STORM OF MAGIC

ADVANCED RULES

Recommended warbands- If using the Advanced Rules, it is recommended that ALL warbands have a caster leader- However, all that is *required* is that there is at least ONE caster or runesmith in the warband. For those of you who aren't opposed to trying out a few new rules:
~ If you would like to take an existing non-leader caster and turn him INTO the leader, use the "Theocracy" rules below.

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THEOCRACY Making Casters into Leaders

Want to play a Storm of Magic Mordheim game, but would prefer a warband with a caster as the leader? No problem! Just follow these simple steps:

First, take your Leader (in this case, a Vampire) and you support Caster (a Necromancer).

Vampire – 110gc								
M	WS	BS	S	T	W	I	A	LD
6	4	4	4	4	2	5	2	8
Special Rules: Leader								

Necromancer – 35gc								
M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7
Special Rules: Spellcaster								

Now, switch the Leader ability over to the Necromancer. This takes away -15gc from the Vampire, and increase the Necromancer by +15gc.

Vampire – **95**gc								
M	WS	BS	S	T	W	I	A	LD
6	4	4	4	4	2	5	2	8
Special Rules: ~~Leader~~								

Necromancer – **50**gc								
M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7
Special Rules: Spellcaster, **Leader**								

That's all that's REQUIRED… but you can also shift a few more things around, if you wish.

If the old Leader has a higher Weapon Skill, Ballistic Skill, Initiative, and/or Leadership than the new Leader, you can shift over ONE character point from one hero to the other. You may stat as many of the above stats as you want, but you may only shift each stat once. Each shift decreases the old leader by 5gc, and increases the new by 5.

For example:

Vampire – **90**gc								
M	WS	BS	S	T	W	I	A	LD
6	4	4	4	4	2	5	2	**7**
Special Rules: ~~Leader~~								

Necromancer – **55**gc								
M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	**8**
Special Rules: Spellcaster, **Leader**								

Here's what it looks like when you shift over ALL four stats:

Vampire – **75**gc								
M	WS	BS	S	T	W	I	A	LD
6	**3**	**3**	4	4	2	**4**	2	**7**
Special Rules: ~~Leader~~								

Necromancer – **70**gc								
M	WS	BS	S	T	W	I	A	LD
4	**4**	**4**	3	3	1	**4**	1	**8**
Special Rules: Spellcaster, **Leader**								

You can do this with any other warbands. For example, the Witch Hunters.

Witch Hunter Captain – **30**gc								
M	WS	BS	S	T	W	I	A	LD
4	**3**	**3**	3	3	1	**3**	2	8
Special Rules: ~~Leader~~								

Warrior Priest – **70**gc								
M	WS	BS	S	T	W	I	A	LD
4	**4**	**4**	3	3	1	**4**	1	8
Special Rules: Spellcaster, **Leader**								

So, you're able to switch the WS, BS, and/or Initiative for 5gc each.

Note: The Warrior Priest has the same Leadership as the Captain. You CANNOT switch a stat over unless the old leader had a HIGHER value than the new leader… you can't make the Captain LD7 and the Priest Ld 9 (that's cheating!)

Question: What do you call the old Leader?
A. I recommend you call them Bodyguards. Their job is to keep the caster safe, no matter what.

Some warbands this system works great with:

Witch Hunters	Araby Tomb Robbers	Horned Hunters
Skaven	Beastman	Ostlander
Undead	Bretonnian Chapel Guard (from Styroheim Site)	Forest Goblins
Da Mob	Chaos Maruaders	Outlaws of Stirland
Tomb Guardians	Ghost Pirates (Sartosa)	Shadow Elves
Wood Elf	Skaven Clan Pestilans	Dark Elves
Lothern Sea Patrol (Sartosa)		

Note: If your warband accepts the rules for Swapping in Replacement Heroes from the Miracle Workers PDF (by Werekin), then the doors are open to even WIDER range of switch-in leaders!

REPLACEMENT SPELL LISTS

The following spell casters may use the following spell lists instead of their normal list. (Note: Hired Swords cannot switch to a different list- they are stuck in their ways!)

Any reference to Lores refers to the new Lore spells lists in the Sage and Mages PDF.

Chaos Magister – Rituals of Tzeentch, Rituals of Slaanesh, Rituals of Nurgle
Beastman Shaman – Lore of Beasts, Lore of Shadows, Lore of Death
Dark Elf Sorceress – Lore of Fire, Lore of Death, Lore of Shadow, Lore of Metal
High Elf Spellweaver – Any of the eight lores, High Magic (which is the list from the Elf Mage Hired Sword.)
Skink Priest – Lore of Heavens, Lore of Life.
Amazon Priestess – Lore of Beasts, Norse Runes (from Norse Shaman Hired Sword), Lore of Light
Skaven Pestilans Sorceror – Rituals of Nurgle
Tomb Guardians Liche Priest – Lore of Light, Lore of Death
Sorcerous Society – Any of the eight Lores.
Restless Dead Liche – Mortuary Scrolls (from Tomb Guardians), Lore of Death
Wood Elf Spellweaver – Lore of Beasts, Lore of Life, Prayers of Taal (count as spells, not prayers)
Bretonnian Damsel – Lore of Heavens, Prayers of Shallya (count as spells, not prayers).
Priest of Morr (either the Replacement Hero or from the Vampire Hunters) – May learn Lore of Death. He still has the same rules, stats, skills and equipment, but counts as an Amethyst Wizard, not a prayer caster of Morr.
Orc or Goblin Shaman – Lore of Beasts, Lore of Fire

NEW SKILLS

The following is a compilation of Magical Skills not found in the Basic Rulebook. Unless stated otherwise, they may only be learned by heroes and hired swords with Academic Skills.

Scribe: The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell or prayer upon it that they are versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his difficulty roll. Once used the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are not used. (TC7)

Mind Focus: The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. This skill may only be taken by a warrior capable of using prayers or casting spells. When using a spell or prayer the warrior with this skill may reroll one dice roll used in the difficulty roll. (TC7)

Magical Aptitude: This skill may only be taken by a warrior capable of casting spells. It may not be used by Sisters of Sigmar or Warrior Priests. The warrior has a keep aptitude for magic and can push himself beyond normal limits to produce a storm of spells. The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell, he must take a toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails he must roll on the injury table immediately with no saves treating Out Of Action results as Stunned instead.

