

War & Sorcery

The Magic System

A War & Conquest expansion for using magic, gods and other totems.

*This is a **work in progress** document regarding the use of magic and related material. Therefore further ideas, commentary or expansion is welcome.*

Once we have a final set of rules for War & Sorcery (not just the magic, there are flying beasts, monsters and all sorts of other stuff to consider!) these will all be compiled into one 'proper' volume.

*There are some notes in **Red** within the document and at the end, some design and idea notes.*

See design note 1

Play testing can now commence!

Magic

Some armies have access to sorcerers, magicians, druids, shamans, wizards and other spell and magic casting personalities. For the following section, we will refer to all these different types as Magic Users. A Magic User could also be a god offering protection, or other external influence.

See design note 2

These individuals can be powerful and so some special rules apply to them, and the

spells and talismans they cast. Where the word 'spell' is used, this could also refer to a blessing, charm, curse, gift, incantation or war cry.

Historical armies have a means of defence (and attack) by using a War Cry- these will be available through the Legends of War section of army lists and within the work in progress Spells document.

The Magic Users Profile

Magic Users vary in ability. This is usually determined by their Morale Value and number of spells they can retain and use effectively during a battle. The more powerful and knowledgeable the Magic User, the more effective he or she can be on the battlefield,

yet even the most powerful is fallible, as we will see later. Otherwise, Magic Users are treated as independent Personalities and the normal Personality rules apply, unless their profile indicates otherwise.

See design note 3

Spells

Magic Users may only cast the spells available to them and these will usually be indicated in their profile. Most of these are specific to the Magic User, although some more 'general purpose' spells may come from a suitable Book of Lore.

See design note 4

For now, a Magic User should select any spells (which also includes charms or curses) they

will use for the battle ahead before the armies are deployed and ready for action.

It will be indicated in the spell description when a spell can be cast or used.

*We (**will**) produce a set of spell cards, so it is easy to keep track during the game.*

Dangerous and Deadly Spells

Some spells are classified as Dangerous or Deadly and using these may have consequences as we will discover later. Some spells become Dangerous or Deadly if the

Magic User attempts to extend the range or effect of the spell (see spells for examples) Other spells (not yet created) may also have additional risks.

See design note 5

Magical Intervention Points

A Magic User receives a number of Magical Intervention Points at the start of the game. Magical Intervention Points are best represented by D6 or suitable symbols. Magical Intervention Points are specific to each Magic User (so a great modelling opportunity) and cannot be used by other Magic Users or Personalities.

Some Magic Users will be able to pool their resources together or 'leach' SIPs or MIPS off others, this will be described in a later version.

A Magical Intervention Point can be used in exactly the same way as a Strategy Intervention Point, although Magic Users will usually use Magical Intervention Points to assist them when casting spells as the

example later shows. Some Magic Users can access additional Magical Intervention Points from magical artefacts.

Magical Intervention Points cannot be used when rolling for Strategic Advantage, unless the Magic User is also the Army General, or some other Magical rule is in effect.

Strategy Intervention Points cannot be used as Magical Intervention Points.

Magic Users have no Zone of Command unless it is specifically noted in their profile or provided for by magical artefact or familiar. Therefore, they can only use a Magical Intervention as a Strategy Intervention Point on any unit they accompany.

See design note 6

Casting a Spell

Spells can only be cast during the players Round of Play or during the End Phase. Most spells can only be cast during specific phases (usually Movement, Shooting or Combat) and this will be indicated in the spell description. Any exceptions will be noted. The player does not have to cast all the Magic Users spells at the same time, or when he moves the model.

They can be used exactly when the player wants to create a more dynamic use of Magic (or interference from the Gods!).

To cast a spell, a Magic User declares they are casting the spell and rolls 2D6. If the total is equal or less than their Morale Value then the spell is successfully cast.

See design note 7

Example

During the Shooting Phase, Elijah, a Magic User with a Morale Value of 7 attempts to cast 'Bolts of Lightning' on an enemy unit.

Elijah rolls a 4 and a 3, he has successfully cast the spell as the 4 added to the 3 totals 7, equal to his Morale Value.

