

Endless Spell Duel

An unofficial Age of Sigmar mini game

In an Endless Spell duel two or more wizards battle it out, hurling endless spells out in an effort to destroy each other. With the spells trying to consume each other, each player will need to marshal the most powerful magics in order to claim ultimate victory!

What you will need.

Each player taking part should bring a single model to represent their wizard. You can use any model for this. Regardless of which model you use, all wizards have 6 wounds, a move characteristic of 6" and a Bravery Characteristic of 7. Each wizard is also said to have 3 empty spell flasks, and you will need a suitable way to represent these, even if it's just a space at the edge of the table.

You will also need a collection of Endless Spells, most of which should be Predatory Endless Spells. However, there should be at least 1 non-predatory Endless Spell for each player. Any spells taken must be able to be cast by all the wizards taking part in the game. That means that any faction specific Endless Spells – e.g. the Nightmare Predator – can only be used if all players are using Ossiararch Bonereaper wizards.

Finally you will need a space to play on. The game takes place on a battlefield which should be an appropriate size for the number of players. For 2 players we recommend a table of around 44" x 30" – the size of two Warcy boards put together. For more players, you may want to increase the size of the battlefield.

Within 6" of the centre of the battlefield place a piece of terrain to represent the Conjuring point. Add other terrain to the battlefield as you see fit, but don't make it too crowded to ensure the Endless Spells have space to move around.



Set Up

All players roll off and the winner determines the initiative order for the set up.

In initiative order, each player takes it in turn to select either 1 Predatory Endless Spell or 1 non-Predatory Endless Spell from those available to place in 1 of their Spell flasks. Once every player has done this, each player can select a second Endless Spell, so that each player ends up with 1 Predatory Endless Spell and 1 non-predatory endless spell in two of their spell flasks with a 3rd empty spell flask.

All remaining Endless Spells are said to be “waiting”.

Starting with the player that won the initiative, each player should then select a deployment location which should be no further than 6” away from the battlefield edge and at least 20” from any other wizards. For a 2-player game we suggest that each player deploys their wizards on opposite sides of the battlefield, within 6” of the short table edges. For a game with more players, you may want to restrict the deployment zones to being within 6” of the corners of the battlefield.

Game Length:

The game lasts until one player is declared the winner – see below. However, the amount of time a game will take is usually based on the number of Endless Spells available so bear this in mind.

Winning the Game:

The game ends as soon as only one player’s wizard is left on the battlefield. That player is the winner!

Turn Sequence

An Endless Spell duel takes place over a number of turns. Each turn consists of 4 steps.

