

~ How to Play ~



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INTRO

This document will cover how to play Mage Lite : Mage Knight in 18 Cards (or so). The game plays a lot like the original Mage Knight with some adaptation. First we will look at the 18-card base game and then the changes for the expansions.

Components (18 cards)

8 actions cards



1 spells/ artifacts card



4 map cards



1 fame tracker



1 reputation tracker



1 hero card



1 units card



1 enemies card



~ Setup ~

1. Place your hero card (a) in front of you, oriented to Level 1.
2. Shuffle the 4 map cards and place them in a stack with the Core Tile side face up (b). Draw the bottom map card, flip it to the Countryside side, and place it north of your hero card (c). Put your hero marker (a coin or a token provided by the player) on the bottom-left partial hex.
 - The Core Tile side is the one with this symbol on the top left corner. 
3. Set out the Fame card (d). Orient the Reputation card (e) so the "0/+2" is on top. You start on 0 reputation on the yellow side. Have the arrow point to Fame 0.
4. Place the Enemy (f), Unit (g) and Artifact/Spell (h) cards within reach (for the Artifact/Spell and Unit cards, randomly rotate them). This will determine the offers later on. The Unit card should be placed on the Silver side).
5. Shuffle the action cards and put them in a stack to create your deed deck (i). The basic actions should all be face up, oriented with the Starting half on top.
6. Draw 5 cards from the top of your deed deck for your starting hand (j) (Don't rearrange your hand. Keep all the cards drawn in the same order you picked them).



Completed Setup

~ One Round of the Game (Day or Night) ~

1. Rounds are either Day or Night. Players take their turns within a Round.
2. Prepare the Round (skip this step for the first Round of the game, as it was completed during setup) (only if you have the cover cards from the expansion):
 - a. Flip the Spells Cover to change from Day to Night or Night to day.
 - b. Flip or rotate the Artifacts Cover if you went from Night to Day to keep track of how many days have passed.
 - c. Make a new Deed deck by putting back all your action cards on the Starting side and shuffling them.
3. Prepare the player turn.
 - a. Disband any wounded units that you won't be able to heal on this turn.
4. Player plays his turns.
 - a. The player completes his move phase followed by his action phase.
 - b. The player starts his end of the turn phase.
 - c. Go back to step 3. If the player has no more cards he can draw and no card in his hand, or if the player wants to go to the next round, proceed to step 5.
5. Check the Scenario description to see whether the game is over.
 - a. If the scenario conditions have been met or if the Round limit is reached, the game is over and you should follow the Scenario description to determine the outcome of the game.
 - b. If not, continue the game by playing the next Round by going back to step 2.

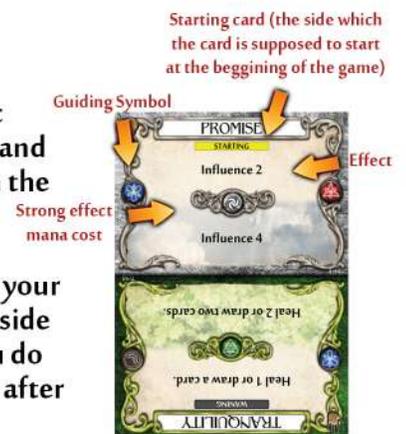
~ Basic Game Concepts ~

DEED CARDS

1. These consist of Action cards. At the start of the game, players have only Basic Action cards in their Deed deck. There are 8 action cards. Each is double sided and double halved. The basic action cards are on one side and advanced actions on the back. Advanced Actions have the gold borders.

CARD ORDER IN YOUR HAND MATTERS. You must not rearrange the cards in your hand because many game effects depend on the mana token symbols on each side of the card. Only remove cards from your hand AFTER your turn. Any cards you do not play or discard slide to the left in your hand, and new cards you draw fill in after the rightmost card in your hand.

2. Each turn, the player will play Deed cards from his hand. To play a card, lift it from your hand to show that you are using that card for the turn (but keep it in your hand in the same position). Do this for every card you want to play. Then apply their effects.
3. Different Deed cards can be played in different ways:
 - a. An Action card (Basic or Advanced) can be played to provide its basic effect.
 - b. It can be powered by one mana of the depicted color to provide its strong effect (the one in the top half center of the card). The color of an Action card is determined by the color required for its strong effect.



4. Cards that provide similar effects can be played together to provide a cumulative effect.
5. When you play a Starting card, rotate it to Waning and place it at the bottom of the deed deck. When you play a Waning card, put it in your discard pile. It stays on Waning. When discarding Starting cards, you may choose the order in which they go when putting them at the bottom of your deck. It's also not cheating to look at the top card of your deck at any time, but don't look at any others.

TAKING WOUNDS

You take wounds by downgrading cards. You can take wounds into your hand or your deck, but must prioritize cards in your hand. If you are not able to take any more wounds into your hand, move on to your deck.

For every 1 wound you take, you must do one of the following:

- Rotate a Starting card in your hand to Waning.
- Move a Waning card in your hand to your discard pile.

Note - You can't wound a card that you are currently playing.

- If neither of those options are available (your hand is empty, or only cards that you are currently playing are in your hand), you must take the wounds into your deed deck. The same options apply: either rotate a Starting card to Waning, or discard a Waning card.

You take wounds immediately, in the Assign Damage phase of combat. If it's a card effect, such as Blood Rage, still take the wound immediately. You cannot wound a card to pay for its own wounding effect. You must wound a different card.

You may wound a card twice. In other words, you could rotate a Starting card in your hand to Waning to take 1 wound, and then discard that same card to take another wound.

POISON: When taking damage from an enemy with Poison, you must take damage equal to twice their attack value. The difference with Poison is you may choose to take that EXTRA damage into your deck, not prioritizing taking the wounds into your hand as you normally are required to. Example: You are dealt 2 damages. Poison makes it 4. 2 of those damages needs to come from your hand if possible, the extra 2 damages from poison can be taken either from your hand or your deed deck.

HEALING

Healing is the opposite of taking wounds. For every 1 point of healing, choose one of the following actions:

- Rotate the right-most Waning card in your hand to Starting.
- Move the bottom card in your discard pile to the bottom of your deck, leaving it on Waning.
- If neither of those options is available, you may search your deck and rotate the first bottom-most Waning card to Starting. Then shuffle your deck.

SPELLS AND ARTIFACTS

When the card is on the table at setup, both the artifact and spell offers consist of the top-right, bottom-right, and top left artifact/spell. After you own an artifact/spell, any adjacent artifact/spell to the one you own consist of your offers. When you gain your first artifact/spell, you are committing to using **ONLY EITHER ARTIFACTS OR SPELLS FOR THE REST OF THE GAME**. In the base game, you cannot own artifacts and spells at the same time (they are on opposite sides of the card).

So, whenever you would gain an artifact or a spell for the rest of the game, you gain whichever type you committed to.

For example, say you are committed to artifact and you defeat a mage tower. Instead of receiving a spell from the mage tower, you receive an artifact since that's what you are committed to.

The first time you gain a spell or artifact, put the card under your hero card and try to only make visible the spell/artifact you own. When another one is gained, move the card from under your hero to make only the owned one visible. It is a way to remember which one you own, but you can also simply try to remember them or use anything, like a coin or cube, to show which one you own.

Artifacts and spells can be used once per round. As long as they have not already been used this round, they are always available to be used.

To play an artifact or spell, you **MUST DISCARD ANY CARD OF YOUR CHOICE FROM YOUR HAND** (starting cards are turned to the waning side and put under the deed deck while waning card are put in the discard pile).

Artifacts have a normal effect at the top and a strong effect below. You can always play the strong effect, but you must throw them away afterward (meaning you don't have them anymore). If you throw away your last artifact, you are not committed to artifact anymore. The next time you acquire a Spell or Artifact, you will be committed again to whichever you picked. Thrown away artifacts can still be gained again.

Spells also have a normal and strong effect. To play a normal effect, you must use a mana of the same color as shown next to the title of the Spell to play it. To play its strong version, it's the same thing except that you can only play them at Night and that you must also use a black mana only available at Night.