Scholar: Only warriors capable of casting spells or using prayers may pick this skill. Whenever the warrior may learn a new spell or prayer through an advance, he may choose which one he learns instead of determining at random, or he may decrease the difficulty of any one spell or prayer he already knows by –1 permanently.

Runecaster - The hero may now use Runestones (see Items section.) Elven spellcasters, Dwarven Runesmiths, and Shamans with access to the Norse Rune Spells already have this ability.

Force of Will – Any spell that you cast that targets a single model has its range extended by +6”. Force of Will is unique in that it may only be learned by spell and prayer casters that CANNOT learn Academic skills.

Thirst for Knowledge – Use only if the playing with the Replacement Spell List Rules. From now on, the wizard may learn not just from his chosen spell list, but from any of the spell lists that he could access at warband formation. You may choose which list each time you gain a skill, but you roll randomly to determine which spell is learned, as per the usual rules.

NEW ITEMS

(Note: Most of these are reprints. They are reprinted for convenience.)

Familiar   (A02 61); 20+1D6 gc; Availability: Rare 8

Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and hear its thoughts. Wizards in different lands favor different types of familiars, depending on their environment: Shadow Weavers tend to favor darkly-colored animals that can blend into the shadows with them easily- ravens or darkly-colored cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic.   ***Special Rules:*** The cost of the familiar must always be paid if the rarity role is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails.

Rosary - 10 gc – Rare 6 –

A rosary is made of stone or ivory beads and other blessed ornaments lined up on a chain. It helps concentrate while praying or meditating. A prayer user wearing a Rosary may re-roll a failed Difficulty test if he hasn't done anything that turn except moving (no running) or remaining stationary. A Rosary cannot be used in combat.

Runestones (50+2D6 gc / Rare 11) - May use these runes spell to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll against the spell's Difficulty (Sorcery does not help here). If he succeeds, the spell fails to work. If the roll fails, the spell works normally. To use this spell, they learn the Academic Skill "Runecaster." Elven spellcasters, Dwarven Runesmiths, and Shamans with access to the Norse Rune spell list may use Runestones without requiring the "Runecaster" skill.

Dispel Scroll: (as in Best of Town Cryer). 50gc+4D6, Rare 12. This scroll contains a powerful counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate it's effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. After one use, the scroll will disintegrate and is useless.

Animal Familiars 20 + 2D6 gold crowns Availability: Rare 9
Raven, Dog, Cat, and Viper by Chris "Miginath" Van Tighem and Tom "Brahm Tazoul" Bell

Familiars are animals that share a special connection with a particular Wizard. Each Wizard may possess only one Familiar. While Familiars are considered equipment they are also living creatures. If one is taken Out Of Action during a battle then they roll for injuries as a Henchmen. They do not,

however, count towards maximum warband size or towards Rout Tests. If a Wizard's Familiar dies or leaves then he may search for a replacement using rarity rules.

	M	WS	BS	S	T	W	I	A	Ld
Dog	6	4	0	3	3	1	4	1	5
Cat	6	4	0	2	2	1	6	2	5
Raven	2	2	0	1	1	1	4	1	5
Viper	3	4	0	2/4*	1	1	5	1	5
Snotling	4	2	0	1	1	1	5	1	4
Squig	2D6	4	0	3	2	1	2	2	5

Note: These are just the recommended species for a familiar: you may change it as you see fit. Here's a few suggestions:
Dog: Wolf Pup, Giant Rat, Pig, Cold One Beasthound
Cat: Giant Rat, Monkey
Raven: Falcon, Bat, Coatyl
Viper: Scorpion, Spider, Lizard
Snotling: Spite
Squig: Lesser Chaos Spawn

Range: n/a **Armor Save:** none **Special Rules:** Small Target
General Special Rules:
Small Target: Models shooting at a Familiar suffer a -1 to their BS due to the small size of the target.

Individual Familiar Rules:
Dog
Loyal: A Dog Familiar that remains within 6" of its wizard is immune to fear.
Sniff: A Dog has a keen sense of smell and can be used to aid during exploration. The warband may roll one additional dice and may use the result of this dice rather than that of one of the surviving heroes.

Cat
Go for the Eyes! If both attacks successfully wound in one round then the enemy model is blinded and may not fight back until their next turn. If only one attack wounds then the affected model suffers a -1 to both WS & BS until the beginning of their next turn.

Raven
Fly: May fly up to 12" anywhere on the table.
I see you!: Spells may be cast on models if they are within range of either the Wizard or the Raven. Therefore, a spell with a 12" range may be cast on models within 12" of either model.

Viper
Poison: Should a Viper roll a 6 to hit, the attack automatically wounds with no armour save. Any other successful hit result on a target susceptible to poison will suffer a S4 hit. If the creature is immune to poison then treat the attack as S2.
Coiled and Ready: A Viper is not easily caught unaware. A Viper has Lightning Reflexes.

Snotling
Dodgey: The Snotling gains a 6+ unmodified Save against all attacks. This cannot be ignored by critical hits.
Made o' Rubba: The Snotling is either highly resistant to damage, or has a slew of other snotlings to fill his place when he dies. The Snotling does not roll for Serious Injury, and thus cannot be killed. If the owner of the Snotling is killed, the Snotling is discarded along with the rest of his equipment.
Goaded: If within 6" of its owner, the Snotling is Immune to Psychology.

Squig
Trained: Unlike most Squigs, you may choose NOT to move the Squig on any given turn. If so, he will not move (but may pivot as normal.) If you choose to move him, he bounces 2D6" in the direction of your choice. On a roll of a double, he will move in a random direction. Any model he moves into counts as a charge. He will not go out of control so long as he starts each turn within 12" of his owner.
Waagh Power: If your mage Misfires a spell (i.e. rolls a natural 2 when casting), and your Squig Familiar was within 6", roll 1D6: 1-4 suffer the Misfire as normal. 5-6 Treat the mage as if he ate Madcap Mushrooms (i.e. Suffers frenzy. In post game, roll 1D6: on a 1, he's stupid.)

