

## STORM OF MAGIC

### SCENARIOS

#### **SCENARIO: WIZARD'S DUEL**

Two fissures of power have opened up next to each other... an irresistible find for any sorcerer, and a likely place for a show down.

##### **Terrain**

Two-Player: We suggest that the terrain is set up within an area that is shallower than the normal board- roughly 3' deep, by 4' wide. For each player, there's an Arcane Fulcrum terrain piece set up within the player's Deployment zone, roughly 6" from the center line. No fulcrum will be placed within 6" of another fulcrum.

Multiplayer: We suggest that the terrain is set up a board of roughly 4' x 4'- unlike most multiplayer games, we recommend you keep the board compact, and resist the urge to make the size of the board too large. For each player, there's an Arcane Fulcrum terrain piece set up within the player's Deployment zone. No fulcrum will be placed within 6" of another fulcrum.

##### **Set-Up**

Both players roll a D6 to see who sets up first. Whoever rolls highest chooses whether to deploy first or second. The warbands are deployed within 6" of their deployment edge. Casters may be deployed within 6" of an Arcane Fulcrum, assuming the Fulcrum is in their deployment zone and not in another player's deployment zone.

##### **Special Rules**

Arcane Fulcrum: See the rules for Arcane Fulcrums in the Basic and Advanced rules section.

##### **Starting the Game**

Roll a D6 to see who has the first turn.

##### **Ending the Game**

The game ends when one warband fails its Rout test. The routers automatically lose.

##### **Experience**

**+1 Survives.** If a Hero or a Henchman group survives the battle they gain +1 Experience.

**+1 Winning Leader.** The leader of the winning warband gains +1 Experience.

**+1 Per Enemy Out of Action.** Any Hero earns +1 Experience for each enemy he puts *out of action*.

**+1 First to Tap a Fulcrum.** If the first Caster to control an Arcane Fulcrum is a Hero, that hero gains +1 Experience. This is only granted to the first Caster to control any given Fulcrum. A caster may gain more than one experience this way on any given game, but only 1 experience per fulcrum. *(Ex. If caster 1 controls a Fulcrum, he gains +1 Experience- if another caster gains control of it, that caster doesn't gain an experience because he wasn't the first caster to control it.)*

## SCENARIO – KING OF THE FULCRUM

Based on the King of the Mountain scenario by Dennis Montera, known as Mordheimer

### Terrain

Place ONE Arcane Fulcrum terrain piece (fountain, statue or other small terrain piece) at the center of the table. Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. However, no additional terrain pieces may be placed within 8" of the center of the table. We suggest that the terrain is set up within an area roughly 4' x 4'.

**Warbands** Each player rolls a dice. Whoever rolls highest chooses who sets up first. The first player then chooses which table edge to set up on, placing all his warriors within 8" of that edge. His opponent then sets up within 8" of the opposite edge. No casters may be set-up within 12" of a fulcrum, even if they have a skill or ability that would let them deploy closer.

**Claiming the Fulcrum** Any warband member may claim the Fulcrum, using the normal rules. In order to become the King of the Fulcrum and to win the scenario, a player must control the Fulcrum and meet the following:

- 1) His caster must start two consecutive rounds in control of the Fulcrum (place a die next to each claimant to indicate the number of turns claimed/finished). (For clarification, a "round" means the span of all players, not just himself.)
- 2) Finish both of those both rounds still claiming the Fulcrum.
- 3) The caster may lose control of the fulcrum DURING the two turns, but he must start and end two consecutive rounds in control of it- which is not easy to do!

**Starting the game** Both players roll a D6. The higher scoring player takes the first turn.

**Ending the game** When all but one of the warbands fails its Rout test, the game ends. Also, if any model achieves "King of the Fulcrum," the game is over.

**Winning the game** The game is won by either becoming "King of the Fulcrum," or causing all enemy warbands to rout.

### Experience

**+1 Survives.** If a Hero or a Henchman group survives the battle they gain +1 Experience.

**+1 Winning Leader.** The leader of the winning warband gains +1 extra Experience.

**+1 Per Enemy Out of Action.** Any Hero earns +1 Experience for each enemy model he puts out of action.

**+1 Ring of Fire.** Any hero standing in the "Ring of Fire" (within 6" of the Fulcrum) at the end of the game gets an additional +1 Experience. (Remember, rout tests are taken before recovery.)

