

MKC Rules:
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These homebrew Mage Knight Conversion (MKC) rules assume *throughout* that players/readers have a working knowledge of the official game. This mini supplement is an add-on to the Horror Clix game, and provides a basic guideline which will allow us to introduce figures from any of the Mage Knight and Mage Knight Dungeons figure sets.



Choose Your Heroic Team

Choose your MK & MKD teams in exactly the same way you do when putting together a Horror Clix force. I *personally* find the point values of figures are interchangeably acceptable from set to set.

Game Play

In many ways, the game plays just like a standard game of Mage Knight or Mage Knight Dungeons, but with the following exceptions and alterations:

- You receive a number of activations equal to the number of Heroes in your Heroic team. If a Hero is eliminated, you lose that activation. If the Hero is somehow brought back into the dungeon (by using an artefact or Necromancy, for example) you regain that activation.
- To determine the number of Mage Spawn/Monster or Token activations, roll a six-sided die. The result equals the number of activations for the current turn. Make this roll every turn.
- Heroes always move first by entering the dungeon. Wandering Monster Tokens move with a speed of 4. If used alongside activated Minion/Victim counters, the latter move at the speed printed on the tokens as usual.

Token Reveal Rules

Wandering Monster/Mage Spawn Tokens are activated when they enter the same tile as an activated enemy figure. If using the maps, these are divided into the equivalent of tiles anyway, so conversion is straight forward. If using 3D dungeon tiles, Mage Spawn will activate when they achieve actual line of sight with a Hero.

Special Ability Change

If you have a Hero or Heroes with the Command ability who succeed in the die roll to gain the extra activation(s), the extra activation(s) can be used to “command” inactivated Mage Spawn, Victim/Minion tokens. These Mage Spawn can be moved away from the Heroes - even towards them. If the Mage Spawn/Monster player has Command and succeeds in the die roll to gain the extra activation(s), add those activations to the number of Mage Spawn/Minion activations only.

Mage Spawn cannot “command” Heroes.

The Living Dungeon

If you have spare Dungeon Artefacts, Mage Spawn Tokens, Monsters or Victim Counters, you can create a Monster Pool. Every time a figure (Hero, Monster, or Mage Spawn) enters a new chamber i.e. gains line of sight into a new room - or enters a new tile, throw a die: if the result is a 4, 5, or 6 – throw another die, and add the following into the game.

- On the result of a 1, add a Victim Token to that tile in a square not adjacent to the Figure, against a wall, and as far from any Figure (in squares) as possible. The token is in its converted state.
- On a result of 2 or 3, add one Mage Spawn Token to that tile, in a square not adjacent to the Figure, against a wall, and as far from any Figure as possible. The token is instantly converted.
- On a result of 4 or 5, add a new artefact, door, or piece of terrain in the tile the Figure just entered. If you can't decide what to add, assign each piece a number on a six-sided die *or pair of dice if more appropriate* and roll to determine what to add.
- On a result of 6, add one Mage Spawn Token, and one terrain piece, artefact, or door to the chamber that the Figure just entered. In addition, even if there is a treasure already in the chamber, add one to the tile.



MORCANS

There are no front/rear arcs in my version of the game (like Horror Clix), so ignore any symbols on the figures' bases which suggest otherwise.

Passing Through

Figures may pass through other friendly figures...paying the normal speed points for entering the occupied terrain square; but you may not enter a square containing an enemy figure or monster token.

Free Spin & Counter Attack

These terms only apply in official MKD game – but not here. You will find no reference to these terms in this rules supplement; this is because they have been carefully removed from the rules - allowing them to exist side by side with Horror Clix.

Bleeding (Simple Rule): Mage Knight figures always start the game blooded.

(Advanced Rules): If you wish to have your Mage Knight figures act like standard Horror Clix Monsters, simply place some sort of un-blooded token underneath each figure's base at the start of the game. As each figure inflicts a wound, or slays a Victim Counter, simply remove the un-blooded token from underneath the base - and consider that figure blooded.

(House Rule): Monsters who have slain (or saved) victims, place their Victim Counters underneath their bases. If a Monster is killed, any Victim Tokens under that figure's base are also removed from play and do not count towards any scenario specific victory conditions.