Note: Added to Equipment section are also the Binding Scrolls and Tomes, found in the section below.

BINDING

Binding is a new feature in "Storm of Magics" Campaign, and is used to capture new and terrible monsters to your servitude. The following "Wild Monsters" may be bound:

~NPC* Animals
~NPC Daemons
~NPC Undead (but not vampires)
~NPC Trolls, Minotaurs, Spawns and other non-experience learning creatures.
~NPC Monsters with 4 of fewer Starting Wounds.
~Any Bound Monster owned by an enemy that is currently out of control and is Unbound.

Clarification: NPC means Non-Player Character. Thus, an NPC Animal is one that was not purchased by a player, but showed up because of a scenario or a Random Happening.

Binding a New Monster

All scrolls and tomes of binding contain the following two spells, "Bind Monster" and "Bend Will."

Bind Monster – Difficulty: Special – Range 12". *You may target any Wild Monster (see above), with certain restrictions based on the scroll or tome. The Difficulty of the spell roll is equal to 7+the target's Starting Wounds. If the spell is unsuccessful, you may not attempt to cast "Bind Monster" again this game, but it may be attempted during your next game. If the spell is successful, the monster is bound and can be controlled using the Bending Wills spell (see below). Once you have successfully Bound a Monster, it is added to your roster. The scroll is now permanently linked to that monster- it may not be used to Bind a second monster. If the monster dies or leaves the warband, the scroll is worthless. If the caster holding the scroll is robbed or dies, the scroll and monster are robbed or killed along with it. Regardless of the number of scrolls you own or casters in your warband, you may not have more than one Bound Monster at a time- if you cast Bind Monster on a second monster, the original monster becomes Wild and suffers the rules for Unbound table below, rerolling any results of "Bewildered."*

Bending Wills: Difficulty Auto / 8 - Range 12" *– When you start a game or first bind a monster, it starts the game automatically under the control of the spell "Bending Wills". During each of your Movement Phases, the Caster has to make a Leadership Test- if he passes the test, the spell is maintained and the monster is controlled as would any other of your warbands- if the Monster suffers Stupidity, it is overridden. If the Leadership test is failed, the spell fades, and the monster rolls on the Unbound table below. To regain control of the Unbound monster that is linked to you by a scroll, you must have your caster be within range 12" of the target and successfully cast "Bending Wills" again (Difficulty 8).*

Unbound Monster

When a mage loses control, the Monster rolls below on the Unbound chart. This overrides any other Psychology, including Stupidity and Frenzy. Once a Monster rolls on the Unbound Monster chart, he will continue to suffer the same type until a leader rebinds him or until he leaves the board.

	Unbound Chart
1-3	Bewildered - The Monster suffers Stupidity, and tests this turn and each turn until the spell "Bending Wills" is cast successfully against him. He still counts as a part of your warband, and may not be the target of Binding Spells from your opponent.
4	Unlinked – The Monster suffers Stupidity, and tests this turn and each turn until the spell "Bending Wills" is cast successfully against him. He may be targeted by Binding Spells from

	your opponent, and if you end the game without successfully casting "Bending Wills" on the monster, make one final Leadership Test- if you fail the Leadership test, the monster has wandered off and is removed from your warband.
5	Running Wild- The Monster moves in a random fashion. Roll a scatter dice- the monster moves 3D6" in that direction. If this causes it to touch another model it counts as a charge. Each turn, roll again for direction and distance. If this takes it off the board, the Monster has fled forever and is removed from the Warband list. He may be targeted by Binding Spells from your opponent, and if you end the game without successfully casting "Bending Wills" on the monster, make one final Leadership Test- if you fail the Leadership test, the monster has wandered off and is removed from your warband.
6	Blood thirsty - The monster charges the nearest model to it, friend or foe. If in combat with more than one enemy, it will distribute its attacks to all enemies evenly, randomizing giving out any leftover attacks. If it becomes unengaged from combat, it will move as quickly as possible to the closest model, charging if able. He may be targeted by Binding Spells from your opponent, and if you end the game without successfully casting "Bending Wills" on the monster, make one final Leadership Test- if you fail the Leadership test, the monster has wandered off and is removed from your warband.

Scrolls of Binding –

There are several different types of Scrolls of Binding, which may be targeted at monsters of specific strengths. Scrolls are Miscellaneous items that can be used by any hero that is a caster.

Lesser Scroll of Binding – Cost: 40+2D6 – Rarity 9
The caster may use the spells "Bind Monster" and "Bending Wills". May only be used against monsters with Starting Wounds of 1. If successfully bound, the Monster will always roll "Bewildered" on the Unbound Monster table.

Scroll of Faunal Binding – Cost 40+2D6 -Rarity 9
The caster may use the spells "Bind Monster" and "Bending Wills". May only be used against living Animals with Starting Wounds of 1. If successfully bound, the Monster does NOT make Bending Will tests- however, at the start of each turn, roll 1D6: on a roll of 1, the monster is fighting the control, and does nothing this turn except fight in combat.

Scroll of Daemonic Binding – Cost 40+3D6 -Rarity 10
The caster may use the spells "Bind Monster" and "Bending Wills". May only be used against Daemons or Spirits with Starting Wounds of 1. If successfully bound, the Monster does NOT make Bending Will tests- however, at the start of each turn, roll 1D6: on a roll of 1, the monster is fighting the control, and does nothing this turn except fight in combat.

Scroll of Necromantic Binding – Cost 40+3D6 -Rarity 10
The caster may use the spells "Bind Monster" and "Bending Wills". May only be used against Undead creatures with Starting Wounds of 1. If successfully bound, the Monster does NOT make Bending Will tests- however, at the start of each turn, roll 1D6: on a roll of 1, the monster is fighting the control, and does nothing this turn except fight in combat.