THE SOURCE & MANA (token and crystal)



Mana in the Source is determined by the cards in your hand. Reference the mana symbol on the left-hand side of the three cards on the left-most side of your hand. If you want a Source with 3 mana in it, reference the first 3 cards in your hand, etc. You do not remove cards from your hand during your turn, so the Source remains the same throughout a turn. There is one exception. If you wound one or more of the cards providing you with your Mana Source and turning them to the Waning side, the Source will change.

Only 1 mana from the source can be use in any given turn.

There are 6 mana types : Blue, red, green, white, gold and dark. Gold mana is only available at day and can replace any Blue,red,green or white mana. Dark mana is only available at night.

Example : You are at Day, and your 3 leftmost card in your hand show a Gold, Red and Dark mana. Therefore, your source is comprised of 1 Red mana and 1 Gold mana (dark mana is ignored since it's day time). The gold mana can be use as a Red, Green, Blue or White mana.

If you are at the end of your deck and only have, say, 1 or 2 cards in your hand, it means the Source only contains 1 or 2 mana respectively. However if you want it to be less restricting, feel free to play that if you need more mana to fill out the Source offering, you can use the mana symbol(s) on the right-hand side of the leftmost card you have.

There are no mana crystals in the base game; only mana tokens. Game effects that would have provided crystals have been modified or replaced with giving one or more mana tokens.

A mana token is a mana out of the source that can be use at anytime during your turn. But at the end of the turn, you lose any mana token left. You need to remember which mana token you have during your turn since there is nothing to keep track of them. If an action card let you gain mana token, i suggest that you make that card higher in your hand to remember your mana token.

The crystal expansion let you use crystal and provides card to keep track of them and 4 actions cards to replace 4 from the base game.

Crystals are the same as mana token except that you don't lose them at the end of your turn and can be used in any subsequent turns. But you can only have a maximum of 3 crystals of each color at a time. If you are meant to gain a crystal but already have 3 crystals of that color, gain a mana token instead. Note that there is no Gold and Dark crystal.

UNITS

Units are separated by the front and back side of the card. Regular (silver card side) and Elite (gold card side). Units help you on your adventure. You typically recruit units by spending enough Influence at certain sites, but may also sometimes gain them with skill or card effects.

When the card is on the table at setup, the Units offers consist of the top-right, bottom-right, and top left Units. After you own a Unit, any adjacent Units to the one you own consist of your offers.



At the start of the game, the player controls no Units. Like for Spell and Artifacts, put the Units card under your hero card with the Units you own visible or use a coin or a cube to show which one you own.

Each Unit you own are assigned to a Command token. You cannot have more Units than Command tokens. Command tokens are shown on your hero card with a shield icon inside an octagon. On this picture, the player has 2 command tokens.



Newly recruited Units are always Ready and not Wounded.

If you want to gain a new Unit but you have already your maximum number of Units, you must disband one of your Units. It is no longer part of your available Units.

A Unit that is Ready and not Wounded may be activated for one of its abilities once per ROUND. You will need to remember which units you already used within your round of if you are using a cube for example, you can place the cube on the corner of the Unit when it is READY and in the middle of the Unit when it has been used.

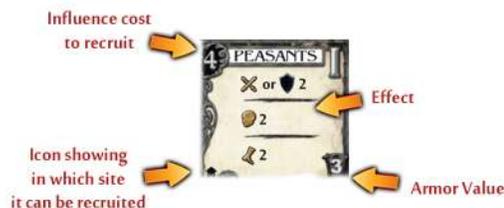
Each unit depicted more than one ability. You can only use one ability per Unit per Round. To choose an ability with a mana symbol in front of it, you have to pay mana of the corresponding color first.

Whenever an effect allows you to "Ready a Unit", you may select one of your spent Unit. The Unit is now Ready and can be activated again.

An effect can only alter an ability of a Unit if that Unit has that ability. So for instance, to increase a Unit's Block it must already have a Block value.

At the end of your turn, do not Ready a Spent Unit. Units are automatically Readied at the end of each Round.

When you reveal the first Core map card, Gold units are available to recruit. When you recruit your first Gold unit (on the back side of the unit card), total up the Influence value of all silver units you currently have. Then add or subtract your reputation. Take that total, plus any Influence you play this turn, and recruit any number of Gold units you can. At least one of the Gold units you recruit must be recruitable at the type of site you are at. All the gold units you recruit must be adjacent to each other. Any leftover Influence can be used for other purposes this turn. You can always choose to go back to the Silver units side following the same rules.



FAME AND REPUTATION

Fame is used as a scoring method and a way to know when your hero level up. For example, after acquiring 3 Fame, your Hero level up to level 2. It also shows what you gain from your level up (either a Skill or a Command token).

Your reputation affects how you interact with locals. A higher reputation gives you a bonus to your influence while a low reputation will reduce your influence. Reputation goes up when you defeat Orc (+1 reputation) or Draconum (+2 reputation). You lose reputation when you make an assault (-1 reputation).

Track your Reputation by rotating the Reputation card so your current reputation is oriented on top. Note that some orientations share values, so you'll have to remember which of the two values is current. When your reputation goes below the starting "0", flip the card to be on the "0" on the negative reputation side (the red side).



For example, you start your reputation at 0 on the yellow side of the card. While gaining 1 reputation, rotate the card counter-clockwise. Your reputation has increased but your bonus to your influence is still 0. Next time you will increase your reputation, your bonus to influence will be +1. After increasing your reputation 4 times (assuming you did not lose any reputation), the reputation card will be facing with the 0 up like at the initial setup. But since you made a complete rotation of the card, you now use the number on the right to determine your influence bonus. Therefore, you would get a +2 influence bonus. So in order, you would gain 0, 0, +1, +1, +2, +2, +3, +3. When you lose reputation, rotate the card clockwise. Or if you are already at 0, flip the card with the 0 pointing up. Use the same method to track your negative reputation. Note that losing too much reputation will make it harder to interact with locals. If you ever reach the X on the negative reputation track, you can't interact anymore with locals until you raise your reputation again.

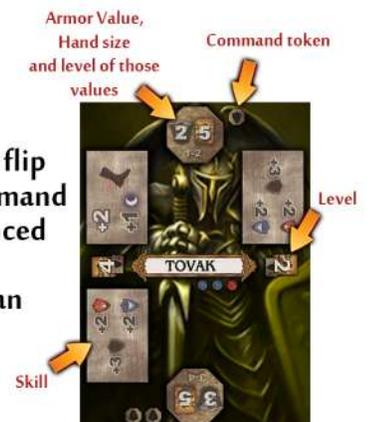
Track Fame by pointing the top arrow on the Reputation card to your current fame on the track. On the example above, the player has 15 fame and is at level 4. He has a bonus of 0 influence or +2 influence if his reputation card have been rotated a full turn.

LEVELING UP

Leveling up your hero means simply rotating it to reflect the level up. You'll need to flip the card when you get to level 5. By upgrading your level, you will either gain a command token along with either more armor or a greater hand size, or you will gain an advanced action and a skill.

On every even level, you gain a skill shown on your hero card next to your level and an advanced action.

On every odd level, you gain a command token that lets you have more Units. You start with 1 command token and 0 skill at level 1.



GAINING ADVANCED ACTIONS

When you gain an advanced action, wait until you have drawn up your cards for your next turn to gain it. Look at the back sides of the three left-most basic actions in your hand. This is your Offers most of the time. Choose one to permanently flip to the Advanced Action side (the one with the gold border is your advanced action). If your 3 leftmost cards are already advanced, then the 4 card in your hand is your offer. If the 4th is advanced too, go to the fifth and so on. If all cards in your hand are Advanced, advance the top card of your Deed deck. If the top card of your Deed deck is advanced, advance the one under it and so on. If all cards in your Deed deck are advanced, then use the same process with the top card of your discard pile. If all cards are advanced, congrats, you rock!

ENEMIES

Along your journey, you will face many enemies with their own abilities and stats. We will cover that later. Killing enemies provide Fame (the middle bottom icon represented by a red flag) to your hero and is a major part of the game.



