Castle Rules

Castle sections are unique Mage Knight figures because they can function both as warriors and terrain. A Mage Knight warrior can move onto, fight from, and move off some castle sections during a game, and some castle sections can make attacks on their own.

A castle section is eliminated when 3 broken tower symbols (⛣)appear in the stat slot.

For castles, the Speed symbol is replaced by the Fortification symbol (⛫).

The printed damage value is the castle section's ranged damage value.

All Mage Knight rules for warriors apply to castle sections, except as noted in these rules.

POINT VALUE
Castle sections can be put into games at two different build totals by adjusting their point value and strength. Before a game begins, choose a point value for the section and rotate its combat dial clockwise the indicated number of clicks from the Starting Position.

Section	Heavy (0 clicks)	Light (3 clicks)
Keep	173	84
Round Tower	113	59
Gatehouse	112	53
Wall	20	12

GENERAL RULES
Because of their size and special characteristics, castle sections:
- Cannot capture or be captured.
- Cannot be affected by Healing, Immobilize, Leadership, Life Drain, Magic Confusion, Magic Freeze, Magic Healing, Magic Levitation, Vampirism or Venom.
- Cannot be reanimated.
- Do not take damage from pushing or critical misses.
- Cannot be part of a formation.
- Have a 360-degree front arc and no rear arc.
- Can never move or be moved.
- Cannot make free spins.
- Are never considered to be in base contact with any figure, friendly or opposing.
- Cannot be affected by the trample proficiency.
- Cannot be healed.
- Cannot be affected by domains, items, or spells which would cause its friendly and opposing status to change.
- Cannot be the target of an enchantment.

ELEVATION LEVELS
Regardless of the design of the castle sections, all castle sections are considered to be the same height. A warrior on top of a castle section is on abrupt elevated terrain and is at the same elevation level as a warrior on any other castle section or other piece of elevated terrain.

SECTIONS
A castle section is defined as a single castle piece with a combat dial. Even if pieces are connected, they are considered separate sections as long as they have their own combat dial. The combat values shown in each section represent the capabilities of that section.

All castle sections are considered to be abrupt elevated terrain, as well as being considered warriors.

PLAYING AREA AND SET-UP
Before play begins, all players in the game must agree that castle sections will be used and choose which player will be allowed to use them.

Like all Mage Knight warriors, castle sections have a point value. One player may use any portion of their army's build total on castle sections rather than warriors.

Castle sections are placed on the battlefield before terrain or warriors. Castle sections must be placed on the castle player's side of the battlefield, up to 18 inches away from the castle player's starting edge and at least 30 inches from the opponent's starting area. Castle sections do not have to be placed 3 inches apart from other castle sections or 3 inches away from the edges of the battlefield. Castle sections may enclose a portion of the battlefield. If they do, players may not place terrain pieces into the enclosed area.

To set up your castle:

Choose a location within 18" of your starting area and place the castle.

Measure 30" toward the opponent's starting area.

The opponent may set up anywhere on their side, as long as their figures are more than 30" away from the castle.

A castle that encloses a portion of the battlefield must include at least one section containing a portal that allows movement in and out of the enclosed area.

The castle player's starting area is considered to be anywhere in base contact with any of their castle sections. None of the castle player's warriors may be placed within 30 inches of the opponent's starting area. The castle player's warriors may begin the game on top of their castle sections.

PLANKING AND LADDERS

If planking or ladders are used, they must be placed after all castle sections, but before terrain or warriors. Planking is printed on the packaging of the Castle Wall Packs; cut out the planks before disposing of the packaging. Planking is used to connect castle wall sections between buttresses or where a ledge does not fit. Ladders are used to create additional access points to castle wall sections.

Ladders may be placed next to any castle wall section to create access points at its upper and lower ends. Each player may have one ladder per three wall sections in their castle, to be placed as desired. If you do not have ladders, simply use a token of some sort to indicate the placement of the ladders.

