Mage Knight

Special Abilities & Subfaction Abilities

Speed Special Abilities

CHARGE *(optional)* This warrior cannot use the surge proficiency. Give this warrior a close combat action when it is not in base contact with an opposing figure. This warrior can move up to its full speed value and then make a close combat attack. This attack does not require an extra action.

QUICKNESS *(optional)* This warrior cannot be part of movement formations. This warrior can perform a move action without using one of your actions for the turn. If it does, it is treated for all other purposes as if it were given an action, and is given an action token.

STEALTH *(optional)* Any line of fire drawn to this warrior that passes through hindering or concealing terrain is blocked.

BOUND *(optional)* Give this warrior a ranged combat action when it is not in base contact with an opposing figure. This warrior can move up to its full speed value and then make a ranged combat attack. This attack does not require an extra action.

PATHFINDER *(optional)* This warrior's movement is not affected by hindering terrain. All figures in a movement formation with this warrior gain the Pathfinder special ability.

FRENZY This warrior cannot be a part of any formation. During your turn, you must give this warrior an action before you can give actions to figures that do not have Frenzy. If you have more warriors with Frenzy than you have actions, choose which warriors with Frenzy will be given an action. A warrior with Frenzy cannot capture or be captured. If this warrior is a captor when it gains Frenzy, its captive is eliminated.

RAM *(optional)* This warrior cannot be part of movement formations and does not deal shake off damage. If, after moving, this warrior's front arc is in base contact with one or more opposing figures, it deals 1 damage to each of those figures after their free spin opportunity.

SUMMON *(optional)* Give this warrior a special action when it is not in base contact with an opposing figure. Reanimate one of your eliminated Mage Spawn figures with a point value no greater than this warrior's point value, turn its combat dial to the starting marker, and place it in base contact with this warrior.

STRONG FLIER *(optional)* Give this warrior a move action. If this warrior moves and is not at soaring level, select a target friendly figure—that has not already been given an action this turn—in base contact with this warrior. The target moves with this warrior and must end the movement in base contact with this warrior. At the end of the movement, give the target an action token if it has zero or one action token. The target cannot be given an action this turn.

SUBMERGED When preparing the battlefield, deploy this warrior after all players have deployed their figures without Submerged. This warrior can be deployed in any water terrain, though it cannot be deployed in base contact with an opposing figure.

Attack Special Abilities

HEALING *(optional)* Give this warrior a close combat action, with a single friendly figure without the ✿ damage type as the target. Neither this warrior nor the target can be in base contact with an opposing figure. Ignore all modifiers to the close combat attack. If the attack succeeds, deal no damage to the target. Instead, heal the target of damage equal to this warrior's damage value, or roll one six-sided die and heal the target of damage equal to the result.

WEAPON MASTER *(optional)* Give this warrior a close combat action. If the attack succeeds, roll one six-sided die. Use the result instead of this warrior's damage value.

VAMPIRISM When this warrior succeeds at a close combat attack against a target figure and deals at least 1 damage, it is healed of 1 damage.

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

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

VENOM At the beginning of your command phase, this warrior deals 1 damage to each opposing figure in base contact with its front arc.

SWEEP *(optional)* This warrior cannot capture other figures. When this warrior makes a close combat attack, every opposing figure in base contact with its front arc is a target. Make one attack roll, and compare the attack result to the defense values of all targets. This warrior deals damage equal to its damage value to all targets against which the attack succeeds.

COUNTERATTACK *(optional)* After this warrior is the target of an unsuccessful close combat attack made by an opposing target figure, it can immediately make a close combat attack against the target. This warrior is not given an action token for using Counterattack.

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

Attack Special Abilities

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

BOMBARDMENT *(optional)* For details on Bombardment attacks, see the **Complete Rules of Play**.

OVERWATCH *(optional)* Give this warrior a ranged combat action, but do not choose any targets, determine any lines of fire, or make any attacks. Give this warrior an action token and an Overwatch token. At the beginning of your next command phase, remove the Overwatch token; this warrior can resolve the ranged combat action it was given on its last turn.

Attack Special Abilities

HEX *(optional)* Give this warrior a special action and a Hex token. Once until the beginning of your next command phase, you can choose a target friendly or opposing figure that has made an attack roll within 18″ of this warrior. The target must reroll the attack. Use the rerolled result instead of the initial result. Remove the Hex token when the target rerolls the attack or at the beginning of your next command phase.

MAGIC HEALING *(optional)* Give this warrior a ranged combat action, with a single friendly figure without the ✿ damage type as the target. The target cannot be in base contact with an opposing figure, but can be in base contact with this warrior. Ignore all modifiers to the ranged combat attack. If the attack succeeds, deal no damage to the target. Instead, roll one six-sided die. The target is healed of damage equal to the result.

STORMFIRE *(optional)* Give this warrior a ranged combat action, with a single opposing figure as the target. If the attack succeeds, compare the attack result to the defense value of each figure in base contact with the target. Deal damage equal to this warrior's damage value to the target and 1 damage to each other figure against which the attack succeeds.

MAGE BLAST *(optional)* Give this warrior a ranged combat action, with a single opposing figure as the target. If the attack succeeds, roll one six-sided die. Use the result instead of this warrior's ranged damage value.

Defense Special Abilities

TOUGHNESS Decrease any damage (except pushing damage) dealt to this warrior by 1.

DEFEND *(optional)* Friendly figures in base contact with this warrior can use this warrior's unmodified defense value instead of their own.

REGENERATION *(optional)* Give this warrior a special action. Roll one six-sided die and subtract 2 from the result. If the result is less than 1, the result is 1. Heal this warrior of damage equal to the result.

