



FORCEMASTER vs WARLORD

INTRODUCTION

Welcome to the **Mage Wars®: Forcemaster vs. Warlord** expansion set! In this set you'll find 2 Mage Cards, 2 Mage Ability Cards, 216 spell cards, 2 spellbooks, and a sheet of die-cut markers, as well as these rules. You'll need the Mage Wars®: Core Set in order to play. With the spells included you will be able to construct both a Forcemaster and a Warlord spellbook, as well as develop new strategies for the original four Mages. We've even included recommended spell lists for the Forcemaster and Warlord. Your cards come organized in this same order for your convenience. Let's get started!



THE COMPASS ROSE

We've included a Compass Rose with your markers. Use this to determine a random direction when the resolution of a spell calls for this (e.g. *Repulse*). Align the compass directions (N, E, S, and W) with the different sides of a zone. Roll a d12 and reference the number rolled with those printed on the Rose to determine the direction.



THE FORCEMASTER

The Forcemaster is a master of telekinetic force and mind magic. She is more of a lone warrior, but her keen intellect and powers more than make up for her lack of creature support. She is a master of control and can push enemies aside with a glance, hold and crush them with invisible force, and even take



THE FORCEMASTER'S SPELLBOOK

EQUIPMENT

- 1 Dancing Scimitar
- 1 Defense Ring
- 1 Force Ring
- 1 Galvitar
- 1 Psi-Orb
- 1 Storm Drake Hide

CONJURATIONS 2 Wall of Pikes

CREATURES

- 1 Invisible Stalker
- 3 Psylok
- 3 Thoughtspore

ENCHANTMENTS

- 3 Charm
- 1 Circle of Fire
- 2 Force Crush
- 1 Forcefield
- 2 Mind Control

INCANTATIONS

- 1 Destroy Magic
- 1 Dispel
- 1 Dissolve
- 2 Force Bash
- 2 Force Push
- 3 Force Wave
- 1 Heal
- 1 Mass Sleep
- 1 Minor Heal
- 1 Power Strike
- 3 Repulse
- 1 Seeking Dispel
- 1 Steal Equipment

ATTACKS

- 3 Force Hammer
- 2 Hail of Stones
- 4 Invisible Fist

control of their mind. All battles are won in the mind first, and the Forcemaster has the greatest mind of all.

Attributes

The Forcemaster has a Channeling rate of 10, a Life of 32, and a basic melee attack of 3 attack dice. Her subclass is Pellian.

Training

The Forcemaster is trained in the Mind school. She is a powerful solo fighter, and prefers to put her resources into combat, rather than Summoning. Thus, she pays triple for *non-Mind* creature spells.

SPECIAL ABILITIES

Deflect

The Forcemaster can use telekinesis to deflect attacks, which gives her a powerful “built-in” Defense. Her defense is used just like any other Defense printed on a creature card. It can avoid either a melee or a ranged attack on a roll of 7+, and can be used once per round.

Remember, you can only use **one** Defense per attack.



Her Deflect defense requires her to pay 1 mana each time it is used.

This is paid at the beginning of the Avoid

Attack Step, before she rolls the d12 to see if the Defense is successful or not.

Force Pull

The Forcemaster can use telekinesis to pull creatures towards her. Force Pull is a quick *force* spell. It costs 1 mana to cast, and targets a creature 1-2 zones away.

It may be cast once per round, just as if she had chosen it as a spell during the Planning Phase. Unlike a card spell, it is not discarded after it is cast, and she can cast it again every round!

The Force Pull will **Push** the target creature directly **towards** the Forcemaster. This is the opposite of a typical Push effect, which moves creatures **away**. If there are a choice of zones to be Pushed into (such as if the creature is diagonally 2 zones away), then she may choose which of those zones the creature is Pushed into.

Note that the Force Pull is not strong enough to Push a creature through a wall with the Passage Attacks trait. Force Pull has no effect on **Unmovable** creatures. As a quick spell, she can use a quick action to cast it, which means it can be used with her normal action or with her quickcast action. As a spell, it can be countered or affected by spells like *Jinx*.

THE WARLORD

The Warlord is a master of the art of War. He commands a wide variety of soldiers, from the frontline *Goblin Grunt* to his retinue of legendary champions. He augments his forces with fortifications, war machines, and powerful Earth magic. The Warlord was raised on the battlefield, it is his home, and all who meet him there will surely know it.



Attributes

The Warlord has a Channeling rate of 9, a Life of 36, and a basic melee attack of 3 attack dice. His subclass is Bloodwave.

Training

The Warlord is trained in the War school and Earth school. He prefers direct conflict and to leave Arcane trickery to the Wizards. Thus, he pays triple for Arcane spells.

SPECIAL ABILITIES

Veterans

The Warlord's troops gain battle experience as the battle progresses. Whenever a friendly non-Mage creature makes a **melee** attack on an enemy creature, which destroys that creature, you may place a Veteran marker on that creature. Each creature may only have one Veteran marker on it. The Veteran marker gives the creature **Melee +1** and **Armor +1**.

To get the most out of this ability, the Warlord will need to carefully time his attacks, thus ensuring that each of his creatures can gain a Veteran marker. This ability works best when he has a large number of creatures on the battlefield.