Magical Intervention Points can be used when casting a spell by adding additional D6 to the Spell Cast roll (in the same way as Strategy Intervention Points are used for Morale and

Command tests- see page 111) . Rolling more than 2D6 greatly increases the chances of casting a spell. Select the best result from the dice rolled. However, as we will discover in a

moment, there are additional risks when using more dice to cast a spell. Should the spell be successfully cast, the Magical Intervention Point will be returned at

Example

Before Combat begins, Elijah attempts to cast 'Ward of Protection' on a friendly unit, improving its Armour Value. As the combat is crucial he elects to use a Magical Intervention

Failing to cast a spell

Should a Magic User fail to cast a spell, they cannot attempt to cast any more during that Round of Play. Their concentration has been broken and they have lost his grip on the fickle winds of fate for a moment. Some

Repeat Casting

To recast the same spell, the Magic Users Morale value is reduced by 1. To attempt a recast, the spell must be used immediately. Most spells cannot be recast as they are complex to create, and those that can will be indicated on the spell.

Some General Spell Casting Notes

No bonuses - such as that from the Army General - will affect the Morale Value of the Magic User when casting or attempting to

Stopping a Spell

A spell that has just been cast can always be stopped by using a Strategy or Magical Intervention Point. There is no need to roll any dice. The decision to use the Strategy or Magical Intervention Point can be made after

The End Phase

During the End Phase Magic Users from both sides may attempt to remove spells in play. They may also prepare for the next turn by casting any suitable spells in readiness for use.

the start of the Turn, after the roll for Strategic Advantage has been made. Should the attempt fail, the Magical Intervention Point is lost. (*Again this is the same as SIPs*)

Point and rolls a 6, a 4 and a 2. The 4 and 2 enable the spell to be successfully cast as they are less than his Morale value of 7.

Magical Artefacts can assist a Magic User retain their concentration by allowing a reroll. *In our example above, had Elijah failed to cast Bolts of Lightning, he would not have been able to cast 'Ward of Protection'.*

Players should note that as spell recasts are done immediately, be careful in case the enemy have a powerful trick up their sleeve!

See design note 8

remove a spell from play unless it specifically indicates otherwise.

A fleeing Magic User cannot cast or attempt to remove spells.

the spell has been successfully cast. The Strategy or Magical Intervention Point is discarded.

See design note 9

This includes Magic Users who failed to cast a spell during their Round of Play.

However, a failure to cast or remove a spell during the End Phase means no more

attempts can be made by the Magic User until the players next Round of Play starts.

During the End Phase the player with Strategic Advantage may always choose to go first or

Spells that Remain in Play

Once successfully cast, some spells can remain in play. This will be indicated in the spell description. The spell itself cannot be cast again until it is removed from play unless it specifically states otherwise.

Some of spells that remain in play may need to be maintained by the Magic User, the

Removing a Spell in Play

Spells that remain in play can be removed during the End Phase by a Magic User using an appropriate spell (*should they have one*)

second where removing or casting a spell is concerned. Players then alternate.

As some Spells may affect fleeing troops, this Phase should be conducted before you attempt to Rally troops.

magical force that keeps them in place is fickle. Instructions on maintenance and removing a spell voluntarily will be found within the spell description.

See design note 11

Should the attempt to remove a spell be failed, then the Magic User cannot attempt to cast or remove any more spells until their next Round of Play.

The Consequence of Meddling with Magic -The Power of 6

Magic is a powerful force, controlled by only the most mighty of personalities. Using magic can take its toll and is not without risk. When casting or removing a spell, if two or more sixes are rolled, the Magic User may lose a Life unless they can roll 5 or more on a D6. If the spell is *Dangerous*, they will need to roll a 6 on a D6 or lose a Life. For *Deadly Spells* the user automatically loses a Life.

Some Magic Users have access to magical artefacts such as familiars to avoid losing a Life, this will be noted within their profile or available as an upgrade.

For some spells, Magic Users with lower Morale may be affected on a 5 or 6, this will be indicated on the spell.

The Number of the Beast

Some spells may have this description on them. If three (or more) sixes are rolled, then the User is automatically killed!

The Divine Intervention rule offers no protection against the Power of 6 unless the Magic Users profile indicates otherwise.

