

War & Sorcery Spells

This document should be read in conjunction with War & Sorcery Magic.

This is a stripped down and basic generic set of starter spells for use with play testing in our battles and to create more dialogue. I have avoided adding descriptive text and background for now.

This is version 0, created just for starters, there are over 10 pages worth in the current draft but many need cross referencing against the rules to avoid contradiction and I wanted to get started!

Notes on Spells

There is no need for spells to be 'super powerful' although some are dangerous to cast! As most spells will be specific to the Magic User, it will help control the points values and effects.

Remember, a failure to cast a spell means no more spell casting until the End Phase, or if failed during the End phase, the players next Round of Play. Therefore, while some spells may seem very deadly, you have to wait to cast them or risk never using them.

Line of Sight

Unless noted otherwise, spells require a Line of Sight from the Magic User to the target, as per the War & Conquest rules. For convenience, a Magic User within a unit may see any potential targets in their front facing. Individual Magic Users (or those in a skirmish formation) may see 'all round'.

Players can impose any mutually agreed restrictions where common sense would prevail. No doubt subsequent versions of this document will include some!

You may not premeasure, so bear that in mind when spell casting, as a spell may become Dangerous or Deadly!

Starter Spells

Remove Spell

This spell removes a target spell that is in play during the End Phase- the most basic of spells, but essential. *May be recast.*

Up to 10" Standard spell

Up to 20" Dangerous Spell

Up to 30" Deadly Spell

Extend Spell Range

Roll 2D6. This distance is now added to the range of all spells cast by the Magic User. Remains in play until removed or a spell is failed to cast. A Dangerous Spell. It may be immediately recast and added to the initial result. If recast, the spell becomes Deadly and the Number of the Beast. You cannot recast it again. May be cast during the players Round of Play or during the End Phase

At Our Mercy

The target formation has their Combat reduced to 0 for the Turn. May be cast during the players Round of Play or during the End Phase.

Up to 10" Deadly Spell

Up to 20" Deadly Spell and The Number of the Beast

Empower

The target formation receives a Combat Ability increase of 1 for the Turn. If the formation is combat at the end of the turn, the spell remains in play if the Magic User can maintain it. The spell cannot be 'stacked' by recasting on the same formation to get a +2 CA increase

Up to 10" Standard spell

Up to 20" Dangerous Spell

Up to 30" Deadly Spell

Take Aim!

The target formation receives a Shooting Ability increase of 1 for the rest of the Turn. The spell should be cast once all shooting has been nominated as the spell may be recast. It may also be cast in the End Phase in preparation for the following Turn. The spell cannot be 'stacked' by recasting on the same formation to get a +2 SA increase.

Up to 10" Standard spell

Up to 20" Dangerous Spell

Up to 30" Deadly Spell

Kill Them All!

The target formation may reroll any Kill Rolls that are unsuccessful after any weapon re rolls have been made.

Up to 10" Standard spell

Up to 20" Dangerous Spell

Up to 30" Deadly Spell

Weaken

The target formation receives a Combat Ability decrease of 1 for the current or forthcoming Turn. May be cast during the players Round of Play or during the End Phase

Up to 10" Standard spell

Up to 20" Dangerous Spell

Up to 30" Deadly Spell

Feeble

The target formation receives a Combat Ability decrease of 1 which remains in play. Cast in the End Phase

Up to 10" Dangerous Spell

Up to 20" Deadly Spell

Dust in Their Eyes

The target formation receives a Shooting Ability decrease of 1 for the current or forthcoming Turn. May be cast during the players Round of Play or during the End Phase

Up to 10" Standard spell

Up to 20" Dangerous Spell

Up to 30" Deadly Spell

Bolts Of Lightning

Lightning bolts streak forward from the Magic Users finger tips. The target formation or Personality on their own is struck 2+ D6 times in the Shooting phase. Killing Ability 3.

If the target is within woods or on castle walls, the Killing Ability is reduced to 2.

Up to 10" Standard spell

Up to 20" Dangerous Spell

Up to 30" Deadly Spell

High Voltage!

The target formation or Personality on their own is struck D6 times in the Shooting phase. Killing Ability 4.

Up to 10" Dangerous Spell

Up to 20" Deadly Spell

Panic Attack

The target formation or Personality on their own must take an immediate Morale Test. If failed, their Shooting, Combat and Morale Values are reduced by 1 until the commencement of the next Turn.

Protect

The target formation will be unaffected by spells from friend or foe until the spell is removed from play using Remove. When an enemy Magic User attempts to directly remove Protect, his attempt is subject the Number of the Beast rule.

The Scythe

Combat Phase. The Magic User must be engaged with the target formation. It is struck D6 times. No Armour save. Killing Ability 4.

Results count towards the Combat Result

Dangerous Spell

The Flashing Blade

Combat Phase. The target formation is struck D6 times. Armour saves as normal. Killing Ability 3.

Up to 10" Dangerous Spell

Up to 20" Deadly Spell

Results count towards the Combat Result

The Storm of Blades

Combat Phase. The target formation is struck 2D6 times. Armour saves as normal. Killing Ability 3.

Up to 10" Deadly Spell and The Number of the Beast

Results count towards the Combat Result

Miasma Of Fear

The target formation must take a Morale Test . If failed, they rout and will flee immediately.

Cast in the Users Resolution Phase.

Up to 10" Dangerous Spell

Up to 20" Deadly Spell

At Them!

A unit may add D6 to their charge move. The target must declare its reaction before the D6 is rolled. Note that you cannot declare a charge to begin with if it is likely the charge is out of reach. So bear in mind that the maximum additional distance to the charge is 6".

Up to 10" Dangerous Spell

Up to 20" Deadly Spell

Transport Self

Movement and End Phases. The Magic User (and any horse, no monsters!) may disappear and reappear anywhere on the battlefield within the spell limits below. Indicate where you intend to transport to before measuring. They may choose to cast a spell immediately and then attempt to recast Transport Self again, however Transport Self will have the Morale Value reduced by 2.

Up to 20" Dangerous Spell

Up to 30" Deadly Spell

Up to 50" Deadly Spell and Number of the Beast

Beyond 50" Lost and Dead!

Fear of the Dark

The target formation must take a Morale Test . If failed, they rout and are immediately dispersed.

Up to 10" Deadly Spell and the Number of the Beast.

The Spell of Scrying

May add +1 to the Strategic Advantage roll. Roll in the End Phase

A Dangerous Spell

Armour Decay

The targets Armour Value is reduced by 1. Remains in Play

Up to 10" Dangerous Spell

Up to 20" Deadly Spell



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