(Mage Spawn/Monster Activations): You may like to limit the number of Mage Spawn Activations in small games. You can half the Activations of Mage Spawn involving small games with only a few figures each side. Perhaps 1 to 3 Activations instead of 1 to 6? Players should decide for themselves what seems appropriate.

Special Abilities.

Coloured 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 new Mage Knight Dungeons Special Ability Card, which are designed to exist side by side with the Horror Clix Monsters individual stat cards.

Doors

There are two types of doors: wooden and iron. Once opened, wooden doors remain open. Iron doors swing closed after each use. 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 defence value of 10 and an iron door has a defence 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.



Treasure Chests & Traps:

Treasure isn't often free! You must deal with the traps, Mage Spawn, Monsters, and even opposing Heroes before you can access these delights. However, opening treasure chests exposes the Heroes to all kinds of potential dangers. 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, but a Hero must be in a square *adjacent* to the treasure chest to expose the trap.

The player exposes the trap by rolling 1 six-sided die, then clicking the trap tumbler clockwise a number of clicks equal to the result. Heroes do not need to be in the front arc of a treasure chest to disarm the trap or gather the treasure - merely in an adjacent square. 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 trapless treasure!

If the treasure chest has a trap, it must be disarmed. The Hero can attempt to 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.

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.

If these slots are blank, then no Mage Spawn will 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. 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. So 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 (a single roll, and apply the results of that roll to each affected figure). 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 (not the whole tile). The range is measured from the treasure square as if darts were shooting from the chest. The player's opponent makes the attack dice roll. Every figure hit takes the damage indicated on the trap.

Heroes and Mage Spawn block line of fire from an R attack, 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.

If a Wandering Monster, or Victim 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 defence value to the treasure trap's attack value. If the attack value is higher than the defence value, the Mage Spawn take the damage indicated. This damage can eliminate Mage Spawn as they are placed.

Once the trap has been disarmed or sprung, the Hero can open the chest. It costs 4 speed points to open the chest and gather the treasure. Treasure chests contain special abilities, gold and magic items.

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

Within a treasure chest, a Hero might find:

Hero Speed Bonus A number here indicates an increase in the Hero's movement. Place a + = speed bonus next to the figure this ability applies to this bonus, once handed out, is not interchangeable.

Hero Attack Bonus A number here indicates an increase in the Hero's attack value. Place a + = attack bonus next to the figure this ability applies to this bonus, once handed out, is not interchangeable.

Hero Defence Bonus A number here indicates an increase in the Hero's defence value. Place a + = defence bonus next to the figure this ability applies to this bonus, once handed out, is not interchangeable.

Gold The number of gold pieces the treasure contains. Each 500 pieces of Gold a Hero or Heroes gather (between games only) – the Heroic Team may choose one of their number to click his/her base dial to the next highest starting level. Heroes/players in a game may combine their gold into a pool to help one another – or not, as they choose.

Traps! Some treasure chests are nothing more than a devious trick. Instead of treasure, it's another trap. The word 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.

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. Potions sit at the edge of the table and can be used by any member of a Heroes team at the beginning of any Hero player's turn. Once used, remove the chest/token from play.

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 defence) 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.

When a Hero is eliminated before he or she can exit the dungeon, any speed, attack, defence bonus, any gold which isn't pooled is lost forever. Gold which has been pooled always belongs to the group and is not removed unless all the Heroes die.

You may like to make some home made tokens for your Heroes *instead of using opened treasure chests* for keeping track of treasures found. Cut up pieces of cereal packets with the relevant information written on the clear side will do at a pinch. Inventive players might create more aesthetically pleasing tokens for themselves.

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 be adjacent to the target. First, declare that the Hero will make a theft manoeuvre. A theft manoeuvre replaces a close combat attack. Roll 2 six-sided dice and add the result to your attack value. Compare the result to the defence value of the target, adding 2 to their defence value. If the number equals or is greater than the revised defence value, the theft is successful, your thief may steal 50 gold this does not come off the opposing player's gold total, and merely represents an abstract value.



The following table (from left to right) shows exactly what the numbers on an un-opened treasure chest means, in game term.

Trap Disarming Number
Total Mage Spawn Appearing
Maximum Mage Spawn in Points
Trap Attack Value
Trap Damage Value
Type of Attack
Range

Special Abilities Chart

SPEED:

Square SA Colour Symbols.

