First, the player's opponent consults the trap dial to see if numbers appear in the slots under Total Mage Spawn Appearing and Maximum Mage Spawn in Points. If numbers appear in these slots, place Mage Spawn according to the rules for placing Mage Spawn in Converting Tokens to Mage Spawn, p. 12.



H MEANS ONLY THE HERO THAT SPRUNG THE TRAP TAKES DAMAGE.

If these slots are blank, then no Mage Spawn appear. The next four slots indicate the damage the trap can inflict. The letter in the slot for the type of attack indicates one of three types of attack.

An H in this slot indicates that the damage is only applied to the Hero working with the trap. Resolve this attack as a close combat attack; the player's opponent makes the attack dice roll. A T in this slot indicates that the trap has an area of effect attack

that affects all Heroes and Mage Spawn on the same tile or chamber as the treasure chest, as if the trap had belched out a cloud of gas. This attack ignores line of fire.



T MEANS ALL FIGURES ON THE TILE WITH THE HERO AND THE TREASURE CHEST ARE ATTACKED.

If the Hero is on a different tile than the treasure, this attack affects all figures on both tiles. The player's opponent makes the attack dice roll and adds the result to the attack value. Compare the result to each Hero and Mage Spawn on the tile(s). Each figure hit takes the damage indicated on the trap.

An R in this slot means the trap has a ranged attack. The range is measured through the front arc of the treasure as if darts were shooting from the chest. The player's opponent makes the attack dice roll. Use all rules for ranged attacks against multiple targets, except that every figure hit takes the damage indicated on the trap. Heroes and Mage Spawn can block line of fire, though the Hero opening the treasure chest never blocks line of fire in a ranged attack.

An area-effect (T) or ranged (R) attack from a treasure chest trap takes effect even if other Heroes or Mage Spawn are standing in squares adjacent to the treasure.



R MEANS ALL FIGURES IN THE FRONT ARC OF THE TREASURE CHEST ARE ATTACKED. THE STANDARD LINE OF FIRE RULES APPLY.

Wandering Monster Tokens

If a wandering monster token is located so as to take damage from a sprung treasure trap, the token is converted. Place the Mage Spawn using the standard rules, then compare each Mage Spawn's defense value to the treasure trap's attack value. If the attack value is higher than the defense value, the Mage Spawn take the damage indicated. This damage can eliminate Mage Spawn as they are placed.

Gathering the Treasure

Once the trap has been disarmed or sprung, the Hero can open the chest. It costs 2 speed points to open the chest and gather the treasure. Treasure chests contain special abilities, gold and magic items.

If a colored circle or square appears in the first three slots, the Hero can gain the corresponding special ability.



Maximum Treasure

Players who have collected their maximum allowed number of treasure chests cannot expose new traps, disarm traps, voluntarily abandon treasure, or swap treasure with another player.

Traps!

Some treasure chests are nothing more than a devious trick. Instead of treasure, it's another trap. The word ***TRAP*** will appear in the treasure slot when the chest is opened.

The player whose Hero is opening the trap shuts the treasure chest, rolls 1 six-sided die and turns the trap tumbler a number of clicks equal to the result. That Hero now faces the new trap. The Hero does not get an opportunity to disarm the new trap. It is automatically sprung. Roll to attack, or place Mage Spawn as normal. Once the encounter with the trap has ended, the treasure chest is removed from the dungeon. No additional experience is gained from the second trap.

Using the Treasure

Once a Hero has gathered the treasure, the player removes the treasure chest from the dungeon and places the treasure chest in front of him. The player must show the treasure to the other players to prove it is not a trap.

At the start of each player's turn, he or she can assign a treasure's magical abilities to his or her Heroes.

To assign magical abilities to a Hero, the player places the open treasure chest near the Hero on the board. For the remainder of that player's turn, the Hero (and only that Hero) may use the bonuses the treasure grants. Each Hero can be assigned a maximum of two treasures. A Hero cannot have two of the same type of magic items at the same time.

The items' effects last until the beginning of the player's next turn, at which point the player can reassign the treasure items. The effects of items can be used multiple times, with the exception of Potions.

If the word Potion appears, the effects of the treasure can only be used once. An item with the word Potion on it lasts until the beginning of that player's next turn. Once the potion is used, close the lid of the chest until the end of the game. This treasure chest cannot be assigned to a Hero for the rest of the game.

The gold in the treasure is still used to determine victory.

Magical Special Abilities

If a treasure grants a special ability, this magical ability replaces the special ability in that Hero's stat slot. For example, if a Hero has the Weapon Master special ability (the red square over the Attack value) and a treasure offers Sweep (the black circle over the Attack value), Sweep replaces Weapon Master for that turn. A Hero without a ranged attack cannot use a special ability that would affect a ranged attack ability; any other bonus (to speed, attack or defense) can still be used.