**+1 King of the Fulcrum.** If a warband is declared "King of the Fulcrum," each surviving warband member (heroes/henchmen/hired swords) receive an additional +1 Experience.

## SCENARIO: O FORTUNA

The ground is broken and the well of magic seeps forth in inconsistent trickles. There is not one full center of power, but a fulcrum split into six.

## **Terrain**

We suggest that the terrain is set up a board of roughly 4' x 4'. In the center of the board, outside of deployment zones, set up Six pieces of terrain- these represent the fractured Spokes of the Fulcrum. For convenience sake, number these spokes 1 through 6. No Spoke will be placed within 6" of another Spoke.

## **Set-Up**

Both players roll a D6 to see who sets up first. Whoever rolls highest chooses whether to deploy first or second. For two-player games, the warbands are deployed within 8" of their deployment edge. For Multiplayer games, the range is 6". Casters may NOT be deployed within 6" of any of the Spoke terrain pieces.

## **Special Rules**

Spokes: The scenario includes an Arcane Fulcrum, but it has a tendency to move around, changing from one "Spoke" to another.

At the very start of the game, before the first player's turn: Roll 1D6: each number corresponds with one of the six Spokes. Depending on the number rolled, that is the location of the Arcane Fulcrum.

At the start of any player's turn, roll 1D6. Depending on the number of players, the Fulcrum will change to a new Spoke on the required roll:

2 Player: Will move on a roll of 1-3.

3 Players: Will move on a roll of 1-2.

4+ Players: Will move on a roll of 1.

On the roll equal to the above, the Fulcrum moves from one Spoke to another. Roll 1D6 to determine which of the spokes it moves it- if the number rolled is the number of the spoke which currently houses the Fulcrum's power, the result is rerolled until a new Spoke is chosen (meaning it will not roll the same spot twice in a row.)

This happens at the START of a player's turn, before determining whether or not a caster has control of a Fulcrum (this means that the Fulcrum may move within 6" of a caster, granting him instant control of it- not such a bad deal!)

Once the Fulcrum has changed Spokes, the former location of the Fulcrum has no power. If the Fulcrum moves out of a caster's range, he loses any Power Points he has saved, and any Cataclysmic Spells (see Advanced Rules) that require the caster to remain in control of the fulcrum are immediately dispelled. However, if a power of the Fulcrum moves from one spoke within range a Caster to another spoke within 6" of the caster, then the caster is never considered to have "lost" the power (i.e. he doesn't lose Power Points and maintains any Cataclysmic Spells.)

## Starting the Game

Roll a D6 to see who has the first turn.

## Ending the Game

The game ends when one warband fails its Rout test. The routers automatically lose.

## Experience

**+1 Survives.** If a Hero or a Henchman group survives the battle they gain +1 Experience.

**+1 Winning Leader.** The leader of the winning warband gains +1 Experience.

**+1 Per Enemy Out of Action.** Any Hero earns +1 Experience for each enemy he puts *out of action*.

**+1 First to Tap a Fulcrum.** If the first Caster to control an Arcane Fulcrum is a Hero, that hero gains +1 Experience. This is only granted to the first Caster to control any given Fulcrum. A caster may gain more than one experience this way on any given game, but only 1 experience per fulcrum. (Ex. If caster 1 controls a Fulcrum, he gains +1 Experience- if another caster gains control of it, that caster doesn't gain an experience because he wasn't the first caster to control it.) **Note:** In this scenario, the different Spokes are all treated as the SAME Fulcrum- it merely moves around. Thus, no matter how many times it moves, you can only gain 1 experience, not 6.

Editor's Note: As an alternative version of this scenario, instead of having Six spokes, have 1 Spoke for every player. This will give you a greater chance of controlling it in 3-4 player games, and a weaker chance in huge games (7-8 players).

## SCENARIO: MAGEWINDS

The muddled winds of magic have shifted and are blowing clear and true in one direction or another- instead of favoring all disciplines of magic, only one has the full power of the Magewinds blowing in his favor.

## Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

Optional Terrain: If you have played this scenario before, you may roll 1D6: on a roll of 1-2, there is an Arcane Fulcrum on the board, placed within 6" of the center of the board. If so, no player may place a caster within 12" of it at the start-up.