CHARGE: This figure may interrupt its move to make a *free* (0 Action Points) close combat attack, then continue moving *provided there are no longer any enemies adjacent to the moving figure*. In addition, if there is no opposing figure adjacent to *this* figure for the duration of the turn *except on the last hex of movement*, the piece may move an additional 4 squares during the turn.

QUICKNESS: This figure may move his full number of speed points, and it does not cost the player an Activation Point. The figure may do nothing but move or open doors this turn. The player must declare the use of *quickness* before moving the piece.

MAGIC LEVITATION: This figure can move any figure (friend or foe) that occupies an adjacent square. Give *this* figure an activation, but he *can not* make any other type of movement or attack this turn. Choose a target figure up to 4 squares away (even one in an adjacent square), and move it up to 5 squares in any direction. Treat all terrain as clear terrain while moving, but the target figure can not be moved through an unopened door, blocking terrain or another figure. Place the target figure in any legal terrain. The target figure may not be activated for the remainder of this turn.

FLIGHT: This figure treats all non-blocking terrain as clear terrain while moving. This figure may not use *flight* to move through any doorway, open or closed, or to move through blocking terrain. This figure must end its movement in legal terrain. This figure only fails a *break away* on a roll of 1.

AQUATIC: This figure treats all water terrain as clear terrain while moving.

STEALTH: Hinderling terrain blocks line of fire to this figure. Any line of fire drawn to this figure that passes through hinderling terrain is treated as if it were drawn through blocking terrain. If there are hinderling or shadowed terrain squares in the same file as this figure, this figure does not convert Wandering Monster Tokens, unless they are in a square which is adjacent. This figure may add 2 to the dice roll to Disarm Traps.

BOUND: This figure may make a *free* ranged attack without spending an Action Point. In addition, add 4 to this figure's speed value if given an activation (provided it starts the turn with no enemy in an adjacent square). This figure only fails a *break away* on the roll of 1.

Circular SA Colour Symbols.

FORCED MARCH: This figure can add to the speed value of a friendly adjacent figure *or self*. When a friendly figure is given an activation while in an adjacent square, add 1 to the friendly figure's speed value for this turn.

NIMBLE: Provided this figure starts the turn with no enemy in an adjacent square - this figure may make a ranged combat attack, move up to 4 squares, and *then* make a close combat attack. This figure can also add 2 to the dice roll result to Disarm Traps.

RAM: This figure delivers an *automatic* click of damage (on one enemy figure) when it moves into a square adjacent to an enemy figure.

DAMAGE

Square SA Colour Symbols.

STARTING POSITION: For non-Hero figures, all warriors must start the game with this square showing. Before playing any figure, click the combat dial to show the green square over the damage value. This square may be split with another special ability colour. For members of the Hero faction, click the combat dial to show the correct level number inside a small green circle, located between the damage and defence values.

BERSERK: This figure adds 2 to his attack roll but *can not* make ranged combat attacks. This figure adds 2 to his attack roll when making a close combat attack, but can not make a ranged attack, disarm a trap or gather treasure on a turn in which *berserk* is used.

MAGIC ENHANCEMENT: This figure improves the damage delivered by friendly ranged combat attacks. Any friendly figure making a ranged attack while in a square adjacent to this figure inflicts 1 extra click of damage to any enemy figure(s) hit by the attack. Add 1 extra click to damage of *own* ranged attack if there are no friendly figures adjacent. *The added damage from magical enhancement is not a special ability damage effect.*

BATTLE FURY: This figure adds 2 to his attack roll when making a close combat attack.

DEMORALIZED: This figure can not make any kind of close combat attack. This figure may not move adjacent to an enemy, and must attempt to *break away* from any enemy figure who move into base contact with *this* figure.

NECROMANCY: This figure can bring an eliminated friendly figure back into play. Use this ability to return a friendly figure back into the game. If *necromancy* is activated by this figure... this figure may not move, open/close doors, disarm traps, look for treasure, or make any other kind of attack *this* turn. Chooses one eliminated friendly figure; click it's combat dial to the starting position. If the figure is the member of the Hero faction, click it's combat dial to it's level when eliminated.