Crafter's Scroll of Binding – Cost: 80+4D6 – Rarity 10

The caster may use the spells "Bind Monster" and "Bending Wills". May only be used against monsters with Starting Wounds of 2 or less. If successfully bound, the Monster will always reroll any results of "Bloodthirsty" on the Unbound Monster table until a different result is rolled.

Greater Scroll of Binding – Cost: 120+2D6x10gc – Rarity 11
The caster may use the spells "Bind Monster" and "Bending Wills". May only be used against monsters with Starting Wounds of 3 or less.

Tome of Binding – Cost: Tome of Magic 200+D6x25 gc - Rare 12
The caster may use the spells "Bind Monster" and "Bending Wills". May only be used against monsters with Starting Wounds of 4 or less. Unlike scrolls, the Caster permanently learns these spells while he holds the book, which means that if the monster dies or leaves the roster, you may attempt to capture other monsters. Reminder: you may only have one Bound Monster at any given time, so successfully casting Bind Monster a second time means the previous monster is Unbound and Wild.

ARCANE FULCRUMS

Note: This Section is split into two parts- Basic and Advanced. We have included he Basic Rules (shown in the Basic Rules PDF) for the sake of ease- it may waste a few printer pages, but saves the player the trouble of flipping back and forth between the two documents!

ARCANE FULCRUMS –BASIC RULES

Arcane Fulcrums are special terrain pieces that naturally focus magical power. They are places of randomness and fear, instilling in all a sense of wonder and dread.

SET-UP RULES

Unless the Scenario dictates otherwise, the following rules apply when placing Arcane Fulcrums and warbands:

-No Fulcrum can be placed within 12" of a player's deployment zone.

-If possible, No Fulcrum can be placed within 12" of another Fulcrum.

-No caster may be deployed within 12" of a Fulcrum, even if it has the Infiltrate.

FULCRUM RULES

Fulcrums grant powerful bonuses to any caster that controls it. These bonuses are:

- Power Points: At the start of each of your turns, if your caster controls a Fulcrum, he gets +1 Power Point. Before casting a spell, prayer, or rolling to maintain a spell, he may spend any number of Power Points- for each one spent, the player adds +1 to his Difficulty roll (or, in the case of maintaining spells with Leadership, subtracts -1.) You must use them BEFORE rolling, and cannot use them after the roll is made. Your caster may store as many points as he wishes, but if he loses control of the fulcrum, any unused points are discarded. Likewise, at the end of the game, all unused points are lost. If you have two casters that both control a fulcrum, they may pass Power Points from one to the other at the start of your Shooting phase, but may not pass them or receive them from casters that do not control a fulcrum as of the start of this turn. Reminder: a natural roll of 2 always fails, and results in an Arcane Fulcrum misfire! *(Ex. Two players each control a fulcrum. Player A has a Necromancer, and decides to use 1 point per turn, giving his caster +1 each turn. Player B is trying to cast a Cataclysmic spell, so he is saving his points, and currently has 3 points saved up.)*

- Mundane Save: A 5+ Unmodifiable save against all wounds not inflicted by spells or prayers. If your hero has an armor save, this is rolled after the armor save.

-Magical Sage:- Whenever the wizard is affected by an enemy prayer or spell, the mage is unaffected by it on a 1D6 roll of 3+. Scrolls affect them normally (they have enough power to "punch" through!)

- Immune to Psychology: A model in control of a Fulcrum is Immune to Psychology and will never flee from combat. A leader still has to take rout tests as normal.

-Cataclysmic Spells (Specific): If using the Advanced Rules, the Arcance Fulcrums grant access to a Cataclysm Spell, depending on the caster (see the Storm of Magic: Arcane Fulcrum Document for complete rules.)

-Cataclysmic Spell (Secret Sigils): If using the Advanced Rules, the Arcance Fulcrums grant access to the Seven Secret Sigils of Summonings Spell. This is accessible to all casters (see the Storm of Magic: Arcane Fulcrum Document for complete rules.)

Arcane Misfire: However, if you roll a Natural 2 when casting a Spell or a Prayer from an Arcane Fulcrum, you must roll on the Arcane Fulcrum Miscast Table!

	ARCANE FULCRUM MISCAST TABLE
2	Earth-shattering Kaboom!: The powers of Chaos suck the caster into another plane. The caster is removed from your roster. All models within 1D6+3" suffers a S5 hit. Any models taken out of action roll twice on the Serious Injury chart. The Fulcrum is removed from the board, and replaced with a 3" diameter warp template. No model may move or see through the warp.
3	Spawn! The powers of Chaos ebb and bubble like a cancer- roll 1D6: on a roll of 1-3, the caster is turned into a spawn. On a roll of 4-6, pick a random model within 12" of the caster- that model is afflicted instead (if there are no other models within 12", the wizard is affected.) The helpless model he horribly mutates into a Spawn of Chaos. Replace the model with a Chaos Spawn from the Border Town Burning Bestiary and remove the warrior from its owner's roster. If your warband has a (surviving) model with a tome of binding or a scroll of binding, they may attempt to bind the spawn to their warband using the normal binding rules.
4	Gglbddlh: The wizard is now *stupid*. Roll a D6 after the battle: on a score of 4+ the effect ends.
5	Did the world move, or was it just me?" – All casters swap location with each other randomly.
6	Uh-oh! The spell has been cast successfully – upon the wizard himself! Any additional decisions (e.g. with *Flight of Zimmeran* from the Lesser Magic) are made by the player to the left of the wizard's controller. Any Strength attacks have an increase of +2 Strength.
7	Power Siphon: Pick a random enemy caster – that caster may immediately attempt to cast a spell or prayer. If you have positive bonuses to your spells that the opponent doesn't (ex. you gain +1 for being on a Fulcrum, he isn't on one; you have Sorcery, he doesn't), that caster may temporarily add your bonuses to his casting roll.
8	Explosion: The wizard and all other models within 4" are hit with a S4 hit. Also, the wizard is thrown 1D6+2" in a random direction.