To determine which enemy you are facing reference the left-hand mana symbol on the furthest-left card in your hand. This mana symbol is called the Guiding Symbol, for simple reference later. On the enemy card, enemies and ruins each are in a single column, with the exception of Orcs, which have two columns. There are 3 rows of enemies. Next to each row on the left-hand side of the card, there are two mana symbols. One is slightly above and left of the other one. So each row has a Top-Left symbol and a Bottom-Right symbol. To check which enemy/ruin you are facing, first look for the appropriate column on the enemy card based on the enemy type you need. Then consult your Guiding Symbol (left-most mana symbol in your hand) and find the corresponding symbol on the enemy card. This tells you which row to use. Now you know which enemy/ruin to face.

Since Orcs have two columns, choose the Left or the Right Orc column based on whether your Guiding Symbol is the Top-Left or Bottom-Right symbol on the enemy card. Note that since your Guiding Symbol can change from turn to turn, the enemy/ruin you would face in any given site can change from turn to turn as well.

For example, you trigger a combat from an Orc Marauder site. Your leftmost Guiding symbol is Dark. Looking at the enemies card, you know that you need to use the first or second column depicting Orcs on a green background. Looking at the Guiding symbol, you can see that you need to use the top row. Since Orcs has two columns, you check at the position of your Guiding symbol. Since it is on the right, you will use the second column, the Orc with 5 defense, 3 attack and Poison.

Map

The Map cards is where you explore the world by moving from hex to hex and interacting with its many different sites. Those will be described later. You start the game with one random Countryside map card out (the side without the core symbol).



After you've explored a while, all 4 Countryside map cards will be out. From now on when you explore, you'll need to steal Countryside map cards to place Core map cards (these are on the back of the Countryside cards). Since the way you explore will make this vary, the rule of thumb is choose 2 Countryside card that you are least likely to want to go back to when stealing to explore a Core card. But you can't steal map in a way that a map won't be adjacent to another map anymore. Mix them up randomly so you are less able to predict which Core card you'll be seeing when you explore and put the other map card aside as your next map card to draw. The next time you are out of map card, do the same, except that you can also steal a core card if by stealing the 2 countryside map cards left would left a map card non-adjacent to another map card.

Different scenarios may be provided with a different map layout and will be specified for the scenario. For the base game, the layout of map cards are made similar to a staircase. You can only travel east and north of your starting map (trace an imaginary line where you can't travel south or west of your starting map). You can travel east as much as you want, but you can never have more than 1 map card north to another one. Therefore, these exemple are true :



Here we will see the different sites and terrains type.

There is 8 terrain type with their own movement cost to move into. The cost to move into some terrain type depends if you are at day or night and will be written like this 3/5. The first number is for day and the second for night. Some have an X instead, this means that the hero can't move on this terrain type.



There is 20 different sites with 1 special feature (5 of the sites are from the map expansion) and will be explain more in detail later.



Expansion Sites



~ A Player's Turn ~

Beginning of turn

The player turn is played within 3 phases : Move, Action and End of turn phases.

1. Forfeit your turn if applicable. If you forfeit your turn, your turn ends immediately; you cannot even use the benefits of a map space you occupy (mines or magical glade). This will happen mostly when you have no more cards you can play or you choose to voluntarily forfeit your turn to move to the next round.
2. Play your turn. Playing your turn has two voluntary parts: movement, and a single action, in that order.
 - a. First, you may (but do not have to) move. You may reveal new map tiles during movement. See the "Movement" section later.
 - b. Your movement may result in a mandatory action:
 - If you entered (i.e. assaulted) a fortified site (keep, mage tower, city), you must fight all garrisoned enemies.
 - If your movement ended because you were attacked by rampaging enemies, you must fight these enemies.
 - c. If there are no mandatory actions, you may choose to perform one (and only one) of the following voluntary actions:
 - At inhabited sites (village, monastery, keep, mage tower, city, refugee camp) you may interact with the locals. See the "Interaction with Locals" section later.
 - At adventure sites (ruins, dungeon, tomb, monster den, spawning grounds, maze, labyrinth) you may decide to explore them. This will usually lead to combat.
 - If there are rampaging enemies (orc marauders, draconum) in one or more adjacent spaces, you can decide to challenge one or more of them in combat.
 - If in a monastery, you may decide to burn it. This leads to combat.
 - If none of the above actions are available, or if you do not want to take any of these actions, you can do nothing.
 - d. You may do only one action each turn (mandatory or voluntary). If you want to move and/or reveal new tiles, you must do it before taking an action. You cannot move or reveal map tiles after an action.
 - e. Unspent Move points and Influence points from previous phases of your turn are lost at the moment you start your action phase.
3. Once you have done everything you wanted to do on your turn, your turn is over.
 - a. Move to your end of turn phase (explained after this).
 - You cannot play effects during your end of turn sequence.

~ End of Turn ~

1. Forced Withdrawal: You must end your turn on a safe space (see "Movement" section).
 - a. If you are not on a safe space, you must backtrack your move until you arrive at a safe space.
 - b. For each space you move while backtracking, you get wounded.
2. Clear up your play Area:
 - a. Lose all unused mana token gained this turn
 - b. Discard all cards played. Cards that were on the Starting side are rotated to the Waning side and put back on the bottom of the Deed deck while cards that were on the Waning side are discarded in the Discard pile.
3. Draw card up to your maximum hand size if possible.
 - a. Before drawing, you may discard any number of cards from your hand if you wish. Each card discarded this way are considered like receiving a wound, therefore a Starting card would be turned to the Waning side and put on the bottom of the Deed deck while a Waning card would be discarded.
 - b. Check the maximum hand size form your current hero level.
 - c. If you are on or next to a keep you own, your Hand limit is increased by the number of keeps you own anywhere on the map.
 - d. If you are on or next to a conquered city, your Hand limit is increased by 2.
 - e. If both a keep and a city bonus are possible, use the higher bonus only.
4. Level up.
 - a. Rotate your hero card to reflect your current level. If your handsized increased, draw a card to make your hand to it's maximum if possible.
 - b. Get your advanced actions - choose from the corresponding offer (the 3 left card og your hand).
 - c. Take note of your new armor, skill or command token if applicable.
4. Use the benefits of your space:
 - a. If you end your turn on a magical glade, you may heal 1 card (not a unit).
 - b. If you end your turn on a crystal mine or Deep Mine, you gain a mana token of the mine's color to use on your next turn. If you have the crystal expansion, gain crystal instead of mana token (unless you have 3 crystals of that color already – in which case you get nothing).
5. Rewards from combat: If you won any rewards from a combat, take them now. Pick your rewards in whatever order you choose. If you won:
 - a. Crystals – gain a mana token of the crystal color to use on your next turn. If you have the crystal expansion, gain crystal instead of mana token (unless you have 3 crystals of that color already – in which case you get nothing).
 - b. Artifacts / Spells / Units – gain one from your offers (any artifact / spell / unit adjacent to another one you own). For a unit, if you don't have a command token available, you must disband a unit before getting one (therefore changing your offers) or ignore your reward.
 - c. Advanced Actions – choose from the corresponding offer (the 3 left card of your hand).