Sample Profiles

Some magic users will have access to flying carpets, beasts or monsters, and this will be expanded on in the relevant army lists,

additional War & Sorcery rules or future versions of this document.

See design note 11

Please remember, there is a lot more material required to fit together with this first section!

High Level Magic User

	CA	SA	KA	Mo	L	S	Pts
HLMU	-	-	-	8	2	-	160

Formation: Personality

Equipment: Three spells, plus up to three others at 20 points each

Special: The HLMU has 4 Magical Intervention Points and a Zone of Command of 10". They may add up to 2 additional Magical Intervention Points for 20 points each.

HLMU may move independently and should they do so, we can assume they have a horse at their disposal, and an Armour Value of 2.

Low Level Magic User

	CA	SA	KA	Mo	L	S	Pts
LLMU	-	-	-	7	2	-	100

Formation: Personality

Equipment: Two Spells plus up to two others at 20 points each

Special: The LLMU has 2 Magical Intervention Points. They may add up to 2 additional Magical Intervention Points for 20 points each.

LLMU may move independently and should they do so, we can assume they have a horse at their disposal, and an Armour Value of 2.

See design note 11



Scarab
Miniatures

Scarab Miniatures 2013

Design and Idea Notes

Design Note 1

I hope this system, when combined with some good spells and items, will be tactical and interesting to use. While writing, I have attempted to fit within the existing concepts and appeal of War & Conquest. I also acknowledge we are catering for two groups of people here, those that to use their fantasy armies with War & Conquest, and those whom require a little magic in their history, bringing myths and legends to life on the tabletop. I like both!

Design Note 2

We will add extra explanation about the magical energies crackling through the air and how this interfaces with history, myths and the 'gods' in a future version

Design Note3

A note about the models - probably be individual models or small groups- e.g. Monks and clerics.

Design Note 4

For play testing and initial development, there is a separate document of spells so some basic magic users can be used in play test games. However I expect that eventually all magic users will come with their own spells plus access to extra ones for additional points cost. This will make them all a bit more unique (although I acknowledge, through necessity, some spells will be similar).

Design Note 5

This will then enable us to limit some lower Morale level Magic Users so they cannot cast certain spells as the spells knowledge may be too powerful for the Magic User to retain in battle conditions. Alternatively, using the spell will increase risk of casting it. These restrictions will be noted in the Magic Users or spell profile. There is a lot of flexibility here -the spell description is all important.

Design Note 6

Allowing MIPS to be used like SIPs for Morale purposes can effectively represent a more divine interpretation of 'faith' and so in games which are more myth or legend than 'fantasy' these could be called Faith Intervention Points

Design Note 7

I like using Morale as the basis for spell casting- it fits with existing concepts, and allows spells to 'attack' Morale values. It allows us to have a wide mix of Magic Users, many can have an average Morale value, so they cannot 'lead' units but will still have some impact on the battlefield. Using the 2D6 as the base for casting enables this

Design Note 8

Play note- so if you want a magical spell that lifts and moves a unit, chances are it is a 'one use per turn' spell, while a 'remove enemy spell' might be repeatable. As failing to cast a spell means no more casting until the End Phase or next Round of Play, then repeats carry a risk

Design Note 9

Play note- I think this is necessary as a 'comfort blanket' for players not familiar with fantasy game systems but feedback will be most welcome as I would consider deleting or amending it

Design Note 10

This still needs a little work as there are a number of ways it can be implemented. During the End Phase Magic Users could 'recast' any spells that can remain in play so they remain active. Should this fail, the Magic User cannot attempt to cast or remove any more spells during the End Phase.

These allows us to 'force' Magic Users to recast (with the potential for failure and loss of casting/removing spells) during the End Phase, and removes the consequences of 'automatic' spells where the opposition cannot do anything about powerful spells if they don't have a 'remove spell'. It will allow 'template' type spells that either remain in one place or drift/move across the table and this will probably occur during the End Phase

Design Note 11

Note- these represent generic magic users for play testing. I have restricted spell numbers for now to help with play testing. It is arguable that Magic Users can have a 'blanket access' to whole 'books of lore' chock full of spells. I am not against the idea but I think that during play testing to begin with it will be difficult to manage in a game situation.