9-10	"I think I'm feeling a Little Odd" – Your wizard is turned into a frog. Roll 1D6 for each other caster on the board: on a 4+, that caster is also turned into a frog. The wizard that is a frog is effectively removed from the game, although he returns to normal in the postgame phase (before exploration), and doesn't roll for injury.
11	Chaos Gate: The spell fails. From now one, whenever any caster attempts to roll a spell, after the player rolls difficulty, roll 1D6: 1 the spell fails, put a Bloodletter 1D6x3" away from the caster in a random direction. 2 A random Ritual of Tchar spell is used as your spell instead. 3 A random Ritual of Onegal spell is used as your spell instead. 4 A random Ritual of Slaanesh spell is used as your spell instead. 5-6 Use the normal spell you attempted to cast.
12	Mutations: The uncontrollable powers of Chaos cause the wizard to mutate. Roll 1D3 mutations from the Power in the Stones article. Also, all models within 6" of the Fulcrum roll 1D6: on a roll of 1, that model also rolls on the Power in the Stones chart.

Controlling a Fulcrum:

At the start of any given turn, including an enemy's, a caster will control a Fulcrum if he matches the following conditions:

- Is not knocked down, stunned, or fleeing.

- He has no enemy wizards within 6" of the Fulcrum. Do not count friendly casters or casters that are knocked down, or fleeing.

-If gaining control of the Fulcrum, he must be within 2" of it. If he had control of this fulcrum in the previous turn, he only needs to be within 6" of the fulcrum.

Note that the control of Fulcrum is changed and lost at the beginning of turns, not in the middle- so if a mage that controls a Fulcrum starts his turn within 6" of it at the start of his turn moves more than 6" away, is knocked down, or even taken out of action, he still controls it until the next player's turn.

The caster is not prevented from controlling a Fulcrum if he has a *friendly* caster within 6" of it (only enemy casters). However, only 1 caster can control a Fulcrum in any given turn (and gain its bonuses), which means that the player must decide which caster controls it. If the friendly caster within 6" belongs to a different allied player, the players must decide amongst themselves which caster is in control (assuming both casters are within 2" of the fulcrum).

A caster may NEVER control two fulcrums at the same time, under any condition- that's just too must raw power! Likewise, only caster heroes and hired swords may ever control a fulcrum. If you have any henchmen or bound models that can cast spells, they cannot use the Fulcrum.

ARCANE FULCRUM – ADVANCED RULES

CATACLYSM SPELLS

While in control of an Arcane Fulcrum, a Caster has access to a super-level spell specific to his spell list. If a mage knows spells from more than one spell list, he only learns the spell from the Spell List that he started with. In addition to the specific Cataclysmic Spell, all casters also learn the Cataclysmic Spell "Seven Secret Sigils of Summoning." If a Caster loses control of the Fulcrum, he is no longer able to cast either of those spells. The following restrictions also apply:

-A single caster may not cast two Cataclysm spells in any given turn, nor cast a single Cataclysm spell twice in a single turn, regardless of skills or items.

-If you have an Apprentice (who learns spells the main wizard knows), the Apprentice will not learn any fulcrum granted spells.

ALL LISTS

All lists have access to the spell, Seven Secret Sigils of Summoning.

Seven Secret Sigils of Summoning- Difficulty 10 – You may summon into play a Hired Sword to aid you in your adventure, even if it is against their own will! First pick a Hired Sword with a Hiring Fee up to 100gc. Roll 1D6 to determine how expensive of a Hired Sword you can recruit: 1-2- costing up to 25gc; 3-4- costing up to 50; 5- costing up to 75gc; 6- costing up to 100gc. If the Hired Sword you picked is less than the amount rolled, the spell failed. If you rolled equal to the fee or higher, place the summoned Hired Sword within 2" of the fulcrum- you may make an immediate move with that Hired Sword. You may only have 1 Hired Sword summoned at any given time through the Fulcrum, and you may not summon a Hired Sword you already have one on the battlefield (ex. if you have an Ogre Bodyguard as a part of your normal warband, you can't summon a second.) You are not restricted to Hired Swords you could normally hire- you can pick any Hired Sword that's approved by your group. At the start of any turn, if the wizard loses control of the Fulcrum, the summoned model fades away. For the purposes of Rout tests, the Hired Sword does not count towards your total or detract from it if he is killed or fades away. If the Hired Sword lasts until the end of the game, you may NOT hire it unless you could normally hire it, and are willing to pay the normal hiring fee. You may only have one Hired Sword summoned with the Secret Sigils on the board at any given time, regardless of the number of casters in your warband. If you summon a caster hired sword, he may not control a fulcrum.

LESSER MAGIC

The Lesser Magic Cataclysm Spell is as follows:

Waves of Chaos – Difficulty: Special – The Difficulty of the spell is 1D6+4- roll each time the spell is cast. If successfully cast, the spell affects all models within 1D6". Any models struck by it suffer a Strength 1D6 hit. Roll an additional 1D6 each time it's cast: on a 1-2, the attack does NOT reduce armor save, regardless of Strength, 3-4 Treat armor saves as normal, 5-6 No armor saves allowed.

CHAOS

Any caster with access to Chaos Rituals, Rituals of Nurgle, Slaanesh, or Tzeentch, they gain the following Cataclysm Spell:

Demonic Bridge: Difficulty 10 – The caster summons a Lesser Daemon. It appears within 2" of the Arcane Fulcrum, and may make an immediate Move. The demon will last as long as the caster is in control of the Fulcrum- if, at the start of any turn, the caster is no longer in control of a Fulcrum, the daemon dissipates. A Chaos Ritual caster may pick any one of the 3 demons to cast. A caster from a specific god may only cast the daemon associated with his god, but he adds +1 to his Difficulty roll. Each Caster may only summon one demon at any given time. For the purposes of Rout tests, the demon does not count towards your total or detract from it if he is killed or fades away.

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	4	6	5	4	3	1	6	3	10
Plaguebearer	4	5	5	4	3	1	6	2	10
Horror	4	6	5	4	3	1	6	2	10

Weapons / Equipment: The Daemonette and Horror fight unarmed without penalty. The Plague Bearer fights with a Plague Sword.