If any conflict occurs in special abilities affecting the same action, only one can be used. Attack and damage resolution are considered to be two separate elements of the same action, so a special ability that affects the Damage value and one that affects the Attack value can be used in the same action. For example, Weapon Master and Berserk can be used together, but Magic Blast and Magic Freeze cannot.



Losing Treasure

When a Hero is eliminated before he or she can exit the dungeon, check to see if the player will exceed the treasure chest limit when the Hero is removed from play. If the limit is exceeded, the extra treasures are placed back in the dungeon.

The player shuts all of his treasures and mixes them up. His opponent randomly chooses as many as needed to restore the two-treasure-per-Hero ratio. The player whose Hero was eliminated places the first treasure on the square from which the Hero was eliminated. The second treasure (if applicable) must be placed in the same tile.

All treasure chests returned to the dungeon are reset to the blank trap space. Do not reset the treasure dial. The next Hero who attempts to gather the treasure must attempt to disarm it according to the Disarming the Trap rules, p. 17.

Stealing Treasure

You can also acquire treasure by stealing it from an opposing Hero. To steal a treasure from an opposing Hero, your Hero must have the target in their front arc. First, declare that the Hero will make a theft maneuver. A theft maneuver costs 4 speed points. Roll 2 six-sided dice and add the result to your attack value. Compare the result to the defense value of the target, adding 2 to their defense value. If the number equals or is greater than the revised defense value, the theft is a success.

If the targeted Hero has a treasure chest assigned to him, your thief must take that chest. If the targeted Hero has two treasure chests assigned to him, the player of the thief chooses the treasure. If the targeted Hero does not have a treasure chest assigned to him, the player of the thief chooses a treasure chest at random from his opponent's unassigned treasure chests.

The targeted Hero can make a counterattack, except if the thieving Hero has one of the following special abilities: Nimble, Limited Invisibility, Stealth or Quickness. If the counterattack inflicts damage, the thieving Hero drops the treasure on the tile in the legal square nearest the attacker. Reset the trap. A theft maneuver does not end a figure's movement. If the treasure contains a potion that has already been used, the potion is still gone but the gold still counts toward winning the game.

Storing Treasure

As soon as one Hero exits the dungeon, the owning player can store two of his gathered treasures with that Hero. Those treasure chests cannot be stolen (using the theft maneuver) or lost if another Hero is eliminated. If the treasure chests are stored with a Hero, the magic items cannot be assigned to a Hero still in the dungeon. A player can store treasure chests at the beginning of his turn. Once stored, the treasure chests cannot be brought back into play.

Gaining Experience

Heroes improve their levels by collecting Experience Points. They collect experience points by defeating enemies and facing traps. As Heroes gain experience, they improve their level, gain new powers and become specialized characters in the game. A Hero gains experience points for disarming or springing traps. In addition, if during combat a Hero successfully delivers an attack that eliminates the opposing figure from the game (its combat dial shows all skulls), that Hero is considered the victor, the eliminated figure is removed from the dungeon and the victor receives experience points for the eliminated figure.

The victor gains experience points as follows.

- For Mage Spawn, use the monster's point value. Note the point value on a piece of paper, and return the Mage Spawn to the pool.

- For Heroes, use the point value of the maximum level the Hero achieved in the game. Note the point value on a piece of paper, and return the Hero to the owning player.
- Successfully disarming a trap earns 50 experience points.
- Springing a trap earns 25 experience points.
- If a treasure is trap-less, no experience points are gained.
- If a figure is eliminated from play by a damage effect from Mage Spawn or a treasure chest or other object, no one is awarded experience.

You can improve a Hero by one level for every 50 experience points accumulated. As soon as you have earned 50 experience points, choose a Hero to improve by one level. Turn the Hero's combat dial clockwise to the next level number. For example, if the Hero improving a level is a Level 1 Hero, click the base so that the 2 in the green circle shows between the damage and defense values in the stat slot. Improving a level automatically heals any current damage.

Experience points must be calculated immediately every time an opponent is eliminated or a trap is encountered. You should keep a running total; you can improve a Hero by one level at 50 experience points, then at 100 experience points, then at 150, and so on. As soon as you reach one of these thresholds, you must immediately improve a Hero. If you accumulate enough points to improve multiple levels at once, each level must be assigned to a different Hero.

If a Hero is at Level 5, each threshold of experience points that could improve him by a level effectively heals the figure back to Level 5.

Use the level counters to track the current level of a figure.

Level Improvement Mid-Activation

If a Hero improves by a level in the middle of their activation, they may immediately begin using their new attack, defense and damage values as well as any new special abilities their new level grants them. However, they must finish their activation using their current speed points.

Ending the Game!

As soon as a player gathers treasure, he can maneuver his Hero out of the dungeon through its designated exit. A Hero cannot exit the dungeon until the player has acquired at least one treasure chest. The game ends when there are no longer any Heroes left in the dungeon. Once all the Heroes have left the dungeon or been eliminated, the players add up their gold.

