

SPEED Special Abilities

- Green X CHARGE.** This warrior may not be part of a movement formation. When you give this warrior a **move** action, and he did not start the turn in base contact with an opposing figure, he may either: a) make a **close combat** attack after moving, or b) move up to twice his **speed** value. These benefits do not cost extra actions. This warrior only fails to break away from opposing figures on a roll of 1. Use of this ability is optional.
- Red X QUICKNESS.** This warrior may not be part of a movement formation. This warrior may perform a **move** action without you having to give him one of your actions for the turn. The action still causes this warrior to be marked with an action token. This warrior may not be given another action this turn. Use of this ability is optional.
- Blue X MAGIC LEVITATION.** Give this warrior a **move** action, but do not move him. You may move a figure this warrior starts the turn in base contact with. Move the target figure up to 10 inches in any direction, ignoring terrain and figure bases. You decide its facing. The target figure may not be placed in blocking terrain. Use of this ability is optional.
- Orange X FLIGHT.** This warrior may not be part of a movement formation. This warrior may move through figure bases and blocking terrain, though it may not end its move in blocking terrain. This warrior's movement is not affected by hindering terrain and he does not have to stop when entering or exiting elevated terrain. This warrior only fails to break away from opposing figures on a roll of 1. Use of this ability is optional.
- Yellow X AQUATIC.** This warrior is neither hindered nor blocked while moving in water terrain features. Use of this ability is optional.
- Black X STEALTH.** Any line of fire drawn to this warrior that passes through hindering terrain is treated as though it has been drawn through blocking terrain. Use of this ability is optional.
- Grey X BOUND.** This warrior may not be part of a movement formation. When you give this warrior a **move** action, and he did not start the turn in base contact with an opposing figure, he may either: a) make a **ranged combat** attack after moving, or b) move up to twice his **speed** value. These benefits do not cost extra actions. This warrior only fails to break away from opposing figures on a roll of 1. Use of this ability is optional.

DAMAGE Special Abilities

- Green X X STARTING POSITION.** Before every *Mage Knight* battle, all warriors should have this green square showing. This square is often split with another **damage** special ability color.
- Red X BERSERK.** This warrior may not be given a **ranged combat** action, may not be captured and may not capture a figure. If this warrior already controls a captive, the captive is immediately eliminated.
- Blue X MAGIC ENHANCEMENT.** Any friendly figure given a **ranged combat** action, while in base contact with this warrior, will deal one extra click of damage to any target(s) hit by the attack. Use of this ability is optional.
- Orange X BATTLE FURY.** This warrior may not be captured, and may not capture a figure. If this warrior already controls a captive: the captive is released, is no longer controlled by this warrior, and may be given actions normally.
- Yellow X DEMORALIZED.** This warrior may only be given a **move** or **pass** action. This warrior may never voluntarily move into base contact with an opposing figure.
- Black X NECROMANCY.** You may give this warrior a **move** action (but do not move him). He may not be in base contact with an opposing figure. Pick one of your eliminated figures. Turn its combat dial to the Starting Position. Roll one six-sided die and turn the picked figure's combat dial clockwise that number of clicks. If this stat slot does not show three skulls, the picked figure is now returned to play. Place the picked figure on the battlefield in base contact with this warrior. Do not roll the die for figures with the words *Zombie* or *Skeleton* in their names; they always return to the game at full strength. Use of this ability is optional.
- Grey X COMMAND.** At the beginning of your turn, roll one six-sided die for each warrior you control with Command. Each "6" that you roll adds one extra action to your normal action allotment for that turn. Also, at the beginning of your turn, each Demoralized friendly figure in base contact with this warrior automatically heals one click.

ATTACK Special Abilities

- X **HEALING.** This warrior may use the **close combat** action against a friendly figure to heal it. Neither may be in base contact with an opposing figure. All modifiers to the close combat attack are ignored. If a hit is obtained, you may: a) use this warrior's **damage** value to heal exactly that many clicks to the target figure, or b) roll one six-sided die and heal that many clicks to the friendly target figure. Use of this ability is optional.
- X **WEAPON MASTER.** When this warrior hits with a **close combat** attack, roll one six-sided die. This is the number of clicks of damage you deliver to the target figure. In this case, do not use this warrior's normal **damage** value. Use of this ability is optional.
- X **MAGIC BLAST.** When this warrior is given a **ranged combat** action with a single target, the line of fire is never considered blocked or hindered by the presence of terrain or other figures. Whenever this warrior scores a hit with this attack, roll one six-sided die. This is the number of clicks of damage you deliver to the target figure. In this case, do not use this warrior's normal **damage** value. Use of this ability is optional.
- X **FLAME/LIGHTNING.** This warrior's **ranged combat** attack affects the target figure and every figure in base contact with the target, delivering 1 click of damage to each figure successfully hit. As with all attacks against multiple targets, only one attack dice roll is made. Do not use this warrior's normal **damage** value. Use of this ability is optional.
- X **SHOCKWAVE.** Give this warrior a **ranged combat** action. Reduce his range by half. Draw lines of fire to every non-captive figure (friendly and opposing) within range in every direction, regardless of this warrior's front arc facing. Lines of fire are never blocked by figure bases, but are affected by terrain normally. If non-blocked lines of fire can be drawn to two or more figures within range, Shockwave will deliver 1 click of damage to each figure hit. If there is only one eligible figure within range, Shockwave will deliver this warrior's normal damage. The effects of each target's special abilities are ignored during a Shockwave attack. Shockwave allows you to attack opposing figures even if they are in base contact with other friendly figures. Use of this ability is optional.
- X **VAMPIRISM.** Heal one click on this warrior whenever he damages a target figure during a **close combat** attack.
- X **MAGIC HEALING.** This warrior may use a **ranged combat** action against a friendly figure to heal it. All modifiers to the ranged combat attack are ignored. If a hit is obtained, roll one six-sided die and heal that many clicks to the target figure. Magic Healing's target cannot be in base contact with an opposing figure. Use of this ability is optional.

DEFENSE Special Abilities

- X **BATTLE ARMOR.** Increase this warrior's **defense** value by two versus **ranged combat** attacks.
- X **POLE ARM.** If an opposing figure moves into base contact with this warrior and this warrior's front arc is in contact with the opposing figure after the free spin opportunity, the opposing figure takes one click of damage and the current action is ended.
- X **MAGIC IMMUNITY.** This warrior cannot be affected by any other special ability with the word "Magic" in it. This warrior neither receives nor delivers extra clicks of damage caused by Magic Enhancement.
- X **TOUGHNESS.** Subtract one from any damage scored against this warrior by **ranged** or **close combat** attacks, or special ability damage effects (e.g., Pole Arm). Toughness does not affect pushing or critical miss damage.
- X **DEFEND.** Any friendly figure in base contact with this warrior may use this warrior's **defense** value instead of its own. Use of this ability is optional.
- X **REGENERATION.** You may give this warrior a **move** action (but do not move him). Roll one six-sided die. Subtract 2 from the roll. Treat a negative result as 0. The result (0-4) is the number of clicks that are healed on this warrior's combat dial. Use of this ability is optional.
- X **INVULNERABILITY.** Increase this warrior's **defense** value by two versus **ranged combat** attacks. Reduce any damage scored against this warrior by **ranged** or **close combat** attacks, or special ability damage effects, by two clicks. Invulnerability does not affect pushing or critical miss damage. This warrior may not be healed. This warrior may not be captured, and may not capture a figure.