Demonic: Daemons, and are not made of living flesh but the eternal and unchanging forces of Chaos. Therefore they never gain Experience.

Immune to Poison: Daemons are not made of natural flesh. They are totally immune to all poisons and diseases.

Immune to Psychology: Daemons do not know the concept of fear. They automatically pass any Leadership-based test they are required to take.

Cause Fear: Daemons are horrifying supernatural creatures and therefore cause *fear*.

Daemonic Aura: Due to the magical, intangible nature of Daemons they have a special Armour save of 4+. This is modified by the Strength of the attack as normal and is completely negated by magic weapons and spells. Daemons' attacks are considered as magical also.

Daemonic Instability: Daemons are bound to the world by Dark Sorcery that is highly volatile and unstable. At the end of any game, they are immediately destroyed, and may not be added to a warband roster. The exception is any demon is Bound by a scroll or spell of Binding.

Daemonette Special Rules -

Claws: Any wounds made by the Daemonette add +1 to Injury rolls.

Horror Special Rules –

Caster: The Horror know the Lesser Magic spell Fires of U'Zhul. They may cast it as normal. Horrors may not control an Arcane Fulcrum.

Plague Bearers Special Rules –

Cloud of Flies: Plague Bearers are surrounded by a cloud of flies, which buzz around them and their combat opponent. They do not affect the Plague Bearer but distract foes by buzzing into eyes, nostrils and mouths. A Plague Bearer's close combat opponent suffers a -1 to hit modifier on all attacks.

Plague Sword: Anytime the Plague bearer rolls a natural 6 to hit, the attack automatically wounds. Roll a second 1D6 to see if the attack causes a Critical hit.

LORES

Each of the Lores receives its own Cataclysmic Spell.

LORE OF LIFE

The Gardener's Warcry – Difficulty 11 – Place anywhere within 12"of the fulcrum a Wooded terrain piece no larger than 6" in diameter. This is a Blood Forest marker. Any models underneath it when it appears suffer 1D3-1 Strength 3 hits (minimum 1 hit.) The marker remains in play. Any model that moves into the woods or ends his turn in the woods suffers 1D3-1 hits just like a model that appears in it. Treat these hits as missile blows- they can be dodged, and any attacks to a knocked down or stunned model do not receive an extra bonus. If, at the start of any turn, the mage isn't in control of the fulcrum, the forest fades away. You may choose to end the spell voluntarily at the start of any of your turns.

LORE OF METAL

Meteoric Ironclad – 10 – Whenever the mage suffers a wound, he receives a 2+ armor save- this replaces any armor save the model would otherwise have. This save is modified as normal. If the caster suffers a wound or if the mage loses control of fulcrum, the spell ends.

LORE OF HEAVENS

Fantastic Foresight – Difficulty 12 – Your mage, and all friendly casters and hired swords within your warband are affected. For as long as the mage is in control of the fulcrum, any mage in your warband may reroll any Difficulty rolls or Dispel Rune rolls. Remember you can never reroll and reroll. If the mage successfully casts this Fantastic Foresight, he may attempt to cast a second spell this turn.

LORE OF SHADOWS

Ribauld's Retroactive Illusion – Difficulty 10 – Target any terrain piece within 24"of the Fulcrum. It may be moved to any other location within 3D6" of its original spot. Any models in the old terrain piece are moved along with it. If the terrain piece is set down on a model, they are considered to have entered the terrain piece- it cannot cause any harm to models. A terrain piece may not be moved off the board. You may move the fulcrum the mage itself is standing on, but remember- one mage may not control more than one fulcrum at a time, even if he's within 2" of two or more fulcrums.

LORE OF DEATH

Creeping Death- Difficulty 10 - May be cast at the closest enemy model within 12". That model must pass an Initiative test (a roll of 6 always fails, 1 always passes) or suffer 1 wound with no armor save. In addition, at the start of each of your turns, the Creeping Death will attack the closest enemy within 2D6" of the original target- that model will suffer a wound on a failed Initiative test. The death will continue to creep from closest model to closest model until you are no longer in control of the fulcrum, or there is no un-smitten enemies within 2D6" of the last victim (it will not hit the same model twice, unless you successfully recast the spell.) Friendly models are not immune, although it will never attack the caster of this spell.

LORE OF FIRE

Ring of Fire- Difficulty 10 – Use a ruler to measure out 3" from the center of the fulcrum- all models that lie under the 3" marker are hit from the wall. Note: this means that models from 0-2" are unharmed, unless their base falls under the 2" line. This 6" diameter circle marks a wall of solid fire. Any model under it or passing through it suffers a S4 automatic hit. Models may see from one side of the circle to the other, but anyone shooting through the fire wall treats the target as behind cover (although they may not use it to hide behind.) The spell is maintained for as long as your mage is in control of the fulcrum. You may choose to end the spell at the start of any of your turns.

LORE OF BEASTS

Ancestral Rage– Difficulty 10 – Pick any non-large model within 6" of the Caster and roll 1D3: that model gets his Strength, Toughness, and Attacks increased by that amount for the remainder of the round. At the start of each of your turns, reroll the 1D3 to see what bonus is granted. While under the influence of Ancestral Rage, the model may not use any weapons. The effect lasts until the

mage no longer controls the fulcrum. The caster may target himself. *(Ex. you cast it on a Marienburg Champion, and roll 1D6: on a roll of 1, he gets +1S, +1T, and +1 Attack until your next turn. The next turn, you roll another 1D3: you roll a 2, giving him +2S, +2T and +2 attacks until your next turn.)*

LORE OF LIGHT

Enlightenment – Difficulty 11 – Until the start of your next Shooting Phase, all members of your warband pass any Leadership tests they are required to take- this includes Rout Tests. Also, while in control of the Fulcrum, the Mage passes any non-rout test Leadership Test he must take.