~ Movement ~

1. During movement, you can reveal new map cards. All movement must be completed before taking any action (combat or interacting with locals).
2. When moving, you may play any amount of movement effects. Most of these effects generate Move points.
 - a. You may play any number of movement cards from your hand (and power them with any available mana), use movement Skills, or activate Units with movement abilities.
 - b. The Move X effect means “you get X Move points”.
 - c. Any card can be played sideways as Move 1 (keep in mind it’s original orientation and keep it in the same position in your hand).
 - d. Players can also play any number of special and healing effects during movement.
3. Total the Move points provided by all your cards and effects. You may then move your figure, space by space, spending Move points according to the type of terrain you are moving INTO (as indicated by the in this rulebook or the alternate Map Cover card). You may only move to accessible adjacent spaces.
 - a. The spaces marked by X are inaccessible (mountain and water).
Note: The cost to move into the Desert or Forest terrain differs according to whether it is Day or Night.
Note: The cost to move into a city is always 2, regardless of the terrain shown on its space.
4. Limitations:
 - a. Entering a space with an unconquered fortified site (keep, mage tower, or city) immediately ends your movement, and is considered to be an assault on that site.
 - b. You are not allowed to enter a space occupied by a rampaging enemy (orc marauder or draconum) until they are defeated.
 - c. If you provoke a rampaging enemy (i.e. move directly from a space adjacent to their token to another space adjacent to the same token without a wall between these 2 spaces), you are attacked by that enemy and your movement immediately ends.
 - d. Entering a space with an adventure site (ruins, monster den, spawning grounds, labyrinth, maze, tomb or dungeon) does not necessarily end your movement; you may ignore it and treat it as an empty space.
5. During movement, you can reveal new map cards:
 - a. You can only reveal new maps if you occupy a space adjacent to a position where a new map can be added.
 - Maps must be placed perfectly adjacent to each other and be placed adjacent to your Hero token.
 - b. To reveal a map, a player has to spend 2 Move points.
 - c. The new map comes from the bottom of the map card deck (or top one if you play with the Map cover)
 - d. Tiles are always oriented in a defined direction (they must all have the same direction base from the graphic design of the cards).
 - Always starts by placing your map card on the countryside. When there will be no more map card in the deck, you will then need to steal previously placed map cards, per the rule mentioned before, to the core side (those rules change with the Map expansion explained in the expansions section).
6. During movement, you may move as many spaces and explore as many tiles as you can pay Move points for.
 - a. You are allowed to alternate between exploring new tiles and moving.
 - b. You are allowed to play additional effects to add Move points to your total at any time during movement.
 - You are allowed to play additional cards after a new tile is revealed.
 - Move points from newly played effects are added to any Move points that might be left from your previously played effects.
 - It is not possible to power previously played cards with mana for the strong effect – this has to be done when the card is played, or not at all.

7. Some effects modify the rules of movement. These apply to all movement done after the effect is played, until the end of turn.
- Some effects reduce the Move cost of certain terrains. If a player plays more than one of this type of effect, they can apply them in any order. If the Move cost of a terrain is reduced to 0, the player may enter spaces of this terrain without paying any Move points. The Move cost of a terrain cannot be reduced below 0.
 - Some cards allow a player to enter inaccessible terrain at certain cost. Beware - players should end their turn in a safe space (see below), otherwise, Forced Withdrawal rules apply.
 - Some effects directly allow you to move one or more spaces. For this, you do not pay any cost other than what the effect states, and you may also move over inaccessible spaces (including those occupied by rampaging enemies, fortified sites or walls), unless stated otherwise.
 - Some of these effects order you to end this move on a safe space (see below).
 - A space is considered to be a safe space if:
 - It is accessible under normal conditions (i.e. if no special effects apply).
 - It is not an unconquered fortified site.
 - It does not contain an undefeated rampaging enemy.

8. Partial Hexes

- Notice that in the 4 corners of each map card, there are hexes that are cut in half. These are called Partial Hexes. You may move into partial hexes if you want to. A partial hex is considered to border the two unexplored areas adjacent to it, so from a given partial hex you may be able to explore in two directions (paying the move cost for each, of course). For example, if you are on the top-right partial hex of a map card, you could explore both north and east.
- When exploring east while in a partial hex, the map card you add completes the partial hex you are currently on. This is now a full hex; you don't have to spend move points to move to the other half of that hex. Going on with that same example, you could, if you wanted to, now explore north of that new map card you just placed, since a portion of the newly-completed hex you are currently on touches that unexplored area to the north of the newly-placed map card



9. Diagonal Movement

- When moving from one map card to another that are North/South of each other, you must obey special rules. You can always move orthogonally; that is, you may move straight north or south from a hex on one map card to the hex it is next to on an adjacent map card. You may move diagonally as well if you are moving from one of the top or bottom hexes that are not in a corner to the hex it is diagonal to on an adjacent map card. The picture on the right shows you from which hexes you can move diagonally to his north or south adjacent map card.



~ Interacting with Locals ~

1. You can interact with locals at several different places on the map (villages, monasteries, refugee camp, keeps you own, and mage towers and cities conquered by any player). Interaction is your action for that turn.
2. When interacting, you may play any amount of influence effects to generate Influence points.
 - a. Check your Reputation. You gain influence (positive or negative) equal to the modifier shown immediately once you start the Interaction. Any later changes to Reputation during the turn have no effect on the bonus or penalty you gained.
 - If your token is on the X space of the Reputation track, you cannot interact at all!
 - b. You can play influence cards from your hand (and power them with any available mana), use influence Skills, or activate Units with influence abilities.
 - c. The Influence X effect means “you get X Influence points”.
 - d. Any card can be played sideways as Influence1 (keep in mind it’s original orientation and keep it in the same position in your hand).
 - e. Players can also play any number of special and healing effects during interaction.
3. Total the Influence points provided by all your cards and effects.
 - a. If interacting in a conquered city, you add 1 to your Influence total for each enemy that were defeated previously in the city (refer to the City Reference, depending on the level of the city you faced).
4. Once a player has calculated their Influence total, they can spend their Influence points on whatever the site offers. See the Site Description Reference, or City Reference for options.
 - a. A Player can recruit a Unit from the Unit offer, as long as one of the Unit types (icons in the bottom left of each Units on the Unit card) matches the site (icon in the upper right corner of the Site Description Reference or City Reference). The Influence cost is stated in the upper left corner of each Units on the Unit card.
 - You can use a newly recruited Unit immediately (but you cannot use an Influence effect of that Unit to pay its own cost).
 - b. Healing points can be bought at villages for 3 Influence points and at monasteries for 2 Influence points (see the Site Description Reference).
 - c. As described on the monastery Site Description Reference, a player can gain a new Advanced Action there for 8 Influence points.
 - d. A player can learn new Spells from the Spell offer at a mage tower. To gain a Spell, the player must pay 7 Influence points as well as one mana of the same color as the Spell they wish to acquire.
 - e. Each city has its own interaction option depicted on the lower half of the City Reference of that City color:
 - In the Red city, you can buy Artifacts for 12 Influence points each. The Artifact is drawn at the end of the turn, as if you won them in combat (see End of Turn).
 - In the Blue city, you can buy Spells as if you are in a mage tower.
 - In the White city, you can recruit Units of all types.
 - In the Green city, you may pay 8 Influence points to gain an Advanced Action.
5. You may buy any number of things of the same or different types during an interaction, as long as you have the Influence points to pay for them.
 - a. You apply the bonus or penalty (for Reputation and for defeated enemy in a city) only once per turn, no matter how many things you buy.

~ Combat with Enemies ~

1. There are several ways to initiate combat with an enemy:
 - a. Entering a space with an unconquered fortified site (keep, mage tower, or city). This is considered to be an assault, and you must fight the defenders of that site. They are always fortified (see later). Every time you make an assault, you lose 1 Reputation, regardless of the outcome of the combat.
 - b. If you are at an adventure site containing enemies (dungeon or tomb, unconquered monster den/spawning grounds, or ruins with enemies, or Maze/Labyrinth), you MAY enter the site as your action. This initiates combat with all enemies in the site.
 - c. If you are standing at a monastery, you may attempt to burn it. If you do, you get Reputation -3, then draw a random violet enemy token as the defender.
 - d. If you are standing adjacent to a rampaging enemy site (orc marauder or draconum), you can challenge it to combat. If there are rampaging enemies on multiple adjacent spaces, you can choose to challenge one or more of them to combat.
 - e. If you make a move from a space adjacent to a rampaging enemy site to another space directly adjacent to the same enemy site, this provokes that rampaging enemy to attack you.
2. Only one combat is allowed each turn. However, in certain situations, enemies from multiple spaces may be fought in that combat:
 - a. It can happen that a single move provokes two rampaging enemies. You have to fight them both.
 - b. An assault is a move, and it can happen that it provokes one or more rampaging enemies. You have to fight both the defenders and these rampaging enemies at once. The rampaging enemies are not fortified, though, and you can conquer the site even if you do not defeat them.
 - c. If your move started a combat and there are one or more rampaging enemies adjacent to the space you moved into, you may challenge them to join the fight. This means:
 - You may provoke a rampaging enemy by your move, then challenge one or more rampaging enemies adjacent to the space you moved into, and then fight them all.
 - When assaulting a fortified site, you may also challenge any rampaging enemies adjacent to that site. They join the defenders in combat, but are not fortified and you do not need to defeat them in order to conquer the site.
 - d. You cannot challenge extra enemies when entering an adventure site.
3. Combat starts by determining all enemies you have to fight. Then, the combat has four phases:
 - a. Ranged and Siege Attack phase – Ranged and/or Siege Attacks can be used first to attempt to eliminate some enemies before they get to attack you.
 - b. Block phase – Enemies not eliminated by Ranged / Siege make their attack. The player can use Block effects to attempt to block these attacks.
 - c. Assign Damage phase – Any unblocked enemies deal damage. Damage points must be assigned to your Hero and/or your Units.
 - d. Attack phase – Attack enemies using any other attacks remaining in your hand (including Ranged and Siege Attacks you have not used during the first phase) to attempt to eliminate enemies.
4. During each phase the player can play corresponding cards, use Skills, and activate Units.
5. The player can play any number of special effects during any combat phase. However, no healing effects may be played during combat.