The player with the highest total of gold successfully carried out of the dungeon wins the game.

Optional Game Rules

The following rules add new dimensions to your MK Dungeons: Pyramid game.

Lone Wolf

A Lone Wolf game is played by two or more players, each using a single Hero. The Point Value of each Hero chosen in a Lone Wolf game must be within 5 points of each other Hero at the beginning of the game. Within that limitation, Heroes may begin at any level. For example, one player may take Trollkiller at 1st level (32 points) and their opponent could take Carlana at 2nd level (34 points).

Make the following rules changes when playing a Lone Wolf game.

- Each player receives 2 activations per turn.
- You cannot attack other Heroes.
- You cannot steal a treasure from an opponent.
- If you accumulate enough experience to improve more than one level, at the beginning of your next turn you may improve that Hero again.
- All other rules for set-up, combat and victory are the same.

Multiple Players

In all versions of MK Dungeons: Pyramid, including the Lone Wolf version, more than two people can play. More players means larger dungeons and more monsters, which will add extra time to the game.

Use the standard rules, with the following exceptions.

Any time a rule states "the opposing player," this role should be taken by the player to the right.

At the beginning of the game, the starting player receives a token that designates them as the Monster Master. You can use anything to represent this token. This token will be passed from player to player as the game proceeds.

When a Mage Spawn or wandering monster token is activated, place a movement marker on or next to it. Mark Mage Spawn with movement markers as soon as they are converted. This marker can be anything the players agree to use; pennies, glass or plastic beads, or anything else that doesn't take up too much space. Once a Mage Spawn or wandering monster token has been marked with a movement marker, that figure or token cannot be activated again until the marker is removed. Mage Spawn can counterattack as normal and wandering monster tokens convert as normal when encountered.

When the player who has the Monster Master Token gets his next turn, he plays as normal. At the end of his turn he passes the Monster Master Token to the player on his left. That player is the new Monster Master. The new Monster Master removes all the tokens from the Mage Spawn and wandering monster tokens, and can activate any of them on his turn according to the standard rules.

Using Mage Knight Warriors in MK Dungeons: Pyramid

Using Mage Knight warriors in MK Dungeons: Pyramid adds options to your Mage Knight games, including interior battles and campaign adventures. When playing MK Dungeons: Pyramid, make sure you use the MK Dungeons: Pyramid rules, including the MK Dungeons: Pyramid Special Ability Card.

Any team entering the dungeon, regardless of which figures make up that team, is still considered a Heroic Team. Mage Spawn cannot be part of a player's Heroic Team.

Rule Changes

The following Mage Knight rules do not apply in MK Dungeons: Pyramid.

- There are no ranged or close combat formations.
- There are no movement formations.
- Figures cannot be pushed or captured.
- Dragons are the only multi-dial figures that can be used in MK Dungeons: Pyramid. Mounted figures cannot be used in MK Dungeons: Pyramid.
- Any Mage Knight figure can be used in the Mage Spawn pool.
- Only one of any figure can be used on a Heroic Team.

Experience

Mage Knight figures used on your Heroic Team gain experience per the MK Dungeons: Pyramid rules, but can only use the experience points to heal damage. For every 50 experience points gained, the player can heal one warrior to starting level.

Using MK Dungeons: Pyramid Warriors in Mage Knight

Mage Knight Dungeons: Pyramid Heroes and Mage Spawn can join outdoor battles using the rules for Mage Knight or Mage Knight Conquest. When playing Mage Knight, make sure you use the Mage Knight rules, including the Mage Knight Special Ability Card.

Factions

Mage Knight Dungeons: Pyramid Heroes are a unique faction. The Hero faction uses the standard Mage Knight rules for formations. Heroes may be elite warriors.

Starting Level and Point Value

All MK Dungeons Heroes should start at Level 5 in Mage Knight, using the Level 5 point value cost. You can start your Hero at a lower level if you choose by paying the point value for the lower level and using a MK Dungeons level counter to show your Hero's level. A Hero cannot be healed above its starting level. Hero figures are considered unique in Mage Knight and Mage Knight Conquest.

Credits

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Mage Knight Dungeons: Pyramid Rules and Development: Michael Mulvihill

Mage Knight Dungeons: Pyramid Stats and Warriors: Scott Hungerford, Jim Long, Jon Lietheusser, Michael Mulvihill, Matt Robinson

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A special thanks to all the playtesters who tested MK Dungeons. Thanks to Chris Philbrook for diving into the Dungeon with us – your help is indispensable.

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The following are all the 'current' rules changes and clarifications as of 14 Jan2005. They were gleaned from the latest MK2.0 FAQ (122004) and the latest MKD FAQ (082603). These changes have already been entered into these rules as appropriate. The figure corrections are for all the normally allowed Dungeons figures (non-peanut bases, prior to 2.0)

FIGURE CORRECTIONS

Dragon's Gate Figures

- #064 "Drakona Myrmidon". There should be a green Starting Position on his 1st slot.
- #095 "Baran Skullcracker". The range value should be 8.