Roll a six-sided die and turn the figure's dial a number of clicks equal to the result as if you were applying damage. If the end result does not show three skulls – place the newly returned piece in a square adjacent to the Necromancer figure. If the result shows three skulls, the *necromancy* attempt fails. Zombies and Skeletons returned to the game *do not* have to check in this way, and always return to play at full strength.

COMMAND: This figure may add an activation to your total for the turn. You may either take a *second go* with an all ready activated figure, or activate an entirely different figure this turn. Either way, you basically receive a free action (except *vulnerable* figures).

Circular SA Colour Symbols.

PIERCE: This figure's ranged combat attacks ignore *battle armour, armour, and invulnerability*. When this figure is given a ranged combat action, ignore the target figure's special abilities mentioned above.

MAGICAL FREEZE: This figure may use a ranged attack to reduce the target's speed to 2. When this figure makes a ranged combat attack, the damage value is reduced to 1. If the attack is successful *against a single target* throw a six-sided die: if the result is a 4, 5, or 6 place a freeze token on the target figure. The target is classed as *frozen* and may only move 2 squares a turn as long as the token remains in place.

To remove a freeze token, the figure must spend an activation without moving, disarming traps, searching for treasure, or taking part in ranged or close combat for an entire turn. After which, the freeze token is removed from play.

MAGICAL CONFUSION: This figure may make a ranged combat attack to move an opposing figure. When this figure makes a ranged combat attack, his damage value is reduced to 0. If he makes a successful ranged combat attack *against a single target* the attacking figure's player immediately moves the target figure, using any number of speed points *up to its full speed value*. The target figure may not be moved into a square adjacent to a friendly figure, Wandering Monster, Minion or Victim Token.

ATTACK:

Square SA Colour Symbols.

HEALING: This figure can heal itself or a friendly figure with a close combat attack. To heal a target figure, make a close combat attack against that figure. Add 2 to the defence value of that figure if either the healer or the target is in a square adjacent to an opposing figure (cumulative). Ignore all other modifiers to the close combat attack. If the attack succeeds, heal a number of clicks of damage equal to the healer's damage value, or roll a six-sided die and heal a number of clicks of damage equal to the result. The healer may spend 4 speed points and heal himself 1 click of damage without making a die roll. Healing himself ends this figure's current activation. Healing ignores all special abilities except *invulnerability*.

WEAPON MASTER: This figure can use a close combat attack to deliver 1 to 6 clicks of damage. When this figure makes a successful close combat attack, roll a six-sided die. Inflict a number of clicks of damage on the target equal to the result *instead* of this figure's normal damage value.

MAGIC BLAST: This figure can use a ranged combat attack to deliver 1 to 6 clicks of damage. Use this ability to deliver a magical ranged combat attack against a single target within half of this figure's attack range (round fractions up). The line of fire is never considered blocked or hindered by terrain or figures. When this figure makes a successful ranged combat attack, roll a six-sided die. Inflict a number of clicks of damage (on the target figure) equal to the result *instead* of this figure's normal damage value.

FLAME/LIGHTNING: This figure's ranged combat attack affects all figures within squares adjacent to the target. A single successful ranged combat attack (a single roll) affects the target figure and every figure in a square adjacent to the target figure. Compare the attack value result to the defence value of each affected figure, and give 2 clicks of damage (instead of this figure's normal damage value) to each figure successfully hit.

SHOCKWAVE: This figure's ranged combat attack can affect every figure within half his range value (round fractions up). A single successful ranged combat attack affects every figure (friend or foe) within half this figure's attack range *use a single die result to resolve the attack(s)*. Draw lines of fire to every figure within range. Figures do not block line of fire, but terrain blocks line of fire according to standard rules. Compare the attack value

result to the defence value of each affected figure. A hit figure will receive 1D3 clicks of damage. i.e. a six-sided die divided by 2:

i.e. 1, 2 = 1 3, 4 = 2 5, 6 = 3. A *shockwave* attack ignores and is unaffected by all other special abilities.

VAMPIRISM: This figure can heal himself by making a successful close combat attack. Heal 1 click of damage on this figure whenever he damages a target figure during a close combat attack.