RANGED AND SIEGE ATTACK PHASE

1. During this phase, you may perform one or more attacks, or pass and do nothing.
2. To perform an attack, choose one or more enemy as the target of the attack.
3. Play any number of Ranged Attacks and Siege Attacks of any elements – Fire, Ice, Cold Fire, or physical (physical Attacks have no elemental attribute).
 - a. You may play cards that provide Ranged or Siege Attacks from your hand (and power them with any available mana), use Ranged or Siege Attack Skills, or activate any Units with Ranged or Siege Attack abilities. Stack these effects together in a column to help keep track of your total.
 - If some of the chosen enemies are fortified (either because they are defending a fortified site, or because they have the fortified ability), only Siege Attacks can be played. You can play Ranged Attacks only if none of the targeted enemies are fortified.
 - Enemies that are fortified twice (because they have the fortified ability and they are defending a fortified site) cannot be targeted at all in this phase, even by Siege Attacks.
 - b. Cards CANNOT be played sideways to contribute to Ranged or Siege Attacks.
4. Now total the Attack value of all the played effects:
 - a. If at least one targeted enemy has one or more Resistance icons, then all attacks of a type that match a resistance icon are inefficient – their strength is halved. (Total all inefficient attacks, divide the result by two, round down.)
 - Cold Fire Attacks are halved only when there is at least one targeted enemy with both Ice and Fire Resistance.
5. To make a successful attack, the total Attack value has to equal or exceed the total Armor values of all targeted enemies. If it does, the targeted enemies are defeated.
 - a. Defeated enemies do not participate in the rest of the combat.
 - b. The attacking player scores Fame equal to the number on the bottom of each defeated enemy.
 - If this would make you Level up, don't Level up now. Level ups are done at the end of the turn.
6. An Attack of lower total value than the total Armor of the enemies has no effect and any damage dealt does not carry over to subsequent phases or turns.
 - a. If you realize your Attacks are not enough to defeat the chosen enemies, you may want to either play more Attacks, or choose a different enemy to target, or cancel your attack.
7. You can declare none, one or more attacks during this phase. With each attack, you can defeat one or multiple enemies.
 - a. If some of the enemies are fortified and some are not, you may want to deal with the unfortified ones with a separate attack (so you can use your Ranged Attacks).
 - b. If some enemies have certain resistances and some not, you may want to deal with them with separate attacks, as the presence of a resistant enemy halves the value of all Attacks of the type it is resistant to.
8. You may not save Attack points for later use. You must immediately assign them to an enemy or group of enemies as the points are generated or they are wasted.

BLOCK PHASE

1. After performing any Ranged and Siege Attacks, the Block phase begins. In this phase, all enemies that have not been eliminated get to attack, but the player has the chance to actively counter the attack of one or more enemies by using blocks. A Blocked enemy deals no damage in the Assign Damage phase.
2. For each enemy with the Summon icon, use your left-hand Guiding symbol from your second card to determine which Brown enemy is summoned (if you have only 1 card in hand, choose the right-hand Guiding symbol instead).
 - a. For both the Block Phase and the Damage Assigning Phase, the summoned monster replaces the summoning enemy. No effect can target the summoning enemy during these phases.
 - b. Once the Attack Phase begins the summoning enemy is considered to be back in play and effects can target them.
3. Choose a single attacking enemy to block.
4. Play any number of Blocks of any elemental type – Fire, Ice, Cold Fire, or physical.
 - a. Play cards that provide Block from your hand (you can power them with any available mana), use Block Skills, or activate any Units with Block abilities.
 - b. Any card can be played sideways as Block 1, physical Block, never a block of an elemental type. (keep in mind its original orientation and keep it in the same position in your hand).
5. Determine the total Block value of all played effects.
 - a. Against elemental attacks, only certain Blocks are fully efficient:
 - Any type of Block is efficient against a physical attack.
 - Only Ice or Cold Fire Blocks are efficient against Fire Attacks.
 - Only Fire or Cold Fire Blocks are efficient against Ice Attacks.
 - Only Cold Fire Blocks are efficient against Cold Fire Attacks.
 - b. Other blocks are inefficient. Inefficient Blocks are reduced by half. When totaling the final Block value, total the values of all inefficient Blocks, divide by two (round down) and then add the full values of all efficient Blocks.
6. The Block is successful if the total value equals or exceeds the attack value of the chosen enemy.
 - a. If the enemy has the Swift ability, its Attack value is doubled for the purpose of blocking.
7. A successfully blocked enemy is ignored at the assigned damage phase.
8. If your Block total is lower than the Attack value of the enemy you are attempting to block, it has no effect. You cannot lower the Attack value by playing Blocks – you either block it fully, or it goes through at the full strength.
9. You may block any number of attacking enemies during this phase. Any enemies you wish to block are resolved individually; you cannot block multiple enemies at once.
10. You must immediately assign Block points to an enemy attack as the points are generated or they are wasted. You may not save Block points for later use.

ASSIGN DAMAGE PHASE

1. Any enemies that are still alive and unblocked deal damage from their attacks during this phase.
 - a. If there are none, skip this phase.
 - b. Otherwise, process all unblocked enemies one by one in whatever order you choose.
2. Each enemy deals damage equal to its Attack value. If the enemy has the Brutal ability , it deals twice as much damage as its Attack value.
3. You must assign all damage. You can assign damage to one or more of your Unwounded Units. The rest is assigned to your Hero.
4. Unwounded Spent Units can have damage assigned to them.
 - a. Whenever a Unit is assigned damage, reduce the damage total by the Unit's Armor value.
 - Assigning just one point of damage can Wound a Unit with a high Armor value. Armor value simply determines how much damage remains after the Unit is Wounded, if any.
 - b. Exception: If the Unit is resistant to the elements of the attack (Physical resistance vs. regular physical Attack, Fire Resistance vs. Fire Attack, Ice Resistance vs. Ice Attack, both Ice and Fire Resistances vs. Cold Fire Attack):   
 - First, reduce amount of the damage by the Unit's Armor (without Wounding the Unit).
 - If this absorbs all the damage, nothing happens.
 - If there is any remaining damage, continue assigning damage as usual by Wounding the Unit and reducing the damage total by its Armor value again. Units resistant to the given type of attack can absorb twice as much damage as they have Armor, and are Wounded only if the damage was greater than their Armor.
 - If a Unit is assigned damage but does not get Wounded because of a resistance, it cannot be assigned damage again during the same combat.
5. If you cannot or do not want to assign damage to a Unit, or if there is still damage left over after assigning damage to your Units, you must assign all remaining damage to your Hero. This is done repeatedly until all damage has been assigned:
 - a. To assign damage to your Hero, divide all remaining damage by your Hero armor rounded up.
 - If you find it difficult to count, you can also receive a wound, then reduce the remaining damage by your Hero armor, and repeat until the damage is at 0 or lower. Exemple : An enemy deals 4 damages to your Hero with 3 Armor. $4/3 = 1.333$, rounded up make 2 wounds, or take 1 wound, reduce 4 damages by 3 armor, it leaves you with 1 damage, so take 1 wound reduce 1 damage by 3 armor, it makes -2 damage so the damages end and left you with 2 wounds.
 - c. Knock out: If the number of Wound cards added to your hand during a combat equals or exceeds your unmodified Hand limit (shown on your Hero card at your current level), you are knocked out, immediately discard your hand.
 - While knocked out, your Units may continue to fight, you can use any of your Skills, and you continue taking Wounds if you have to assign further damage to your Hero.
6. Special enemy abilities related to damage dealing:
 - a. If an enemy has the Poison ability  :
 - If a Unit is assigned damage by a Poisonous enemy and would be given a Wound, it is given two Wounds instead (meaning you will need to heal it twice, if not the unit will be disbanded).
 - b. If an enemy has the Paralyze ability  :
 - If a Unit is assigned damage by a Paralyzing enemy and would be given a Wound, it is immediately destroyed without the chance to heal it.
 - A Hero assigned damage by a Paralyzing enemy must immediately discard all cards from their hand.
 - c. If an enemy has the Summon ability , you assign the damage of the summoned enemy (taking into account any special abilities it might have).
7. The phase ends when you have assigned the damage from all unblocked enemies.