DARK MAGIC

Arnizipal's Black Horror – Difficulty 13 – Place a 2" diameter template within 2" of the Caster. The template moves 4D6" in the direction of your choice, hitting every model that is in its path (except for the caster.) Any model hit by the template or starts your Shooting phase under the template must pass a Strength test or immediately roll of Injury, regardless of their number of wounds (a roll of 1 always passes, a 6 always fails.) Any model who wishes to pass through the template must pass a fear test- if successful, they may move into it, but must pass a Strength test the moment they touch it (suffering a hit as described above). At the start of your Shooting Phase, you must pass a Leadership test- if you fail the Ld test or are not in control of the fulcrum, the horror disappears. While remaining in play, the template moves 4D6" in the same original direction at the start of your shooting phase. You may only have one Black Horror in play at any time. If the caster attempts to recast the Black Horror spell while the template is on the board, the old template disappears, even if the casting attempt fails. You may choose to end the template at the start of any of your Shooting Phases.

HIGH MAGIC

The Tempest – Difficulty: 13. All enemy models must pass a Leadership test each turn if they wish to move- if they are within range of the Leader, they may use the Leader's leadership. No models may fly, even with magical spells, and all models or crafts in water are at 1/4 movement. Also, the rain obscures all sight- when shooting, treat all models as if they are behind cover (even if they are in the open- they may not attempt to hide in the open.) At the start of each of your turns, roll 1D6: on a roll of 1, the Tempest ends. If the Mage loses control of the Fulcrum, the Tempest immediately fades. You may choose to end it at the start of any of your turns.

SKAVEN MAGIC

Curse of the Horned Rat- Difficulty 11 - Must be cast against the closest non-skaven enemy within 13" of the Fulcrum. Roll 1D3: if this is higher than the model's current number of wounds, that model is turned into a Verminkin, using the stats from the Rulebook. The model is armed with same weapons as he was previously, but may use it, even if the equipment isn't on the Skaven Equipment list. Only one enemy model may be changed in any given time (unless multiple skaven mages at multiple fulcrums cast it). If the caster loses control of the Fulcrum at the start of the turn

or the skaven warband routs, the effect immediately fades- the model turns to normal form, but is reduced to 1 wound. While the model is under the control of an opponent, he temporarily counts as a casualty in regards to Rout tests- he does NOT add himself to the enemies rout level. If the model remains a skaven until the end the game, roll for injury for the model, as if he was taken out of action. If the model rolls the result of "death", then he remains a Verminkin, and may be added as henchman in your warband- he must set aside any weapons that vermin cannot use, but they are added to the Skaven player's stash. If he didn't "die", he returns to normal form and rejoins his normal warband with his equipment. Any injury results other than "death" are discarded (and if the newly-turned rat was taken out of action, he doesn't need to roll for injury- his body's been tortured enough!)

WAAAGH MAGIC

Goblin Shamans and Orc Shamans each have their own Cataclysmic Spell.

Nikkit! Nikkit! – Goblins – Difficulty 9 - You may pick any enemy within 12" of the Fulcrum. You may pick one weapon or item from that enemy and have it stolen by the goblin shaman. The shaman may use that weapon regardless of whether or not he it is no his equipment list and even if this takes him over the maximum number of weapons. If the model is in combat, and the goblin steals a weapon, he must finish the round with whatever back-up weapon he has in his equipment (or fight unarmed if he has no other weapons). If, at the start of any turn, shaman no longer controls the fulcrum or the shaman routs, the weapon returns back to its master. If the goblin controls the item at the end of the game, roll 1D6: on a 1, the goblin keeps it and may continue to use it (although it will count towards the maximum number of items)- on a 2+ the weapon is returned to its owner.

Foot of Gork – Orcs - Difficulty 12 – Pick the closest enemy model within 12". The model suffers one S9 hit.

VAMPIRE MAGIC – For any spellcasters in an Undead Warband (Rulebook), Necrarch Warband, Blood Dragons

Destiny Fulfilled – Difficulty 11 – May be cast on any friendly vampire within 12" of the Fulcrum. That vampire restores his wounds to full, and temporarily learns ALL of the Vampire Skills from Town Cryer 11. The vampire receives +1 M, +1S, and +1T (up to his maximum stats.) While in Bat, Rat, or Wolf form, he receives +2M, +2S and +2T. This bonus lasts until, at the start of any turn, the caster no longer controls the Fulcrum. If the caster loses control of the fulcrum, the vampire returns to normal form.

LORE OF NEKHARA – For Tomb Guardians & Restless Dead

Your mage can cast the following spell:

Restless God – Difficulty 12 – The caster temporarily summons a Bone Goliath (see from the Border Town Burning PDF 3), although he starts with only 1 Wound. He appears within 2" of the Arcane Fulcrum- and may make an immediate Move. The Goliatch will last as long as the caster is in

control of the Fulcrum- if, at the start of any turn, the caster is no longer in control of a Fulcrum, the Goliath dissipates. Each Caster may only summon one Goliath at any given time. For the purposes of Rout tests, the Goliath does not count towards your total or detract from it if he is killed or fades away.

LIZARDMEN MAGIC

The Great Leveler – Difficulty 11 – May only be cast if your warband is at rout level. At the start of every opponent's turn, if your mage still controls the fulcrum, that opponent must take a Rout Test, as if they are at Rout level. They may not voluntarily rout unless they have lost 2 or more members of their warband. If the mage loses control of the fulcrum, the opponents take tests only during the normal times.

AMAZON RITUALS

Untamed Fury – Difficulty 10 – Whenever any of your Amazons within 12" of the caster roll a natural 6 on a hand to hand roll to hit, the warrior may gain a free attack against that same target- they must roll to hit as normal. Each model will only gain one free attack each turn. If the model is frenzied, these attacks are not doubled. If, at the start of any turn, the caster is not in control of the fulcrum, the effect ends.

HASHUT MAGIC

Sorcerous Exhalations – Difficulty 10 – If a non-Ritual of Hashut spell is cast at the Sorceror, by a caster within 6" of the Sorceror, or targets a model within 6" of the Sorceror, roll a D6: on a roll of 4+, the spell is dispelled, as if it had failed. Likewise, if a model is within 6" of the Sorceror and is testing to maintain a spell, he suffers a penalty of 2 (ex. add +2 to Leadership maintaining tests, subtract -2 from Difficulty maintaining tests. The sorcerer himself is shrouded in black clouds, and any missiles or hand to hand attacks against him suffer -1 to hit.