MAGICAL HEALING: This figure can heal a friendly figure *or self* by making a ranged combat attack. To heal a friendly figure, make a ranged combat attack against it. Add 2 to the defence value of the figure if either the healer or target is in a square adjacent to an opposing figure (cumulative). Ignore all other modifiers to the ranged combat attack. If the attack succeeds, roll a six-sided die and heal a number of clicks of damage equal to the result. Rather than healing another figure, the healer may spend 4 speed points and heal himself 1 click of damage without making a die roll *this is the only way of healing self*. Healing ignores all special abilities except *invulnerability*.

Circular SA Colour Symbols.

VENOM: This figure inflicts 1 click of damage even if his ranged or close combat attack misses the target. When this figure makes a ranged or close combat attack, add 1 to his damage value. If the attack misses, inflict 1 click of damage on the target figure *anyway*. This damage *venom* damage is considered part of the attack damage, and is not a special ability effect.

SNEAK ATTACK: This figure can deliver double damage with a close combat attack on a target. When this figure is adjacent to an enemy figure *and has at least one other friendly figure also in base contact with the same enemy*; if this figure makes a successful hit, it will deliver double its normal damage value on the enemy figure.

SWEEP: This figure can hit all opposing figures occupying adjacent squares with a successful close combat attack. When this figure makes a close combat attack (using a single die roll to resolve the attack), each adjacent enemy figure that is successful hit will receive the *sweeping* figure's normal damage value.

DEFENCE

Square SA Colour Symbols.

BATTLE ARMOUR: This figure's defence is improved against all attacks. Increase this figure's defence value by 2 against ranged and close combat attacks that affect it.

POLE ARM: This figure will damage opposing figures that enter squares adjacent to this figure. When an opposing figure's movement puts him in a square adjacent to this figure, the opposing figure takes 1 click of damage and the moving figure's current activation ends.

MAGIC IMMUNITY: This figure is immune to magic affects. This figure can not be affected by any other special ability whose name contains the words "Magic" including *magic healing*.

TOUGHNESS: This figure reduces damage inflicted on it by 1 click. Reduce by 1 click any damage inflicted on this figure by ranged or close combat attack, to a minimum of 1 (i.e. you can not reduce damage to 0, unless as the result of a *critical miss*).

DEFEND: This figure can share it`s defence value with friendly figures in any adjacent square. Any friendly figure in a square adjacent to this figure may use *this* figure`s defence value instead of it`s own, Increase (or decrease) all adjacent friendly figures to match the new defence value for this turn.

REGENERATION: This figure can heal itself 0 to 4 clicks. Activate this figure, but he is considered to have 0 speed and can not make an attack or use any special abilities *other than this one* for the duration of this turn. Roll a six-sided die and subtract 2 from the result (treat a negative total as 0). Heal a number of clicks of damage on this figure equal to the result.

INVULNERABILITY: This figure`s defence is improved against ranged attacks, and damage delivered to him is reduced. Increase this figure`s defence value by 2 against ranged combat attacks. Reduce 2 clicks of damage inflicted on this figure by ranged or close combat attacks, to a minimum of 1. *Invulnerability* does not affect *critical hit* damage.

Circular SA Colour Symbols.

DODGE: This figure avoids damage from attacks. When this figure is hit by a ranged combat or close combat attack, roll a six-sided die, On a result of 5, or 6 the attack misses.

MAGIC RETALIATION: This figure delivers 1 click of damage if damaged in an attack. When this warrior takes damage from a ranged or close combat attack, the attacker also receives 1 click of damage.

LIMITED INVISIBILITY: This figure may not be the target of a ranged combat attack. This figure may not be the target of *any* ranged combat attack, and does not convert Monster Tokens unless they are in a square adjacent to this figure.

BERSERK (Hero Clix version): This figure adds 2 to his ranged or close combat attack roll. This figure adds 2 to his attack roll when making a ranged or close combat attack.

Conclusion:

These rules are completely up to date (as of June 1st 2007) and represents our *personal take* on the game. The club will no doubt prompt me further when *and if* it feels any of the rules need adjusting further. But these rules are a `living` system which players can alter, chop and change to suit their own gaming needs.

I am aware there are a few Mage Knight figures whose special abilities are not covered by this supplement. Our personal collection of figures (which is what we have based everything upon) is pretty extensive, and we haven`t yet got round to including *everything* on our Special Ability chart - give us time, and we shall rectify the problem.

Enjoy.