ATTACK PHASE

1. The Attack phase works the same way as the Ranged and Siege Attack phase, except:
 - a. You can combine any Attacks: Ranged, Siege or regular. In this phase, there is no difference between regular, Ranged and Siege Attacks. Fortifications no longer apply, you can target any enemy with any attack or combination of attacks.
 - b. Any card can be played sideways as Attack 1 (keep in mind it's original orientation and keep it in the same position in your hand).
 - c. You may use effects that are labeled as usable in the Attack phase only.
2. As in the Ranged and Siege Attack phase, you may eliminate multiple enemies in one attack, or declare multiple individual attacks. The rules for enemy resistances are the same.

COMBAT OUTCOMES

1. Combat ends after the Attack phase. You might defeat none, one, or more enemies during the combat.
2. If you defeated all enemies at the site, depending on the site:
 - a. If you defeated one or more rampaging enemies, the Site icon on the space has no meaning now, treat it as an empty space for the rest of the game. You can't challenge or be provoked by that space anymore. You do gain Reputation (+1 for each orc marauders, +2 for each draconum).
Note: Orcs and Draconum enemies encountered elsewhere are not generally worth reputation when defeated.
 - b. If you defeated all enemies on an adventure site, at the end of your turn, you can claim the reward indicated on the Site Description Reference. Do not pick your reward before the end of your turn.
 - If it is a ruins the reward may contain an Artifact, a Spell, an Advanced Action, a set of four mana tokens (or crystals if you have the crystal expansion), or a Unit.
 - c. If you defeated all the defenders of a fortified site, you end your turn on the conquered space.
Note: If some rampaging enemies were involved in the assault, whether you defeated them or not does not affect whether you conquered the fortified site.
 - If the site is a keep, a mage tower or a city, they are conquered and you can't assault them anymore, instead, you can interact with them.
 - If it is a mage tower, you will get to choose a Spell at the end of your turn as a reward.
 - If it was a city, see City Assaults later in these rules.
 - d. If you defeated the defenders of a monastery, the monastery is now burned and is treated like an empty space for the remainder of the game. At the end of your turn, claim an Artifact as your reward.
3. If you did not defeat all the enemies at the site:
 - a. If you fail to defeat a rampaging enemy, nothing happens and you can challenge it or get provoked by it later.
 - b. If you failed to defeat all the defenders of a fortified site, you have to withdraw back to the space you were attacking from. This withdrawal does not count as Forced Withdrawal. However, if the space you withdrew to is not a safe space, then Forced Withdrawal rules apply for that space.

CITY ASSAULTS

1. City assaults work the same way as assaulting any other fortified site, but in addition to the fortification, each city gives a bonus to the defending Units. See in the City Reference. Note that only the red and blue city are available in the base game.
 - a. In the White city, all defenders get +1 Armor.
 - b. In the Blue city, all defenders get +2 Attack if they have Ice Attack or Fire Attack, and +1 Attack if they have Cold Fire Attack.
 - c. In the Red city, all defenders that have physical Attack gain the Brutal ability.
 - d. In the Green city, all defenders that have physical Attack gain the Poison ability.

~ Scenario ~

Only 1 scenario is provided with the base game.

Mini Blitz Scenario

The goal is to defeat both cities before time runs out. It's recommended to play all scenarios with 4 countryside tiles, 2 core tiles and 2 city tiles (basically, pick 2 tiles with cities, and any other 2 tiles. With the map expansion, this will be different).

Fame Bonus refers to how many fame you gain immediately after you cross a fame level that levels up your hero.

CASUAL

- Rounds: 6 (3 days, 3 nights)
- Fame Bonus: +2 fame
- City Levels: 3 and 5

NORMAL

- Rounds: 6 (3 days, 3 nights)
- Fame Bonus: +1 Fame
- City Levels: 3 and 5

HARD

- Rounds: 5 (player choice on whether you start on Day or Night in the first round)
- Fame Bonus: +1
- City Levels: 3 and 5

IMPOSSIBLE

- Rounds: 5 (player choice on whether you start on Day or Night in the first round)
- Fame Bonus: +1
- City Levels: 4 and 6

~ Enemy and Hero Abilities ~

Here is a list of icons of Enemy abilities. Some abilities have 2 icons, one for Enemy and one for Hero, Spells or Units. These are exact same thing, it's just that the Hero Card were built differently from the Original Mage Knight and the designer chose to put some icons that aren't the same as the Original Mage Knight. It was a design choice, and the icons are quite obvious and shouldn't bring confusion.

Offensive

 **Fire Attack** - Only Ice and Cold Fire Blocks are efficient when blocking this (others are halved).

 **Ice Attack** - Only Fire and Cold Fire Blocks are efficient when blocking this (others are halved).

 **Cold Fire Attack** - Only Cold Fire Blocks are efficient when blocking this (others are halved).

 **Summon Attack** - At the start of the Block phase, draw a random Brown token for this enemy. It replaces the enemy in the Block and Assign Damage phases, then it is discarded.

 **Swift** - To block this enemy, you need twice as much Block as its Attack value.

 **Brutal** - In unblocked, it deals twice as much damage as its Attack value.

 **Poison** - If a Hero or a Unit gets Wounded because of an attack from an enemy with Poison, each Wound are doubled. A unit that is Wound twice need to be healed twice this turn or on the next, if not it is disbanded. You may choose to take the extra damage from Poison into your deck instead of prioritizing your hand..

 **Paralyze** - If a Unit gets Wounded because of an attack from an enemy with Paralyze, it is immediately disbanded. If a Hero takes one or more Wounds into their hand from a Paralyzing attack, they must immediately discard all cards from their hand.

 **Assassination** - Damage from this attack cannot be assigned to Units. If unblocked, it has to be all assigned to the hero.

 **Cumbersome** - In the Block phase, you may spend Move points. For each Move point spent, the attack is reduced by 1 for the rest of the turn. An attack reduced to 0 is considered successfully blocked.

 **Physical attack** - The basic non-elemental attack that can be blocked by any type of blocks.

 **Range attack** - Hero symbol for ranged attack.

Defensive

 **Fortified** - Only Siege Attacks can be used against this enemy in the Ranged and Siege Attacks phase (no attacks at all if it also defends a fortified site).

 **Physical Resistance** - All physical Attacks (including cards played sideways) are inefficient (halved).

 **Fire Resistance** - All Fire Attacks are inefficient (halved).

 **Ice Resistance** - All Ice Attacks are inefficient (halved).

 **Both Fire and Ice Resistance** - All Ice, fire and Cold Fire Attacks are inefficient (halved).

 **Elusive** - An elusive enemy has an increased Armor value (on the right of his normal Armor value). The lower value is used only in the Attack phase, and only if all of the enemy attacks are successfully Blocked. Any Armor modifications apply to both values.

 **Unfortified** - All site fortifications are ignored for such an enemy.

 **Arcana Immunity** - The enemy is not affected by any non-Attack/Block effects. Effects that directly affect enemy attacks still apply.

Multiple Attacks

 Each attack has to be handled (blocked or get their damage assigned) separately. Effects that prevent an enemy from attacking prevent all their attacks. An enemy is considered "successfully blocked" if all its attacks are blocked.

Unit Resistances

Combat with enemies - If the Unit is assigned damage from an attack it is resistant to, the damage is reduced by its Armor first (without taking Wounds). If any damage remains, continue as normal (wound the Unit and reduce the damage by its Armor again).