Minions Figures

- #107 LE "Marrow". The name should be followed by: (Skeleton)

Pyramids Figures

- #064 "Hooded Assassin" The range value should be 10.

Dungeons Figures

- #072 "Arman Gessep". There should be a green Starting Position block on his 5th Level slot.
- #103 LE "Jawless Jenkins". The name should be followed by: (Skeleton).
- #104LE "Young Rich". The name should be followed by: (Skeleton)
- #116 Chest. The disarm number should be 10.

Point value costs

- #rm1 "Rayden Marz": 5th level- 104, 4th level- 86, 3rd level- 58, 2nd level- 44, 1st level- 34
- #bt1 "Black Thorn": 5th level- 110, 4th level- 89, 3rd level- 70, 2nd level- 53, 1st level- 42

Whirlwind Figures

- #016 "Rancid Bloodsucker" (Weak). The 3rd slot should have the Flight special ability.

Unlimited Figures

- #6, #7, #8 "Utem Guardsman". An early printing of these figures in Unlimited had incorrect point values printed on the base. The correct point values for these figures are 11 (Weak), 13 (Standard) and 14 (Tough).
- #52, #53, #54 "Technomancer". An early printing of these figures in Unlimited had incorrect point values printed on the base. The correct point values for these figures are 25 (Weak), 27 (Standard) and 29 (Tough).
- #85, #86, #87 "Amazon Blademistress". An early printing of these figures in Unlimited had incorrect point values printed on the base. The correct point values for these figures are 20 (Weak), 26 (Standard) and 30 (Tough).
- #151. "Dwarven Hammerskald". The red block appearing on the defense value in the 9th slot is an error. The red block should be on the damage value of that slot instead. The figure has Berserk, not Pole Arm.
- #155. "Pyre Spirit". There should be no faction symbol. The figure is Mage Spawn, not Draconum.

Rebellion Figures (Alpha)

- #015. "Woodland Scout" (Tough). The yellow Demoralized block appearing in the 3rd slot should appear in the 5th slot instead.

RULES UPDATES AND CLARIFICATIONS (from MKD FAQ 082603)

Choose Entrance and Exit

In the Pyramid Rulebook add to page 8, Step 7: Choose Entrance and Exit add the following:
No player may place their entrance in the same tile as another player.

Close Combat Attacks

In the Pyramid Rulebook add to page 15 under the section Close Combat attacks add the following:
Add 1 to the attack dice roll result if attacking through the target's rear arc.

In the Pyramid Rulebook add to page 15 under the section Close Combat attacks, last paragraph add the following:

The counterattack must target the attacker.

Ranged Combat Attacks

In the Pyramid Rulebook add to page 16 under the section Ranged Combat attacks, last paragraph add the following:

Regardless of whether the attack hit or missed, the defender must make a counterattack AFTER the damage from the initial attack has been applied. However if the defender is demoralized as a result of the attack, the defender cannot make a counterattack.

SPECIAL ABILITIES UPDATES AND CLARIFICATIONS

DAMAGE

COMMAND. This warrior may add an activation to your total for the turn. At the beginning of your turn, after treasure chests have been assigned to your Heroes, you may 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 1 additional activation this turn. Also, at the beginning of your turn after treasure chests have been assigned to your Heroes, you may heal each Demoralized friendly figure in the same tile as this warrior, or in an adjacent square to this warrior, by one click.

SPEED

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

BOUND This warrior may make a ranged 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.

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.

RULES FAQ

Activations

You keep your initial number of activations for the entire game. If all of your Heroes are eliminated, you can use your activations on Mage Spawn.

Artifacts & Gaining Special Abilities

An artifact giving you a special ability will replace any special ability you would have in that position in that slot. Taking clicks of healing or damage does not cause you to lose the Special Ability granted by the object, and will replace any other Special Ability you would have in the new slot you just clicked to.

Bound

A warrior with Bound may either use their normal speed value and are able to make a Ranged Combat attack that costs 0 speed points OR the warrior may increase their speed value by 4 if there are no opposing figures adjacent to them. If a warrior has their speed value increased by 4 any Ranged Combat attacks that the warrior makes this turn will cost 4 speed points. Warriors with Bound break away on any die result except for 1.

Breaking Away & Terrify

Warriors already in an adjacent square to a figure with Terrify do not need to roll for Terrify after a failed break as they are already in an adjacent square.

Charge

A warrior with Charge may either use their normal speed value and are able to make a Close Combat attack that costs 0 speed points OR the warrior may increase their speed value by 4 if there are no opposing figures adjacent to them. If a warrior has their speed value increased by 4 any Close Combat attacks that the warrior makes this turn will cost 4 speed points. Warriors with Charge break away on any die result except for 1.