One ladder (or ladder token) may be carried by a formation without penalty. Ladders may be placed next to castle sections to create access points by giving a movement action to a formation. Ladders may be removed by giving a movement action to a formation when no enemy is on the access point.

Planking is placed on the inside of wall sections wherever the construction of the player's castle creates gaps in the walkways. Planking is always placed parallel to a wall and touching that wall. Planking is considered to be part of the wall section it is touching.

A player may place as many planking sections as are necessary to form a continuous walkway inside their wall sections, but are not required to place any. If planking is not placed, walkways are not considered to be continuous.

ACCESS POINTS

Warriors move onto, off and between different castle sections by using access points, which represent doorways, staircases, ladders and so on. All access points in the same castle section are connected access points. The special rules for each castle section indicate any connected access points for that section.

Some castle sections have access points. These sections follow normal rules for moving onto or off of abrupt elevated terrain. Mounts, cavalry units, warriors with "peanut"-shaped bases, multiple-dial warriors, and titans may never occupy a castle section.

Warriors may move freely between wall sections and the tops of castle sections.

Warriors on top of castle sections may be in base contact with warriors on adjacent wall sections. Look down from above the castle to determine whether base contact would be possible if the design of the castle section did not prevent it. If so, then base contact is assumed.

CLOSE COMBAT

A warrior whose front arc is in contact with an access point may make a close combat attack against a figure touching a connected access point. This represents the two figures fighting on the stairs or ladder between their two positions. The two figures are considered to be in base contact for purposes of this attack, but are not in base contact for any other purpose. Gang up may be used as long as all warriors using gang up are touching an access point connected to the target's access point.

If the target is at a higher elevation than the primary attacker, the target receives the +1 defense height advantage modifier.

If there is more than one opposing figure touching a connected access point, the defender may choose which figure will be the target of the attack.

PORTALS

Some castle sections have portals, which are represented on the section by a door, gate, or portcullis. The special rules for each castle section indicate that section's portals.

All portals are considered closed at the start of the game. Warriors may not move or draw a line of fire through a closed portal. A closed portal is not considered connected to any other access points.

At the beginning of the castle player's command phase, that player declares whether they are opening or closing any of their portals for the turn, and then opens or closes the appropriate portions of the castle. The portals then remain in that state until the beginning of the castle player's next command phase.

If a section has several portals, the player may choose to open or close each one individually.

A castle section that is showing the Demoralized special ability has been breached. Wall sections are breached when the fortification value appears in yellow. As soon as a section is breached, all of its portals are immediately opened. They may not be closed for the remainder of the game.

ACTIONS

A castle may be given one or more of its owning player's actions during a turn. Each section of a castle may only be given 1 action per turn. If a castle section is given an action, mark that section with an action token. If several sections are given actions, mark each of them with an action token. A ranged combat action can be given to any active castle section that has a range and attack value greater than 0. Castle sections may not be given move, close combat or special actions.

If a castle section takes an action on two consecutive turns, mark it with a second action token. It is considered pushed, but does not take pushing damage. A castle section may not be given an action when it has two action tokens.

Mage Knight: In a Mage Knight game, a player receives 1 extra action per turn as long as his army contains a keep section.

Conquest: In a Conquest game, a player with any non-wall castle sections in his army receives 1 extra action per turn. A player with a keep section will receive 2 extra actions, instead. These extra actions can only be given to castle sections.

ATTACKS

Castle sections may only make ranged combat attacks. The line of fire from a castle section is drawn from that section's center point, and is never blocked by figure bases.

The center point is considered to be on elevated terrain. When measuring the range, measure only the horizontal distance to the target.

A castle section may not make a ranged combat attack against a target if the range to that target is 4 inches or less.

Long Range Attacks

Castle sections may make and be targeted by long-range combat attacks as if they were multiple-dial warriors. If a castle section is given a ranged combat action and the target of the attack is a multiple-dial warrior, a titan, or an opposing castle section, the firer may double the range value of the castle section while reducing its printed ranged damage value by 2.