1. Initiative
2. Move uncontrolled Endless Spells
3. Generate new Endless Spells
4. Action Phase

Initiative

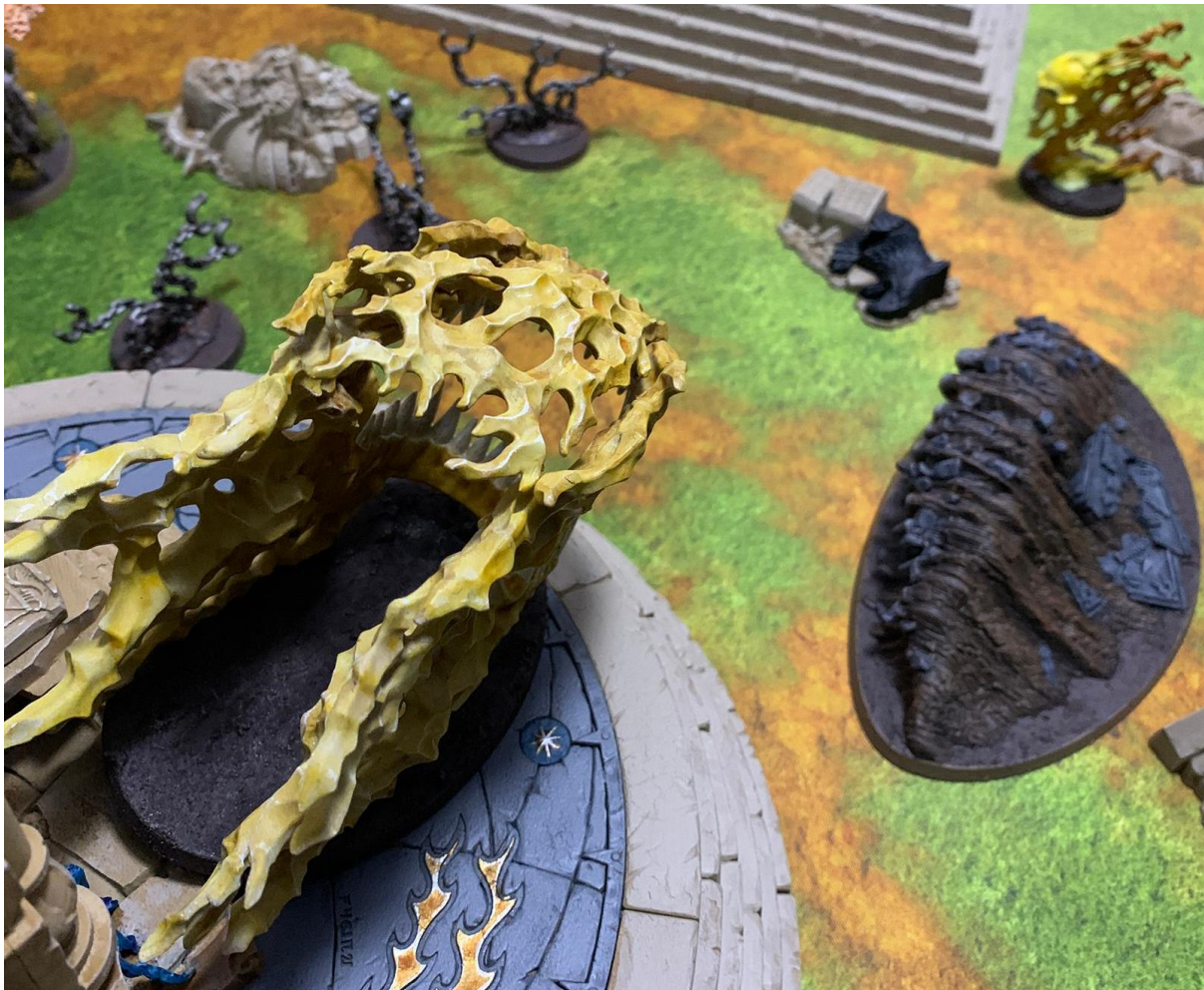
All players roll off and the winner decides the order in which the players will take actions that turn. Specifying which player will go first, second, third etc. This is known as the initiative order. Sometimes the rules will specify an event happens in reverse initiative order; where this is the case, the player chosen to go last will start, then the player due to go before them and so on.

Move uncontrolled Endless Spells

Starting with the player who will be going last and in reverse initiative order, each player picks a predatory endless spell that is not under the focused control of any wizards and has not moved this turn, and makes a move with that endless spell, resolving any effects as described on its warscroll. Repeat this process until all the predatory endless spells that are not controlled have moved.

Generate new Endless Spells

The player selected to have the lowest initiative can now select a single Endless Spell from the waiting spells to place. The spell must be placed within 1" of a conjuring point. The spell does not make any form of move this turn, even if its warscroll says otherwise. If there are no Endless Spells waiting, then skip this step.



Action Phase

In the action phase, in initiative order, each player may take 1 action with their wizard. After all players have taken 1 action, this step is repeated until every player has used up all their actions for this turn.

Normally a player can taken 4 actions a turn.

The player can pick 1 action from the list below each time they take an action. In addition, a player may only ever perform the same action twice in any given turn.

1. Move
2. Attempt to Cast an Endless Spell
3. Attempt to Focus Control on an Endless Spell
4. Move an Endless Spell they have focused control over
5. Attempt to Capture an Endless Spell

In addition, a player may attempt to unbind an opposing player's spell twice per turn. This unbind attempt happens out of sequence, as explained below, but does use up one of that player's 4 actions.