Counterattacks

Any target of an attack that was intending to damage and not heal the target, can make a counterattack. A counterattack must intend to do damage to the target, and not heal. Counter attacks cannot be counterattacked. Only the original defending target figure of a ranged or close combat action can counterattack.

Counterattacks & Flame/Lightning

The target of the Flame/Lightning attack gets to counterattack, but the other figures affected by being in adjacent squares to the target are not considered targets themselves. These figures are affected figures and by that definition do not get a counterattack.

Counterattacks & Healing

Figures targeted with a Healing Close Combat attack cannot counterattack as the intent of the attack was to heal, and not damage the figure.

Counterattacks & Magic Healing

Figures targeted with a Magic Healing Ranged Combat attack cannot counterattack as the intent of the attack was to heal, and not damage the figure.

Counterattacks & Shockwave

Figures affected by Shockwave are not targets, therefore figures affected by a Shockwave attack do not get to counterattack.

Counterattacks & Targets

A counterattack can only target the attacker, regardless of the amount of ranged attacks a defender can make.

Shockwave does not target figures it affects, therefore shockwave cannot be used in a counterattack.

Cursed & Magic Confusion

A figure with Cursed that has been the target of a Magic Confusion attack will take one click of damage at the conclusion of the Magic Confusion attack from being the target of an ability with the word "Magic" in it. Cursed is dealing the damage to the figure, and not Magic Confusion.

Cursed & Magic Enhancement

A warrior with Cursed making a ranged combat attack and has figures with Magic Enhancement in adjacent squares to him will receive one click of damage from Cursed as the Cursed figure is being affected by an ability or abilities with the word 'Magic' in its name. Multiple figures with Magic Enhancement in adjacent squares to a warrior with Cursed that makes a ranged combat attack will only take 1 click of damage, regardless of the number of figures with Magic Enhancement in adjacent squares.

Cursed & Magic Healing

A warrior with Cursed that has received clicks of healing due to Magic Healing applies those clicks, then takes once click from Cursed.

Doors & Opening Doors

A figure may only open a door that is along one of the four edges of the square they are in. Wandering Monster Tokens can open doors for the cost of 2 speed points.

Doors & Use of Open Doors

A figure can pass through an open door as if it were an unwallled edge, including on a diagonal. An open door is considered used when a figure passes through the door by moving through the edge of the square that the door lies along.

Doors & Closing Doors

Iron doors close immediately as soon as a figure passes through. Do not wait for the end of turn.

Exiting the Dungeon & Diagonals

When exiting the dungeon, the diagonal cost does not apply when exiting. Moving out of the dungeon only costs 1 movement point regardless of the direction (diagonal or otherwise).

Exiting the Dungeon & Pass Throughs

You may pass through a figure with the destination being the exit of the Dungeon, instead of a target square within the dungeon. Exiting the dungeon still costs 1 speed point and must be included in the cost of the move after the pass through.

Experience Points

Eliminated Mage Spawn and opposing figures count towards a warrior's experience if the warrior is the source of the damage that eliminates it, such as by Pole Arm, Ram, Magic Retaliation or Venom. Mage Spawn and opposing figures eliminated by traps, treasure chests, critical misses and artifacts do not count towards any warrior's experience.

Free Spins

Whenever a figure is placed, moves into, or ends their movement in an adjacent square to an opposing warrior, that warrior gets a free spin opportunity.

Frenzy

If a Hero you control has Frenzy, this warrior must be given one of your activations before you give an activation to any other figure, whether it be one of your figures or a Mage Spawn.

If a Mage Spawn has Frenzy and has no movement marker, then this Mage Spawn must be given one of your activations before you give an activation to any other Mage Spawn, weather it be one of your figures or a Mage Spawn.

To assign an activation to a Mage Spawn with Frenzy, it must be a Mage Spawn that you can give a legal activation to. Frenzy does not allow you to assign an activation to a Mage Spawn that you would normally not be able to assign an activation to, like a Mage Spawn adjacent to one of your Heroes or a Mage Spawn in the same tile as one of your Heroes.

If a Mage Spawn with Frenzy is in an adjacent square to one of your Heroes, or a Mage Spawn with Frenzy is in the same tile as one of your Heroes, you cannot legally assign an activation to these Mage Spawn. Because Frenzy requires you to give activations to Mage Spawn with Frenzy before any other Mage Spawn, you will be unable to assign activations to any Mage Spawn until you are in a position to give legal actions to the Mage Spawn with Frenzy.

If there are more figures with Frenzy in play than you have activations, you may choose which figures with Frenzy will be given activations. All figures you control and all Mage Spawn with Frenzy that can be assigned activations must be assigned activations on your turn before you can assign any activations to figures without Frenzy.