 **Physical Resistance** - Makes the Unit less vulnerable to physical Attacks of enemies.

 **Fire Resistance** - Makes the Unit less vulnerable to Fire Attacks of enemies.

 **Cold Resistance** - Makes the Unit less vulnerable to Cold Attacks of enemies.

 **Both Fire Cold Resistance** - Makes the Unit less vulnerable to Cold, Fire and Cold Fire Attacks of enemies.

Other Unit Symbols

 **Physical Defence** - Provide Blocks for Physical Attacks.

 **Influence** - Provide Influence to the Hero.

 **Move** - Provide Move to the Hero.

 **Heal** - Provide Heal to the Hero.



~ Site Reference ~

Safe space. If you end your movement on the space, you gain the bonus.

	Start of Turn Bonus	End of Turn Bonus
<p>Crystal Mine Deep Mine</p> 		<p>Mining : gain a Mana token (or crystal if you have the crystal expansion) of one of the colors the mine produces.</p>
<p>Magical Glade</p> 	<p>Imbued with Magic : gain a Mana token. • If Day : Gold, if Night : Black.</p>	<p>Healing Essence : Heal 1 • Can't stack with Healing. • Can't be used on a Unit.</p>

Settlements

Safe space. If you end your movement on the space, you can Interact.

		Action - Reward
<p>Village</p> 	<p>Recruit : X Influence Heal : 3 Influence Plunder : -1 reputation • Doesn't count as an action. Perform after End of Turn, only once each time.</p>	<p>Gain a unit with ♠ . Heal 1. Draw 2 cards from Deed deck to Hand.</p>
<p>Monastery</p> 	<p>Recruit : X Influence Heal : 2 Influence Train : 6 Influence Burn : -3 Reputation, fight a violet enemy. • If you win, this space becomes an empty space.</p>	<p>Gain a unit with ♣ . Heal 1. Gain an Advance action at the end of your turn. If you win, gain an Artifact.</p>
<p>Refugee Camp</p> 	<p>Recruit : X Influence Recruit : X+1 Influence Recruit : X+3 Influence Gain a bonus to your influence depending on which unit you recruit.</p>	<p>Gain a unit with ♠ . Gain a unit with ♣ , ♠ or ♠ (and no ♠). Gain a unit with ♠ (and no other icons).</p>

Rampaging Enemies

		Action - Reward
<p>Marauding Orc</p> 	<p>Fight an Orc (enemy token with green background)</p>	<p>Provoke and/or challenge : Fight the Rampaging enemies. • You must be adjacent to them. • You must fight all provoked enemies. • You may fight unprovoked</p>
<p>Draconum</p> 	<p>Fight a Draconum (enemy token with red background)</p>	<p>Gain 1 Reputation for each defeated Orc. Gain 2 Reputation for each defeated Draconum.</p>

~ Site Reference ~

Walls

- Movement across a Wall costs 1 extra point.
- Effects that reduce terrain costs don't reduce this cost but effects that allow direct movement negate it.
- A provoked Rampaging enemy can't attack you from across a Wall.
- It's possible to challenge a Rampaging enemy or assault a Fortified Site from across a wall, but the enemies get Fortified.

Fortified Sites

Unconquered

- If you end your movement on the space, you must assault as your action.
- You may add adjacent Rampaging enemies to the fight (if provoked while moving on the site, you must).

		Action - Reward
 Keep	Fight a Keep enemy (enemy token with gray background)	Assault : -1 Reputation, fight the garrisoned enemy/ies. <ul style="list-style-type: none"> • You must be on the site's space. • Garrisoned enemies get Fortified. • If City : Enemies get the City's bonus. • Failed : Backtrack (not considered Forced Withdrawal).
 Mage Tower	Fight a Mage enemy (enemy token with purple background)	
 City	Refer to City Reference to know which enemy you are facing depending on the level of the city.	

Conquered

- If you end your movement on the space, you may perform Interact actions.
- If you end your movement on or adjacent to a Keep/City, you get its bonus.

		Action - Reward	End of Turn Bonus
 Keep	Recruit : X Influence	Gain a Unit with  .	Hand Size : +1 Hand Size for each conquered Keep. <ul style="list-style-type: none"> • Get this also when adjacent. • Doesn't stack with City's bonus.
 Mage Tower	Recruit : X Influence Buy Spell : 7 Influence + Mana of the Spell's color	Gain a Unit with  .	
 City	During Interaction in a City, you get an Influence bonus equal to the number of enemies that were defeated previously. Recruit : X Influence	Gain a Unit with  .	Hand Size : +2 Hand Size. <ul style="list-style-type: none"> • Get this also when adjacent. • Doesn't stack with Keep bonus.

~ Site Reference ~

Adventure Sites

Unconquered

- Safe space. If you end your movement on the space, you MAY enter it as your action.

Conquered

- Safe space. You can re-enter only Dungeons and Tombs, but the only reward is Fame for defeating enemy.

Action - Reward

<p>Monster Den</p> 	<p>Enter: Fight a Ruin enemy (Brown background)</p>	<p>Get 2 (or 3 for Spawning Grounds) Mana tokens at the end of your turn (or crystals if you have the crystal expansion):</p> <ul style="list-style-type: none"> • Use the right Guiding symbol of the first 2 (or 3 for Spawning Grounds) cards of your hand. • Get mana token/crystal of that color. • If Gold, choose any basic color. • If Black, gain 1 Fame. 				
<p>Spawning Grounds</p> 	<p>Enter: Fight 2 Ruin enemy (Brown background)</p>	<p>Gain 1 artifact (Spawning Grounds only).</p>				
<p>Dungeon</p> 	<p>Enter: Fight a Ruin enemy (Brown background)</p> <ul style="list-style-type: none"> • You can't use Units in the Dungeon. • Use Night Rules. (Gold Mana can't be spent, but Dark Mana can). 	<p>Using your Guiding Symbol of your first card in your hand, gain:</p> <ul style="list-style-type: none"> • Gold/Black - Spell. • Red, Blue, Green or White - Artifact. 				
<p>Tomb</p> 	<p>Enter: Fight a Draconum enemy (red background)</p> <ul style="list-style-type: none"> • You can't use Units in the Dungeon. • Use Night Rules. (Gold Mana can't be spent, but Dark Mana can). 	<p>Gain an Artifact or a Spell.</p>				
<p>Maze</p> 	<p>Enter: pay 2/4/6 Move points, fight a Ruin enemy (Brown background).</p> <ul style="list-style-type: none"> • You can use only 1 unwounded Unit. • Any other Unit can't pay the Move points when entering the Maze. 	<p>Gain rewards according to Move points paid:</p> <ul style="list-style-type: none"> • 2 - 2 Mana tokens (or crystals if you have the Crystal Expansion) of your choice. • 4 - Spell. • 6 - Artifact. 				
<p>Labyrinth</p> 	<p>Enter: pay 2/4/6 Move points, fight a Draconum enemy (red background).</p> <ul style="list-style-type: none"> • You can use only 1 unwounded Unit. • Any other Unit can't pay the Move points when entering the Maze. 	<p>Gain an Advanced Action (for Labyrinth only) at the end of your turn.</p> <ul style="list-style-type: none"> • Your Advance Offer is the first 3 cards of your hand. 				
<p>Ancient Ruins</p> 	<p>Enter: Fight enemies shown on the Ruin token (Yellow Hexagon).</p>	<p>Gain rewards according to the token.</p> <ul style="list-style-type: none"> • Orcs/Draconum in Ruins aren't Rampaging enemies, so you don't gain Reputation from defeating them. 				
<p>Fight:</p>	 <p>Orc and Ruin</p>	 <p>Keep and Mage</p>	 <p>Keep and Ruin</p>	 <p>Draconum and Orc</p>	 <p>City (white background) and Keep</p>	 <p>2 Orcs</p>
<p>Reward:</p>	<p>Artifact</p>	<p>Unit</p>	<p>Artifact</p>	<p>Advanced action and Artifact</p>	<p>Spell and Artifact</p>	<p>4 Mana tokens of each Basic Colors (or Crystals)</p>

~ Site Reference ~

Special Site

With the Map expansion only

Portal



This is your starting position.