ATTACKING THE CASTLE

Castle sections may only be attacked by the following types of warriors:

- Multiple-dial warriors.
- Titans.
- Warriors making a ranged combat attack using the Mage Blast, Bombardment, or Pierce abilities.
- Warriors making a ranged combat attack that delivers Explosive Damage.
- Warriors who have a printed damage value of 4 or more making a close combat attack.
- Warriors who have a printed ranged damage value of 4 or more making a ranged combat attack.
- Warriors making a close combat attack using the Crushing Blow, Smite, or Thunder Blow special abilities.
- Warriors who have the Ram special ability making a close combat attack.

Warriors who do not fall into one of these categories may not target castle sections with close combat or ranged combat attacks. They may not be part of ranged combat formations that target castle sections, and may not use gang up against castle sections.

For ranged combat attacks, the line of fire to a castle section is drawn to that section's center point and is never blocked by figure bases. The center point is considered to be on elevated terrain. The section will receive the height advantage modifier if the attacker is not also on elevated terrain. When measuring the range, measure only the horizontal distance to the target.

For close combat attacks, opposing figures whose front arcs are touching a castle section may attack it as if they were in base contact with it.

A warrior may never attack a castle section on which they are standing.

ELIMINATING CASTLE SECTIONS

When 3 broken tower symbols (⛣) are revealed in a castle section's stat slot, that section is eliminated and is removed from play. Place a "Rubble" hindering terrain template (provided on the castle section package), the same size and shape as the eliminated castle section and its planking, on the battlefield in its place. Place any figures that were on that section on the template in the same locations as they occupied before the section was eliminated, with their facing determined by their controlling player. Finally, roll 1 six-sided die for each of these figures and deliver that many clicks of damage to that figure.

Players may replace planking pieces with other, shorter planking pieces as walls are eliminated, so that the wall sections left standing retain their portions of the walkway.

ATTACKING WARRIORS ON CASTLE SECTIONS

When a ranged combat attack is made against a target standing on a castle section, the target adds a fortification modifier to their defense value. This modifier is the fortification value currently showing for the castle section that the target is on. If the target is at a higher elevation than the primary attacker, the target also receives the +1 defense height advantage modifier.

During the siege of the Fortress of the Lich King Anjou, Dave's Steam Mauler attacks Mark's Skull Golem. The Steam Mauler is on the ground outside the castle, while the Skull Golem is on a castle wall section with a fortification value of 3. The target's defense value is 16, +1 for the height advantage, +3 for the fortification, for a total of 19 (after the rule of 3 is applied)! This result makes Dave think seriously about taking on the wall with his next attack.

The target does not receive the fortification modifier if the attacker is also on a castle section. The target also does not receive the fortification modifier if they are on a wall section and the attacker's line of fire does not cross the outside edge of any section. This represents the warrior being protected from attacks from outside the castle, but not attacks from opponents who have broken into the castle.

VICTORY POINTS

Elimination points are awarded for eliminated and surviving castle sections as if they were standard warriors.

If the castle section has been breached, but not eliminated,, the player whose figure caused it to become breached gets elimination points equal to half the castle section's point value, rounded down.

CASTLE SECTION RULES

Each castle section has unique rules.

Keep

The keep has two portals, represented by the two doors. The two doors and the entire top surface of the keep are connected access points.

Round Tower

The tower has one portal, represented by the door. The door and the entire top surface of the tower are connected access points.

Gatehouse

The gatehouse has two portals, represented by a portcullis and double doors. The gatehouse has no access points. Any warrior on top of the gatehouse is considered to be in base contact with any other warrior on top of the same gatehouse.

Warriors may be placed in the open archway of the gatehouse. The portals of the gatehouse may not be closed if they would overlap a figure's base once closed. Warriors on top of the gatehouse may move onto the walls on either side.

Walls

Wall sections with doorways have one portal. Wall sections without doorways have no portals. Wall sections have no access points, though some may be added through the use of ladders. Wall sections do not have an attack or damage value. They are Demoralized and breached when a yellow square appears in the fortification slot.