Hindering Terrain & Treasure Chests

Treasure chests are not considered hindering terrain for any purpose. Their bonus to a figure's defense against a ranged attack is not a terrain-based modifier.

Mage Spawn

A figure that is a member of the Mage Spawn faction may not be on your Heroic team. Mage Spawn brought into play from wandering monster tokens are considered friendly figures to each other.

Mage Spawn Pool

The Mage Spawn pool can consist of only Mage Spawn figures.

Mage Spawn Pool & Converting Wandering Monster Tokens and Chests

It is more important to place the correct number of Mage Spawn than to match exactly the point total. So go through these steps in order to convert Mage Spawn I need to place 3 Mage Spawn for 60 pts.

Can I choose 3 mage spawn for 60 (or under) points? Yes or No?

If yes, choose the 3 closest to 60. If there is a tie, then it's the opponent that is placing's choice.

If no, then can I choose 2 Mage Spawn for 60 (or under) points? Yes or No?

If yes, choose the 2 closest to 60. If there is a tie, then it's the opponent that is placing's choice.

If no, then can I choose 1 Mage Spawn for 60 (or under) points? Yes or No?

If yes, choose the closest Mage Spawn to 60. If there is a tie, then it's the opponent that is placing's choice.

If no, then don't place any.

Magic Blast

A Magic Blast attack can pass through walls, and blocking terrain sections bordered by walls. If a section bordered by walls is not broken into squares, you can still Magic Blast over them. Each Dungeon tile is based on a 5x5 grid, and each hallway tile is based on a 3x5 grid, and using this pattern determine the range needed for the Magic Blast. If using dungeon tiles, then use extra tiles to work out the correct range.

Magic Enhancement

A figure with Magic Enhancement affects the warrior making a ranged combat attack in an adjacent square with it, not just the ranged attack made by that warrior.

Magic Immunity

Figures with Magic Immunity can still use their own Magic Blast ability and Magic Enhancement ability normally. The figure is not being affected by a Magic Ability but instead has these abilities to use.

Magic Freeze

Multiple Magic Freeze attacks on the same figure do not generate multiple magic freeze tokens. Either a figure is frozen, or it is not, and is marked with a single Magic Freeze token. Even though a figure has been targeted with multiple successful Magic Freeze attacks, the figure's player only needs to remove the effects of Magic Freeze once.

Magic Freeze & Charge and Bound

Figures with Charge and Bound that have a Magic Freeze Token on them have their Speed Value reduced to 2 by the Magic Freeze token after any addition of Speed points that Charge or Bound might give. Figures with Charge or Bound may still make their 0 Speed point attacks while under the effects of Magic Freeze, but not if they are spending an activation to rid themselves of the effects of Magic Freeze.

Movement & Terrify

If you move a warrior, and the move will put that warrior adjacent to a figure with Terrify, you roll a die. On a roll of 1 or 2 the warrior may not be moved into any adjacent square of that Terrify figure this turn. If a warrior is in an adjacent square to a figure with Terrify, that warrior may move from adjacent square to adjacent square without having to roll for the figure's Terrify.

If a figure leaves a square adjacent to a Terrify figure to a square that is non adjacent to the Terrify figure, the warrior will have to roll for Terrify again if the warrior wants to re-enter a square adjacent to the Terrify figure.

Movement Markers & Summon

Mage Spawn retain their movement markers when eliminated. Movement markers clear from eliminated Mage Spawn in exactly the same way they do from Mage Spawn in play. If an eliminated Mage Spawn is returned to play while it still has an uncleared movement marker on it, it is returned to play with that movement marker.

Pass Through & Breakaway

A warrior never has to make a breakaway roll from an opposing figure that they are attempting to pass through. If there are other opposing figures adjacent to the warrior before the pass through, the warrior will have to make break away rolls for those opposing figures. Remember, no break away roll is needed to pass through, but a break away roll is needed for moving away from the front arc(s) of other figure(s).

Pass Through & Free Spin

A figure that has just made a pass through on an opposing warrior is placed in an adjacent square to that warrior which gives them a free spin opportunity.

Pass Through & Vacancy

You cannot pass through to the same square you start the pass through in. When you declare a pass through you must designate a target square where you want to move to. This square must be vacant. You cannot target the square that you occupy as it is not vacant. You cannot pass through to the same square you started in.

Rotating Rooms

If a door lies on the edge of a room tile that rotates, remove that door from play.

Shockwave & Friendly Figures

A warrior may make a Shockwave attack even if the only figure or figures that would be affected are friendly.

Sneak Attack & Damage

When a warrior doubles their Damage Value due to Sneak Attack it is to a maximum of 5 clicks. Additional damage, such as a Critical Hit, is added on top of this. The restriction of 5 clicks of damage only pertains to the Damage Value of the Sneak Attack warrior.