Volkare's Camp



Treat this space as a Refugee Camp. In some future scenarios, some scenario rules might refer to Volkare's Camp. Follow the rules of the scenario in this case.

~ City Reference ~

During Interaction in a City, you get an Influence bonus equal to the number of enemies that were defeated previously.

Recruit : X Influence

Gain a Unit with .

When conquered and on the City Site :

Hand Size : +2 Hand Size.

- Get this also when adjacent.
- Doesn't stack with Keep bonus.

When assaulting a city, depending on its color and level, you fight different enemies shown on these pictures. They also get the bonus shown on top of the castle. When conquered, you gain the bonus and Interaction shown on the bottom of the castle.



In the White City, all enemies have +1 Armor Value.

When conquered, you can recruit Units of any types.



In the Blue city, all defenders get +2 Attack if they have Ice Attack or Fire Attack, and +1 Attack if they have Cold Fire Attack.

When conquered, you can buy a Spell by paying 7 influence + a Mana of the Spell Color.



In the Green city, all defenders that have physical Attack gain the Poison ability.

When conquered, you can pay 6 Influence to gain an Advanced Action at the end of your turn.



In the Red city, all defenders that have physical Attack gain the Brutal ability.

When conquered, you can pay 12 Influence to gain an Artifact.

~ Alternate Setup : Cubes ~

Mage Lite asks the player to remember a few things in order to minimize components. If desired, the player can use cubes or tokens to track things like:

- Which spells, artifacts and units are currently owned, and which have been used already this round.
- Which sites on the map have been defeated.

If you use cubes or tokens, you can leave the spell, artifact and unit cards uncovered. Place a cube next to one of these items when you gain it, and place the cube on top of the item when it is exhausted.

~ Main Expansion ~

HERO CARDS

The two hero cards provided in the expansion replace the hero card in the base game. Each one tracks every-other level up. Use the Skill Hero Card (the one with the skills on it) to track when you have an Advanced Action/Skill level up, and use the Command Hero Card (the one with just the command token images) to track your command token level ups. The Command Hero Card is placed in front of you, and covers your unit card, as in the base game. The Skill Hero Card is also used to track your hero's location on the map. I did this to make it a true componentless game (other than the cards).

The Skills Hero card offers a minor skill tree that gives you choices for which skills you choose when you level up. Start with the "0" level pointing to the right. Your character starts at level 1, but you haven't gotten a Skill upgrade yet, so the Skill Hero card shows level 0 at game start (the Command hero card will show level 1 at game start).

Whenever you have a Skill level up, rotate or flip your Skill Hero Card based on the choices given to you by the white arrow or arrows. For example, when you reach character level 2, you may choose to either rotate your card left or right, choosing between COLD SWORDSMANSHIP and SHIELD MASTERY for your first skill upgrade of the game. From there, each of those paths gives you two choices once again for your next skill upgrade. For example, if you had chosen COLD SWORDSMANSHIP, when you reach character level 4, you would have the choice between rotating the card to gain SHIELD MASTERY, or flipping the card (over the long edge) to gain NIGHT SHARPSHOOTING. Sometimes there is only one white arrow, not two, indicating you do not have a choice and must follow the pre-determined upgrade path.



DUMMY PLAYER

Once you have the Main Expansion, you can play with a Dummy Player to push the pace of each round. Use Tovak's Hero Card from the base game as your dummy player.

The base game hero card tracks character levels 1 through 8, starting with the "1-2" command token level for level 1, and going through the "8" skill level. To use this card as the dummy player, start it on level 1. After every one of your turns, rotate (or flip, if necessary) the dummy card to start counting turns. For example, after your first turn, rotate the dummy player to level 2. When the dummy player changes to level 7, it declares end of round, and your next turn is your final turn of the round.

Use the pips under Tovak's name (two blue and one red) to check if the dummy player will move faster or not. After your turn, after drawing up your next hand, reference the right-hand mana symbol of the furthest-right card in your hand. If that mana symbol matches Tovak's pip colors, move the dummy an EXTRA level this turn for every pip of the matching color. For example, after your first turn of the game, say the furthest-right mana symbol in your hand is red. You check the dummy card and see it has 2 red pips under the name. So you rotate the dummy player 1 level (from 1 to 2) because it is the end of the turn, and then rotate it another 2 levels (from 2 to 4) because of the 2 red pips.

For an easier experience, allow the dummy player to go all the way to level 8 before declaring end of round. Likewise, you can increase the challenge by having it declare end of round at level 6.

MAP CARDS

There are 8 new map cards in the Main Expansion. One is the portal, and the rest have a countryside and core tile side. Two of the core sides have the two remaining cities that were not in the base game, and another has Volkare's Camp. Add these in as you choose based on how many cities and map cards you want in your game.

For the Base game scenario, change the Map setup for this : Place the map card showing the portal in play, this is your starting position. Take 2 random city cards and any 2 other map card not depicting a city. Place these 4 cards Core side face up and shuffle them. Also take any 4 other map cards on the Countryside face up, shuffle them and put them on top of the other 4 map cards. In this way, you won't need to steal cards when moving on the map. You should have 4 Countryside map card on top, followed by 4 Core side map card which has 2 cities.

SPELL AND ARTIFACTS CARDS

There is a new spell card and new artifact card. These replace the single card in the base game. With the expansion, you are able to own artifacts and spells at the same time, and aren't forced to commit to one or the other. Randomly select which side of each card you'll play with in the game.

COVER CARDS

There are 4 cover cards provided in the Main Expansion. These are optional.

- The Day/Night cover card tracks whether it is day or night, but also covers your Spell card.
- The Round cover card tracks which Day it is, but also covers your Artifact card.
- The Deck cover card can be used to cover your deed deck and keep that top card hidden.
- The Map cover card covers your stack of map cards to keep the top card hidden.

ENEMY CARDS

There are 2 new enemy cards in the expansion. These replace the single card from the base game. The intent is to be able to have all enemy types visible at once between the two cards. The same enemy types are on the front and back of each card, but the Top-Left and Bottom-Right mana symbols on are flip-flopped.

To choose the enemy you are facing when playing with both enemy cards, follow these two steps:

- Reference the Guiding Symbol (the left-hand mana symbol on furthest left card in your hand) to determine which of the two cards to use. Use the card where your Guiding Symbols is the top-left of the two symbols in its row.
- Then choose which enemy you'll face by referencing the left-hand mana symbol of the card that is second from the left.

As always, if you don't have enough cards in your hand for all the enemies you're facing, use the right-side mana symbols of cards as needed.

REPLACEMENT ACTION CARD

The expansion includes a card that is the basic version of Tovak's special card (there is a unique icon on the top right of the card). This is for any future characters released. Swap in this card in place of Tovak's card, and then swap in the special card(s) provided with the expansion character.

Exemple : Remove the special card from Tovak's deck, replace it by the card from this expansion (there is no special symbol on the top right corner of the card). Then, replace any cards that is provided with the new character from the basic cards with his own special cards (it will be specified which basic card to remove).

TOVAK'S SKILL REFERENCE CARD

Tovak's skill reference card is included in the main expansion.

THE CRYSTAL EXPANSION

With the Crystal Expansion, you can play with mana crystals rather than just mana tokens. Included in the expansion are 4 crystal tracking cards, one for each basic color. Start them at 0 and rotate to track when you gain or spend crystals. The Crystal Expansion also includes replacement cards for any in the base game that were changed to accommodate the lack of crystals. So you'll want to swap these back in, replacing their crystal-less counterparts. Action cards from the Crystal Expansion have a small white crystal in the upper right corner of each card to help distinguish them from the base game cards they replace.

CHARACTER EXPANSIONS

To play with a character from a character expansion, use their hero card(s) and swap in their special action card(s) for their base-game counterpart. Also remember to swap in the Replacement Card from the Main Expansion for Tovak's special card. Characters' special action cards, including Tovak's from the base game, include the character's icon in the upper right corner. Character expansions also include a skill reference card.

Character expansions will include a hero card compatible with the base game, and two hero cards like Tovak's hero cards from the Main Expansion. If necessary, an optional Crystal version of a character's special action card will be provided in case the player chooses to play with the Crystal Expansion.

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