Battle Orders

The Warlord can issue a special command to his soldiers called a Battle Order. A Battle Order is a quick *command* spell. It costs 1 mana to cast, and he can cast it just once per round. He casts this quick spell just as if he had chosen it as a spell during the Planning Phase. It gives him another good option each round. Unlike a card spell, it is not discarded after it is cast. He can use it again every round! Because it is a quick spell, he can use a quick action to cast it, which means it can



be used with his normal action or with his quickcast action. As a spell it can be countered or affected by spells like *Jinx*. There are 3 different Battle Order spells the Warlord can cast. They all function similarly, but each grants different traits to his soldiers.

Each Battle Order affects all friendly *soldier* creatures in the Warlord's Zone **at the time the spell is cast**, and the effect on those soldiers lasts until the end of the round. A soldier can leave the zone and still retain the trait(s) he gained until the end of the round. *Soldiers* which were not in the Warlord's zone when he cast the Battle Order, do not receive the trait(s), even if they later enter the Warlord's zone that round.

The Battle Order choices are:

Release Volley! – All friendly *soldiers* gain the **Ranged +1** trait.

To Battle! – All friendly *soldiers* gain the **Charge +1** trait.

On Guard! – All friendly *soldiers*, gain the **Melee +1** trait and **Armor +1**, only while they are guarding this round.

Using his *Horn of Gothos* equipment, the Warlord can extend these Battle Orders to affect all friendly soldiers throughout the entire arena! By clever use of this ability, the Warlord can manage a multipurpose army with a variety of different *soldier* creatures.

Battle Skill



The Warlord is a strong fighter, and thus he has the **Melee +1** trait. This trait affects his basic melee attack, which means he actually rolls 4 dice when he uses that attack.

THE WARLORD'S SPELLBOOK

EQUIPMENT	1 Helm of Command 1 Horn of Gothos 1 Ring of Command 1 Storm Drake Hide 1 War Sledge
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CONJURATIONS	1 Akiro's Hammer 2 Archer's Watchtower 1 Barracks 2 Garrison Post 2 Mangler Caltrops 2 Quicksand 2 Wall of Pikes
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CREATURES	2 Dwarf Kriegsbiel 2 Goblin Bomber 2 Goblin Builder 5 Goblin Grunt 3 Goblin Slinger 1 Grimson Deadeye, Sniper 1 Iron Golem 1 Ludwig Boltstorm 3 Orc Butcher 1 Sir Corazin, Blademaster 1 Thorg, Chief Bodyguard
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ENCHANTMENTS	1 Falcon Precision 3 Fortified Position 2 Mind Shield 1 Standard Bearer
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INCANTATIONS	2 Dispel 2 Dissolve 1 Earthquake 1 Group Heal 1 Minor Heal 2 Power Strike 2 Sniper Shot 1 Whirling Strike
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ATTACKS	2 Hail of Stones 2 Hurl Boulder
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CODEx

Autonomous

This equipment is attached to a creature, and functions independently from that creature. It does not take up an equipment location. It is unaffected by, and cannot be modified by; traits, abilities, or conditions of the creature it is attached to.

However, it can be affected by other sources and objects.

If the equipment provides an attack, that attack may be used once per round, as a free action, at the end of the creature's Action Phase. If the attack is a melee attack, it must follow the normal rules for guarding; however, it will not trigger a counterstrike or damage barrier, and will not remove a guard marker from its target.

Cantrip

Whenever this spell is destroyed, return it to the owner's spellbook instead of their discard pile.

Indestructible

This object cannot be damaged, and cannot be destroyed by damage. It can be destroyed by other effects or abilities which may destroy it without dealing damage.

Indirect

This ranged attack does not have its Line of Sight (LoS) blocked by any walls.

Invisible

This object is invisible and cannot be targeted (there is no LoS to it). However, it can be affected by attacks, spells, or abilities which do not target it directly, such as zone attacks and spells. It can also be attacked by damage barriers and counterstrikes. As long as it has the Invisible trait, it also gains the **Pest** and **Elusive** traits.

OR Attacks

Some attacks have an "OR" in their attack bar. For example, Ludwig Boltstorm's attack bar presents 2 alternatives; the attack can **either** have the Sweeping trait **or** be a Zone attack with the Unavoidable trait. When the attack is declared, the controller decides which of these alternatives will apply for the attack.

Slam

Creature is **Incapacitated**. When this creature is activated remove Slam and replace with a **Daze** condition. Unmovable creatures receive a Daze condition instead of Slam. Has a removal cost of 3.



Thorg's Taunt

Thorg, Chief Bodyguard can Taunt his enemies. If the Taunted creature is in a zone adjacent to Thorg, then it must either move into Thorg's zone, or make a ranged attack which targets Thorg, if able. If it is in Thorg's zone, or moves into Thorg's zone, then it must make an attack which targets Thorg, if able.

Thorg's Taunt does not work on Mages, or creatures with Psychic Immunity. Thorg's taunt will **not** force a creature to move through a Wall with the Passage Attacks trait. If the Taunted creature is required to take a competing action from another effect (such as Bloodthirsty), then it may choose which of those actions to take.

Remove Thorg's taunt at the end of the Taunted creature's Action Phase, or when Thorg is activated, whichever comes first.



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