Special Abilities and Traps/Attacks from Objects and Treasure Chests

Objects and Artifacts resolve effects and attacks against figures as normal, but when applying damage from these effects and attacks Objects and Artifacts ignore all Special Abilities. Example: A warrior could roll for Dodge when attacked by an artifact, but would not gain the benefit of Toughness against a successful hit.

Special Ability Damaging Effects

A special ability damaging effect is damage caused by any of the following special abilities: Ram, Pole Arm, and Magic Retaliation. In such cases, the figure inflicts damage without you making an attack roll, and therefore these attacks are classified as a damaging effect. Special abilities that increase the damage (such as Venom or Magic Enhancement, or even Weapon Master) are not effects because they all require an attack roll before they go into effect.

Teleport Squares

If at the beginning of a turn when you are supposed to move a figure that is using a teleport square and all the other teleport squares are occupied, you cannot teleport and can move your figure normally that turn.

Venom

Venom will do 1 click of damage to a missed target of a Ranged or Close Combat attack.

Venom & Multiple Targets

Venom will do 1 click of damage to each missed target of a Ranged Combat attack targeting multiple targets.

Wandering Monster Tokens & Movement

A player can not move a Wandering Monster Token that is in the same tile as one or more of that player's figures. A player can not move a Wandering Monster Token into the same tile as one or more of that player's figures

Wandering Monster Tokens & Opening Doors

Wandering Monster Tokens can open doors for the cost of 2 speed points.

Wandering Monster Token Conversion & Pole Arm

After being converted from a Wandering Monster Token. The Mage Spawn has been placed in an adjacent square, and Pole Arm requires movement to be triggered. A Mage Spawn's Pole Arm is not triggered when a warrior is in the front arc of that Mage Spawn after being converted from a Wandering Monster Token. To the Mage Spawn being placed, the warrior has not moved and is a static figure.

Wandering Monster Token Conversion & Ram

A warrior's Ram is not triggered when a Mage Spawn is placed in the front arc of that warrior after being converted from a Wandering Monster Token. To the Mage Spawn being placed, the warrior has not moved and is a static figure.

A Mage Spawn's Ram is not triggered when a warrior is in the front arc of that Mage Spawn after being converted from a Wandering Monster Token. The Mage Spawn has been placed, not moved, and Ram requires the Mage Spawn to have moved.

Mage Knight: Dungeons Pyramid Rules Clarifications (from MK2.0 FAQ 122004)

Step 5: Place Wandering Monster Tokens

Replace the first sentence of paragraph 2 with the following:

To create a wandering monster pool, each player contributes 2 Standard tokens and 4 Weak tokens face down to the pool.

Replace the second sentence of paragraph 3 with the following:

The starting player chooses a wandering monster token at random from the pool and places it in a tile containing a treasure chest.

Close Combat Attacks

Add the following sentence after paragraph four of Close Combat Attacks on page 15:

Add 1 to the attack dice roll result if attacking through the target's rear arc.

Mage Knight: Dungeons Pyramid FAQ

Changelings

Q: *Are Mage Spawn Changeling treasure chests tournament legal in Mage Knight and Conquest games?*

A: No.

Doors

Q: *My figure ends its movement adjacent to an opposing figure, but there is a closed door between the adjacent figures. Does the opposing warrior get a free spin?*

A: No. A closed door is considered blocking terrain, so figures on opposite sides of a closed door are not adjacent.

Q: *My figure is on the opposite side of a closed door from an opposing figure. Does the opposing figure get a free spin when my figure opens the door?*

A: No.

Q: *My figure is on the opposite side of a closed door from an opposing figure with Pole Arm. Does Pole Arm trigger when my figure opens the door?*

A: No.

Exiting the Dungeon

Q: *Can Mage Spawn or wandering monster tokens exit the dungeon?*

A: No.

Heroes

Q: *I reanimate a Hero. At what level does the Hero enter the game?*

A: When reanimated, the Hero enters the game at the level at which it began the game.

Q: *Can I use Heroes in a Mage Knight game? At what point cost?*

A: Yes, Heroes can be used in Mage Knight. In Mage Knight, Heroes can start the game at any level using its associated point cost; use a MK Dungeons level marker to record a Hero's level. A Hero cannot change its level, and cannot be healed of damage past its starting level.

Springing the Trap

Q: *When do I gain experience for springing a trap?*

A: A Hero gains 25 experience points after it has sprung a trap, including placing any Mage Spawn and resolving any trap attacks.

Stealing Treasure

Q: *Can a Hero attempt to steal treasure multiple times during a single turn?*

A: Yes. Stealing treasure is not an attack and can be attempted as many times in one activation as its speed points will allow.

IBSON THE GREY'S HOUSE RULES

Having played well over 500 games of MKD and having run over 50 tournaments, I have developed the following rules modifications and suggestions designed to make the game more evenly balanced and more fun. Feel free to try any or all of these.