## Set-Up

Both players roll a D6 to see who sets up first. Whoever rolls highest chooses whether to deploy first or second. The warbands are deployed within 8" of their deployment edge.

## Special Rules

**Winds of Magic:** When using the Winds of Magic Rules, Spellcasters do NOT gain +1 to Difficulty Rolls from the Magical Surge rules (see Storm of Magic: Basic Rules PDF). They are still required to roll on the Magical Failure chart on a natural roll of 2, but do not get any other benefits!

Instead, each turn, randomly determine which of the Eight Wind is in ascension. This may be done with one of the following methods:

~Roll an Eight sided dice. OR

~Use the Winds of Magic wheel which is built into the Warhammer Storm of Magic Rulebook. OR

~Roll 1D6:

1-3 - Roll 1D6 to see which Wind is in power, rerolling any result of 5 or 6.

4-6 - Roll 1D6+4, rerolling any results of 9 or 10.

## Winds of Magic Chart

Winds of Magic Chart	
1D8	Spell Lists Effected
1	Lore of Life - All casters with Lore of Life gain +3 to Difficulty rolls.
	Skaven – Skaven magic users receive +2 to difficulty rolls.
	Dark Magic – Dark Magic (and Dark Elf Magic) Users receives +2 to Difficulty Rolls.
	Lores of Nurgle (Carnival of Chaos, Rituals of Onegal) gain +2.
	All other Spellcasters (not Prayer) receive +1 to Difficulty Rolls. The exception is High Magic Users.
2	Lore of Heavens: All casters of this lore gain +3 to Difficulty rolls.
	Waagh magic (for Goblin or Orc casters) gains +2.
	High Magic – High Magic users receives +2 to Difficulty Rolls.
	Chaos Magics – All Chaos magic users(include different gods and Chaos Rituals) gain +2 to difficulty rolls.
	All other Prayercasters (not Spell) receive +1 to Difficulty Rolls.
3	Lore of Shadows - All casters of this lore gain +3 to Difficulty rolls.

	Chaos Ritual users gain +2 to Difficulty rolls (NOT specific Chaos God users.)
	Wild Magic – All Lizardmen and Amazon casters gain +2 to Difficulty rolls.
	Dark Magic – Dark Magic (and Dark Elf Magic) Users receives +2 to Difficulty Rolls.
	Lore of Slaanesh - +2 to Slaanesh.
	All other Spellcasters (not Prayer) receive +1 to Difficulty Rolls. The exception is High Magic Users.
4	Lore of Death - All casters of this lore gain +3 to Difficulty rolls.
	Lores of Nehekara – All Mortuary Cult Liches and Restless Dead Necromancy users gain +2 to Difficulty roles. This is not granted to Vampires or warbands that contain Vampires.
	High Magic – High Magic users receives +2 to Difficulty Rolls.
	Lore of Vampires – All Necromantic magic users that have a vampire within the band (ex. Undead from Rulebook, Necrarch warband, Lahmian Warband) gain +2 to Difficulty Rolls.
	All other Prayercasters (not Spell) receive +1 to Difficulty Rolls.
5	Lore of Fire - All casters of this lore gain +3 to Difficulty rolls.
	Skaven – All Skaven magic users receive +2 to difficulty rolls.
	Dark Magic – Dark Magic (and Dark Elf Magic) Users receives +2 to Difficulty Rolls.
	Waagh magic (for goblin or orc casters) gains +2.
	All other Spellcasters (not Prayer) receive +1 to Difficulty Rolls. The exception is High Magic Users.
6	Lore of Beasts - All casters of this lore gain +3 to Difficulty rolls.
	Gut Magic – Any users of Ogre Gut Magic receive+ 2 to difficulty rolls.
	Lesser Magic – Lesser magic users gain +2 Difficulty rolls.
	Wild Magic – All Lizardmen and Amazon casters gain +2 to Difficulty rolls.
	High Magic – High Magic users receives +2 to Difficulty Rolls.
	All other Prayercasters (not Spell) receive +1 to Difficulty Rolls.
7	Lore of Light - All casters of this lore gain +3 to Difficulty rolls.