Move – the player can move their wizard 6" in any direction, treating this as a Normal move as defined in the Age of Sigmar core rules.

Attempt to Cast an Endless Spell – the player can attempt to cast any Endless Spell they have in a Spell Flash. Casting an Endless Spell works like casting any normal spell as described in the Age of Sigmar core rules, noting that the casting value of the spell is equal to its wounds characteristic. If a casting attempt is successful 1 other player can choose to give up 1 of their actions to attempt to unbind the cast, as described in the Age of Sigmar core rules. If more than 1 player wishes to attempt to unbind, the player with the highest initiative will get to choose who makes the unbind attempt.

If the cast is successful and not unbound, the Endless Spell is cast, as per the rules in the core Age of Sigmar rules. The spell flash the Endless Spell was kept in is now said to be empty.

Attempt to Focus Control on an Endless Spell – the player can attempt to focus control on an endless spell. To do this, they select an endless spell on the battlefield that is wholly within 15" of the wizard and then roll 2d6 as if they were casting a spell. If the value of the roll is equal to or greater than the current wounds characteristic of the spell they are said to be in control of that spell. If the attempt is successful 1 other player can choose to give up 1 of their actions to attempt to unbind the control, by rolling 2D6 and beating the roll made to control the spell, as with a normal unbind attempt as described in the Age of Sigmar core rules. If more than 1 player wishes to attempt to unbind, the player with the highest initiative will get to choose who makes the unbind attempt.

If the attempt is successful and not unbound then that player is said to have focused control over that endless spell. We recommend you place an appropriate marker next to the spell to remind you who has control over that spell.. Unless the Endless Spell has moved already this action phase, the player can immediately move that endless spell as described on its warscroll.

Only one wizard can control a single endless spell at any time – if a spell is under the control of one wizard, and another wizard successfully attempts a "Focus Control" action then control of that spell switches to the new wizard.

While a wizard has focused control on an endless spell, whenever they roll 2D6 to attempt to cast an endless spell, capture an endless spell or unbind an opposing player's attempt reduce the results of that roll by 1 before determining the effects.

A wizard can only control 1 spell at a time. If a wizard who has an endless spell under his control attempts to try and Focus Control on a different spell, then they immediately lose control of the current spell, irrespective of whether the new attempt is successful or not.

Move a Controlled Endless Spell – A wizard can select a Predatory Endless Spell they have control over and that has not moved this turn and move it, as described on its warscroll.

Capture an Endless Spell – if a player has an empty Spell Flask they can attempt to capture an Endless Spell. To do this they select an endless spell on the battlefield wholly within 12" of the wizard and then roll 2d6 as if they were casting a spell. If the value of the roll is greater than the current wounds characteristic of the spell they have successfully captured the spell. If the attempt is successful 1 other player can choose to give up 1 of their actions to attempt to unbind the control, by rolling 2D6 and beating the roll made to control the spell, as with a normal unbind attempt as

described in the Age of Sigmar core rules. If more than 1 player wishes to attempt to unbind, the player with the highest initiative will get to choose who makes the unbind attempt.

If the attempt is successful and not unbound, remove the Endless Spell from the battlefield. This Endless Spell is now contained within a Spell Flask which is no longer considered empty.

Endless Spells

Endless Spells use all the rules from their warscroll in terms of how far they can move, and how many wounds they do. Ignore any other rules they may have.

Each Endless Spell is treated as if it has a starting wounds characteristic equal to its casting value. As the game progresses the casting value of the Endless Spell is equal to its current wounds. Endless Spells can take mortal wounds in the same way as any other model. As an Endless Spell takes wounds its current wounds will decrease and so will its casting value. If an Endless Spell is reduced to less than 1 wound it is removed from the table and said to be destroyed.

Non-Predatory Endless Spells

While the casting and set up rules for non-predatory Endless Spells is as per its warscroll, replace their other rules as follows:

Prismatic Palisade – If an Endless Spell passes over or ends a move within 1” of a Prismatic Pallisade model it immediately takes D3 mortal wounds.