Alternate Head to Head Map Set-up

Since some of the Wizkids Maps do not offer the opportunity to properly place all the treasure chests and Mage Spawn Tokens, we use this alternative method. It offers a much better (and fairer) set-up, especially in tournaments.

If using dungeon maps, perform Step 7 (Choose Entrance and Exit) prior to Step 4(Place Treasure Chests) so all chests may be placed on all maps. Also, in addition to not placing a chest within 2 tiles of your opponent's entrance, you may not place a chest within 3 tiles of your own entrance unless it is the only legal tile(s) remaining.

Alternate Multi-player Set-up

Again, to make things fairer in a multiple player game (and I have played in dozens of multi-player games, ranging from 3 to 8 players), we use the following method to set-up the map(s). [I recommend using at least two maps in any multi-player game and prefer at least 1 map to every 2 players with an extra map thrown in.]

Each player rolls 2 six sided dice to determine order of play (i.e. 1st player), re-rolling any ties. Placement takes place as normal (or as above in our alternate method) except that the entrance placed by each player may not necessarily be the one he/she uses. After set-up is completed (all chests, WMTs and entrances/exits are placed), the players again roll 2 six sided dice (re-rolling ties) to determine in what order which entry they will choose their entrance. [We determine the actual entrances randomly as well but that is up to you.] After all players have determined their entrances, play begins with the first player and passes to his left (clockwise).

As you can see, this levels the advantage the first player would normally have in a multi-player game, which is usually quite considerable.

Mage Spawn Pools

The rules set out a minimum amount of points required for each player's contribution to the Mage Spawn pool and suggest 'the more, the merrier.' Now, I have a huge Mage Spawn collection (well over 500 figures) and it has become apparent that with that large a collection, almost nobody ever gets out of a dungeon alive. With a large selection of skeletons and magic blasters, we spent months killing off every hero in both head-to-head and multi-player games. Every game was decided by found gold or experience points... no one got out. Hence, we developed the follow additional rule for Mage Spawn Pools. Now things run as planned, heroes do live and get out with gold (not all the time but frequently, probably the way that was intended).

Each player must contribute a minimum number of Mage Spawn equal to the number of figures in their Heroic Team. The minimum total point value of Mage Spawn contributed to the pool must be 100 points. You can contribute as many Mage Spawn as you want up to a maximum of 4 times the number of points of your Heroic Team, plus one additional Mage Spawn of your choice (at any cost).

This is intended to force some choices into player's minds over what Mage Spawn they want to focus on while still allowing enough choice. A standard game (100 point teams) allows the player to bring up to 400 points of Mage Spawn plus any single Mage Spawn of their choice (we usually see that one big unique brought just in case

of a big chest trap). Trust me, with up to 800 points and two uniques to choose from for a head to head game, there's more than enough to go around. You don't need more.

'Random' Wondering Monster Tokens

Another problem in running tournaments is WMTs. Who's is who's after a game can give rise to arguments. Sometimes, players forget to bring them. We get around this by using 'random' WMTs. It was determined that there were 6 different Yellow and Blue tokens and 4 different Red tokens. I simply created a chart listing all of them together. You can then use anything you want to represent the WMTs (pennies, real WMTs, etc... we use custom blank WMTs). Whenever a WMT is revealed, you roll a d6 to determine what color the token is, another d6 to determine which 'number' token is revealed and finally 2d6 as normal to determine how many MS at how many points.

This also allows you to determine the difficulty of the game in several different ways. I have included the WMT chart and 'random' tokens for your use at the end of this section. Our most common game is the one where 1-3 is a yellow token, 4-5 is a blue and 6 is a red. Lots of fun! Watch those bad rolls!

You may also play with 'Variable' Mage Spawn point values. This means you will have to make use of a wider variety of monsters. Determine the points required for Mage Spawn normally, roll 2d6 and add the result to that number and finally subtract 7 for the new number of points. This will vary the points away from the standard multiples of 5 and add variety to the monsters seen.

Monster Master Token

When playing multi-player, we have slightly modified the use of the Monster Master token as well. We generally limit each player to 2 WMT/Mage Spawn activations until the Monster Master token has made one complete revolution (i.e. the 1st player receives the token the second time). This is to once again limit the advantage the first several players have over their opponents in large games.

Random Mage Spawn Token Table

Token 2d6 Roll	123456												123456												123*4***56											
	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.

Random Wandering Monster Tokens



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		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)			Disarm a Trap		50 XPs				
Disarm Fast	3 speed	+ 0 to disarm roll	Trigger a Trap		25 XPs				
Disarm Slow	6 speed	+ 2 to disarm roll	Disarming a Trap Tile		as listed on tile				
Nimble SA	--	+ 2 to disarm roll	Artifact		as listed on artifact				
Sneak Attack SA	--	+ 2 to disarm roll	Finding a Trapless Chest		NO XPs				
Stealth SA	--	+ 2 to disarm roll	Collecting a Chest		NO Xps				
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