	Dark Magic – Dark Magic (and Dark Elf Magic) Users receives +2 to Difficulty Rolls.
	Lores of Nehekharra – All Mortuary Cult Liches and Restless Dead Necromancy users gain +2 to Difficulty roles. This is not granted to Vampires or warbands that contain Vampires.
	Gut Magic – Any users of Ogre Gut Magic receive+ 2 to difficulty rolls.
	Lesser Magic gain +2 Difficulty rolls.
	All other Spellcasters (not Prayer) receive +1 to Difficulty Rolls. The exception is High Magic Users. The exception is High Magic Users.
8	Lore of Metal - All casters of this lore gain +3 to Difficulty rolls.
	Lore of Vampires – All Necromantic magic users that have a vampire within the band (ex. Undead from Rulebook, Necrarch warband, Lahmian Warband) gain +2 to Difficulty Rolls.
	High Magic – High Magic users receives +2 to Difficulty Rolls.
	Tzeentch – All Tzeentch users gain +2 to Tzeentch and Tchar Rituals.
	All other Prayercasters (not Spell) receive +1 to Difficulty Rolls.

*Note on the Chart: In case you don't have a lot of time to observe the chart, here are one or two notes worth mentioning-*

*~High Magic and Dark Magic (and Dark Elf Magic) Users receive a +2 boost every other turn. This means High and Dark Elves are sure to do well in such a scenario!*

*~Prayercasters and Spellcasters trade off gaining +1 boost every turn. Considering this doesn't show up in the handy Storm of Magic spinner, remember this: High Magic means a boost to Prayers, Dark Magic means a boost to Spells.*

### **Winds of Magic – Further Rules**

The Winds of Magic are rolled at the very start of the game, to see which power is in Ascension. This happens before any “prior to game” spells are cast (which means that if it lands on “Prayercaster”, your Runesmith gains a +1 Boost!)

The boost from a specific Wind (ex. +2 to Waagh Magic) applies only to SPELLS from that list. So, if a caster knows 1 Waagh Spell and 3 Lore of Beast spells, he only receives the +2 Waagh boost when casting the Waagh spell.

**Arcane Fulcrum:** If playing with the Optional Terrain rules, then an Arcane Fulcrum may be on the board. If so, see the rules for Arcane Fulcrums in the Basic and Advanced rules section.

## Starting the Game

Roll a D6 to see who has the first turn.

## Ending the Game

The game ends when one warband fails its Rout test. The routers automatically lose.

## Experience

**+1 Survives.** If a Hero or a Henchman group survives the battle they gain +1 Experience.

**+1 Winning Leader.** The leader of the winning warband gains +1 Experience.

**+1 Per Enemy Out of Action.** Any Hero earns +1 Experience for each enemy he puts *out of action*.

**+1 First to Tap a Fulcrum.** If playing with the Optional Terrain rules, then an Arcane Fulcrum may be on the board. If so, if the first Caster to control an Arcane Fulcrum is a Hero, that hero gains +1 Experience. This is only granted to the first Caster to control any given Fulcrum. A caster may gain more than one experience this way on any given game, but only 1 experience per fulcrum. (Ex. If caster 1 controls a Fulcrum, he gains +1 Experience- if another caster gains control of it, that caster doesn't gain an experience because he wasn't the first caster to control it.)

*Styro Notes: If you like the Winds of Magic Table, there's no reason not to include it in EVERY scenario. Or, include it randomly, like a Weather Table (ex. it appears each game on a D6 roll of 1-2.) If you're tempted to use the rules outside this scenario, this should be discussed with the group BEFORE the campaign starts- otherwise that Dark Elf or High Elf warband just became a heck of a lot stronger!*

## Scenario Variant – Wizard's Mansion

**Optional Change:** The Defending warband rolls once on the Item chart for each opponent (the chart that reads "1- Wooden Man, 2 – D3 Doses of Mandrake Root," etc.) However, he may forfeit one of his Item Rolls to tap into the power of the Mansion itself – if so, the Mansion is treated as an Arcane Fulcrum. You must choose to do this before rolling on the Item list.

*Ex. Rick is facing three opponents. He may roll for three items on the Mansion table, or he may turn the Mansion into a Fulcrum and roll for two items. A Fulcrum is better than most of the items on the sheet, so it's hardly a bad trade!*

If you use this rule, the defending caster does NOT get +1 Experience for being the first to use the Fulcrum. However, the first opposing caster hero that successfully controls the Mansion Fulcrum gains +1 Experience.