Soulsnare Shackles – If a Predatory Endless Spell starts a move within 3” of any Soulsnare Shackles models then roll a D6 before moving the Endless Spell. On a 3 or more, the move of the Endless Spell is halved. On a roll of a 6, in addition, the Endless Spell immediately takes D3 mortal wounds. When a Soulsnare Shackles Spell has taken 2 wounds, one of the 3 models is destroyed and removed from play. When the spell has taken another 2 wounds, a second model is destroyed and removed from play.

Chronomantic Cogs – Even though the Chronomantic Cogs are not a predatory endless spell, a wizard may attempt to gain focused control on chronomantic cogs. At the end of the action phase, if a wizard has focused control over Chronomantic Cogs they can immediately take one addition action

Emerald Lifeswam – An Emerald Lifeswarm can heal both Wizards and other Endless Spells

Umbral Spellportal – A wizard who has focused control of an Umbral Spellportal can cast attempt the following actions measuring distances from either the wizard model or either Umbral Spellportal model:

- Cast an Endless Spell
- Focus Control of an Endless Spell (note that in this instance, the wizard does not lose control of the Umbral Spell portal until the end of this action, rather than immediately as is usually the case. In addition, when rolling 2D6 for this action, reduce they result by 1 before determining if the attempt was successful.)
- Capture an Endless Spell

Malevolent Maelstrom – a Malevolent Maelstrom will attempt to unbind casting, focus control and capture spell attempts as described on its warscroll. In addition it will gain 1 energy point if an Endless Spell is reduced to 0 wounds within 6” of the model. For the purposes of this, any spells with

more than 1 model are considered a single spell and an energy point is only earned if the final model is removed within 6" of the Maelstrom.

Optional Advanced Rules

The following section outlines some optional rules you can use to enhance your Endless Spell Duels.

1. Playing in the Realms

You can choose to set your Endless Spell Duel in a particular realm. If you do this, then certain spells will be able to use the additional rules on their warscroll.

Another options is to have an object on the battlefield that randomly generates the effects of a certain realm, and these can change over the course of the game. Potentially you could roll randomly for a realm each turn, or you could allow the player who loses the initiative roll to pick each turn.

2. Faction-specific Endless Spells

You could introduce some faction-specific endless spells if just one wizard is able to cast them. If you do this then, when setting up, when each picks the Predatory Endless Spell to put into their spell-flask they can pick a faction-specific endless spell instead.

When performing actions, the following modified rules apply to faction specific endless spells

- Only a wizard that shares the keyword described on the endless spell's warscroll can cast, capture or focus control on a faction specific endless spell.
- During the "move uncontrolled endless spells" phase either player can move the spell, regardless of any rules on a spell's warscroll that suggests only the player that cast the spell can move them.
- A wizard that does not share the keyword described on the endless spell's warscroll can perform two additional actions:
 - Freeze – this is performed in the same way as a focus control action, but can only be cast of a faction-specific endless spell the wizard does not share the keyword for. On a successful attempt that is not unbound, the spell is said to be frozen until the wizard attempts to perform another free or focus control action A frozen spell may not be moved in any phase.
 - Unbind – this is performed in the same was as a capture action. If successful, the faction specific endless spell immediately suffers D3 mortal wounds.

3. Team games

In a team game, with an even number of players, you form two teams of wizards rather than everyone playing just for themselves. The game ends when one teams' wizards have all been removed from play and the opposing team is said to be the winner.

In addition, use the following modifications to the rules:

- When determining initiative order for a turn or for set up, no members of the same team can be next to each other in initiative order. So if a member of one team is going first, a member of the opposing team must go second, and then a member of the first teams goes third and so on.

- Even if a player's wizard is removed, they can still take part in the "Move Uncontrolled Endless Spells" phase of the game. When determining the initiative at the start of each turn, any players whose wizard model has been removed must be selected after all players with wizards have been selected. In this way, players without wizard models will always be the first to move uncontrolled endless spells.