PRAYERS OF SIGMAR

Resounding Heavens – Difficulty X +2– When you cast Resounding Heavens, pick another Prayer your priest knows- he casts that spell as normal, but at +2 Difficulty. If you succeed, you cast that spell, and also receive a +3 to any further attempts to cast that specific prayer, for as long as "Resounding Heavens" continues. Resounding Heavens continues until your caster loses control of the fulcrum, rolls under the required Difficulty for a prayer or spell, or casts "Resounding Heavens" a second time (with a different prayer). Remember, a natural roll of 2 always fails. You may only receive one +3 bonus at any given point, may not have more than one Heavens bonus in play, and may not choose "Resounding Heavens" as your choice. *(Ex. You pick the prayer Soul Fire, which is normally Difficulty 9. Combined with Resounding Heavens, the Difficulty is raised to +2 [11]. If successful, you deal a S3 blast to all as normal. In addition, during any future turn, you gain +3 to cast Soul Fire [dropping it from 9 to 6.] The bonus ends if you lose the fulcrum, attempt to cast Resounding Heavens with a prayer other "Soulfire", or fail to cast ANY pryaer [Soul Fire or a different one].)*

PRAYERS OF TAAL

Hunter's Moon – Difficulty 11 – Everyone except for the heroes and henchmen in your warband is at -1 to hit with missiles and in hand-to-hand combat. Also, if any of your heroes are attacking an opponent in hand-to-hand combat with a Toughness that is higher than the hero's Strength (after factoring in Mighty Blow and Resilient), your hero gains +1 Strength. At the start of each or your turns, you must pass a Leadership test in order to maintain Hunter's Moon. If your caster fails the Leadership test or loses control of the fulcrum, the effect ends.

DWARF RUNES

Ancestor Rune – Difficulty 10 - No caster may cast any spells, prayers, or spell-bound scrolls. At the start of each of your turns, you must roll 1D6; on a 4+, the spell maintains, otherwise it fades. The effect also ends at the start of any turn in which the Runesmith is no longer in control of the Fulrcum.

PRAYERS OF MORR

Flesh to Bone, Bone to Flesh – Difficulty 11 – Draw a ring within 6" of the Priest. All friendly living models within range gain the ability "No Pain" (treat stunned as knocked down.) Likewise, all enemy Undead models within 6" lose the ability "No Pain" and can be stunned as normal. This ability lasts as long as the caster is in control of the fulcrum.

PRAYERS OF THE MYRMIDIA

Seeds of Planning– Difficulty 10- All friendly warriors in your warband may make an additional move equal to their Movement rate (ex. a human warrior may make a move of 4"). This may be used as a charge. In addition, at the start of each player's turn, while you still control the Fulcrum, ONE friendly model may make an additional move equal to his movement. Any move used during an another player's turn cannot be used as a charge.

PRAYERS OF MANAAN

Crash of the Tide – Difficulty 10 – Pick any table edge. From that edge comes a solid wave of water, stretching the entire width of the table, which extends 1D6" into the board. All models caught under the initial 1D6" of water must pass an Initiative test or be knocked down. At the start of each player's turn, the water increases in 1" further (models hit by this 1" creep do not take initiative tests, but are unaffected.) Treat the water as difficult terrain. The water will continue to creep each turn until the priest no longer controls the Fulcrum- if he loses control, the water disappears. Alternatively, at the start of any turn, you may have the wave go BACK 1" instead of forward, provided you still control the fulcrum.

PRAYERS OF RANALD

Gypsy Switch – Difficulty 10 – When you cast the Gypsy Switch, pick two friendly warriors within 12" of the Priest- those two warriors switch location. At the start of each of your Shooting Phases, if your caster still controls the Fulcrum, you may switch an additional two warriors within range. If you lose control of the Fulcrum, the spell fades, and you cannot switch warriors until the prayer is recast.

PRAYERS OF ULRIC

Spectral Hounds – Difficulty 11 – Put into play 2D3 Wolf Friends (from the Miracle Workers Priest of Ulric) within 2" of the Fulcrum. These hounds may move immediately. In addition, these hounds may move through scenary and friendly models, and travel over any terrain without penalty (although they must end their turn free of obstructions). If a Wolf is Injured, roll 1D6 for Injury: 1-3 Knocked Down, 4-6 Out of Action. These models are not added to your warband for the purposes of rout, nor are their deaths counted towards your casualty level. If you lose control of the Fulcrum at the start of a turn, the wolves fade away.

PRAYERS OF THE LADY

Blessed Waters – Difficulty 10 – You may place on the board a river terrain piece, stretching from one portion of the board to the other- this may run through buildings, in which case you consider the ground floor flooded! The river is treated as difficult terrain, but all models in your warband ignore any movement penalties for it. Also, while standing in the river, your knights and damsels receive -1 to hit (in addition to the -1 to hit for being in cover from the water), count as having magical attacks and count as having the skill "Jump Up." If the Damsel no longer controls the Fulcrum, the river disappears.

PRAYERS OF SHALLYA

Veil of Peace -   Difficulty 11 – All models within 4" of the priestess may not attack or be attacked, either by hand to hand attacks, missiles, magic, or any other form. At the start of each of your turns, your priestess must take a Leadership test to maintain this prayer. If your Priestess fails the leadership test or your priestess no longer controls the fulcrum, the Veil disappears.

PRAYERS OF VERENA / SOLKAN

Balance of Power – Difficulty 10 – Target an enemy model within 12" of your priest. Both your priest and that warrior's controller roll 2D6 and add their leadership. If your roll was higher, the enemy warrior has his stats raised or lowered until they are the exact same as the Priest, as they were at the moment he cast the prayer. If the opponent has the higher result, the Priest has his stats raised or lowered until they match the enemy's stats, as they were the moment this spell was cast. If the results are tied, you may choose which of the two above results you desire. If, at the start of any turn, your priest no longer controls the Fulcrum or either of the two models has been removed from the board, the effect ends.