INVULNERABILITY *(optional)* This warrior gets +2 to its defense value against ranged combat attacks that target it or affect it. Reduce by 2 any damage dealt to this warrior. This warrior cannot be healed.

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

INFILTRATE *(optional)* When preparing the battlefield, deploy this warrior after all players have deployed their figures without Infiltrate or Submerged. This warrior can be deployed in hindering or concealing terrain up to its speed value away from its deployment area instead of in its deployment area. If this warrior was deployed outside of its deployment area, give it an action token.

DODGE *(optional)* Each time this warrior is affected by a close or ranged combat attack, roll one six-sided die. On a result of 4–6, the attack is unsuccessful against this warrior.

TERRIFY *(optional)* When an opposing player moves a non-Hero figure so that it would come into base contact with this warrior, that player rolls one six-sided die. On a result of 1 or 2, the figure cannot move into base contact with this warrior this turn. This warrior is not affected by another figure's Terrify.

CURSED *(optional)* When this warrior is affected by an action from a figure with the ⚡attack type, deal 1 damage to this warrior after the action resolves.

SPELL RESISTANCE *(optional)* When this warrior is the target of a ⚡attack, reduce the attacker's attack value by 3.

Damage Special Abilities

DEMORALIZED This warrior can be given only move actions. This warrior cannot move into base contact with an opposing figure. This warrior cannot control an objective. Opposing figures fail to break away from this warrior only on a die roll result of 1.

NECROMANCY *(optional)* Give this warrior a special action. It cannot be in base contact with an opposing figure. Reanimate one of your eliminated figures (except a multiple-dial or titan figure), and turn its combat dial to the starting marker. Roll one six-sided die. On a result of 1–3, turn the reanimated figure's combat dial clockwise a number of times equal to the result. If three skulls are not showing in its stat slot, place it in base contact with this warrior. On a result of 4–6, remove it from the game. Do not turn the combat dial clockwise for reanimated figures with the words Zombie or Skeleton in their names; they always return to the battlefield with their combat dials at their starting markers.

COMMAND This warrior cannot be captured. At the beginning of your command phase, roll one six-sided die. On a result of 6, add one action to your action total for that turn. Also, at the beginning of your command phase, each friendly figure with Demoralized that is in base contact with this warrior is healed of 2 damage.

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

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

TINKER *(optional)* Give this warrior a close combat action, with a single friendly figure with the ⚙ damage type as the target. Neither this warrior nor the target can be in base contact with an opposing figure. Ignore all modifiers to the close combat attack. If the attack succeeds, heal the target of damage equal to this warrior's damage value. The target cannot be healed if a repair marker or the starting marker appears on its combat dial.

PIERCE When this warrior makes a ranged combat attack, it ignores the defense special abilities of all target figures for the duration of the attack.

MAGIC CONFUSION Give this warrior a ranged combat action, with a single opposing figure as the target. If the attack succeeds, the target is dealt no damage. Treat the target as if it were given a move action, but you control the action. The target cannot be moved into base contact with a figure friendly to you. None of the target's optional special abilities can be canceled while you resolve this action. Do not give the target an action token for this action, and do not deal it pushing damage.

LEADERSHIP *(optional)* If this warrior has zero action tokens, when an action is given to a friendly figure within 10″ of this warrior and there is a clear line of fire between this warrior and the figure, you can give this warrior the action token instead of giving it to the friendly figure.

IMMOBILIZE *(optional)* Give this warrior a close combat action, with a single opposing figure as the target. If the attack succeeds, deal no damage to the target. Instead, if the target has zero or one action token, give it an action token. If a second action token is given to the target in this way, the target is pushed.

Subfaction Abilities

Atlantean Empire

Golemkore
FIELD REPAIR Give this warrior a close combat action, with a single friendly figure with the ⚙ damage type as the target. Ignore all modifiers to the close combat attack. If the attack succeeds, and the target is not on its starting marker, heal the target of 1 damage. Ignore all repair markers on the target's combat dial for purposes of healing.

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

Black Powder Revolutionaries

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

Northlanders
RECONNAISSANCE If at least one-half the build total of your army is composed of Northlander figures, you can reveal two terrain cards instead of one terrain card during battlefield preparation. Once all players have revealed their cards, select one of your terrain cards to use and remove the other terrain card from play.

Dark Crusaders

Deathspeakers
REVENANT *(optional)* At the beginning of your command phase, if this warrior does not have Demoralized, give this warrior a special action. Reanimate any eliminated figure (except a multiple-dial or titan figure), turn its combat dial to the starting marker, and place it on the battlefield within 10″ of this warrior at ground level. The reanimated figure is friendly to your army while it remains on the battlefield. At the beginning of your end phase, remove it from the game.

Order of Vladd
VAMPIRISM When this warrior succeeds at a close combat attack against a target figure and deals at least 1 damage, it is healed of 1 damage.

Elven Lords

Free Armies
FORCED MARCH Each Free Armies figure in a movement formation with this warrior can use this warrior's speed value instead of its own.

Temple Masters
GALLANT DEFENSE Each friendly Temple Masters figure in base contact with this warrior can use this warrior's unmodified defense value instead of its own.

Orc Khans

Broken Tusk
RECKLESS When this warrior succeeds at a close combat attack, you can deal 1 pushing damage to it to increase its damage value by 1. If this does not eliminate the warrior or cause it to gain Demoralized, you can continue to deal pushing damage to this warrior to increase its damage value any number of times for that attack.

Shadow Khans
LURK Decrease any damage (except pushing damage) dealt to this warrior by 1. When this warrior is in concealing terrain, increase its defense value by 1.