



Magic Challenge is the magical battle for two or more wizards

An ambitious, yet easy to learn fantasy tabletop game, which can easily be played with two, three or even more players.

Every player takes the role of a magician. By cleverly using one's spells as well as intelligent tactics, every magician tries to attack and destroy the enemies energy-shield and win the battle. Of course, the opponent will try to reduce the number of your creatures with his spells and creatures, too.



What is required to play the game?

A 20-sided-die, a measuring tape, terrain, miniatures, sheets, pencil and rubber, numbered stickers or a waterproofed pen, a table approx. 80 x 100cm (the larger the battlefield the longer the battle will take)

Preparing the game

To identify the miniatures during play, every miniature is given a number. This number also shows the front and backside (important for the field of vision). The terrain is placed on the field as the players like. Every player notes the name of his magician on the sheet. The power of the energy shield is already noted down, being at a starting value of 20. Now you place your magician at the edge of your side of the battlefield. The distance from the opponent's magician should be as large as possible. Now the battle can begin.

Starting the game

The players roll for initiative to determine who begins. The one with the lowest number goes first, followed by the one with the second lowest number and so on. If there are only two players

this order remains the same throughout the whole game. If you are playing with three or more players, then the order remains the same, but in the 2nd round the one, who had been second, goes first and so on.

At the beginning of a new round note the number on the sheet. The 1 for the first round is already printed on it.

A round always consists of two parts. First all of the creatures take their actions (part one) and then the magicians take their actions (part two). Since there are no creatures in play during the first round the magicians can immediately act.

Magicians have two actions – one of them is reserved for movement (up to a maximum of 15 cm), the other one to do a little magic by casting some spells. What they do first is up to the player. During each round a magician accumulates 100 spell points. He can use all of them during his one spell casting action. Another option is to save some or all of the spell points, but if he does so, he can never save more than a total of 150 points. Any points not used for magic have to be noted down on the sheet.

There are four different spells.

Spells

1. **magical bolt:** Cast on a hostile magician, damaging their energy shield. It's maximum range is 20 cm and it inflicts 10 points of damage. Cost - 90 spell points
2. **empower shield:** This one charges your magician's shield adding 10 points to it. Cost - 90 spell points
3. **healing wind:** This heals any creature of yours within 50 cm of your magician., who does not have to see the target. Each wound healed costs 15 spell points.
4. **summon creature:** obviously this enables your magician to create soldiers for his army according to the list below. The creatures appear 10 to 20 cm from the magician as long as there is enough space. They may not be placed into melee. You can spawn as many as you miniatures outside the battlefield and your spell points allow you to. Defeated miniatures can be brought into play again. Every miniature gets its own slot on the sheet, where you fill in its number and the number of the round it was summoned. The miniatures summoned in each turn are always deployed in packs, meaning they must not stand further apart than 2 cm.

The amount of spell points (sp) you have to spend for summoning creatures varies.

- **3 creatures** bearing small weapons causing 4 points of damage (knives, wedges, any other small or improvised weapon); 90 sp
- **2 creatures** wielding standard arms inflicting 6 points of damage (swords, axes or the likes of); 80 sp
- **1 creature** with a weapon for ranged combat doing 4 points of damage (bows, crossbows or any other weapon designed for ranged combat); 70 sp
- **1 large moveable weapon** inflicting 9 points of damage; 160 sp (creatures operating it have to summoned separately)



When all of the magicians have used up their actions the next round begins. Write down the number of the round and get going.

The data for the races are already printed on the sheet: Fighting Skills = F, Armor = A, Movement = M, as well as specific abilities of the race if any.

Each creature has two actions, which it can use to walk or to fight, as the player likes. According to the determined turn sequence, each player has to activate at least one creature and may activate up to four at a time. “Activating” means that a creature moves or attacks. Then it is the next player’s turn. This alternation continues until all creatures have been used.

Once a creature is activated the number of the turn is written down beside it on the sheet. Thus you can always see, which ones have already used.

After all of the creatures have used up their actions the second part of the round begins. Sticking to the sequence of initiative the players use the magicians’ actions.

Actions of creatures and magicians may be dropped. Note that you can’t save actions for later. Once dropped they’re lost.

Attack!

If you want one of your creatures to attack an enemy with his melee weapon, you have to get them into base contact. Your own creature moves towards the enemy taking an action (up to a maximum of the creature’s movement in cm). If the bases touch at the end of this movement, from then on you are allowed to use melee weapons – as well as your opponent’s creature during his turn.

If you want to use ranged weapons you first have to announce which creature will fire at what target. **After that** you measure the distance to see, if it lies within range. If it is too far away the shot automatically misses and the action is lost. Otherwise the weapon can be used. **Ranged weapons cannot be used in melee.**

The enemy’s magician’s energy shield can be attacked and weakened by simply **walking against it** (getting into base contact with the magician). Every time the power of the energy shield changes the new rating is written down on the sheet.

Damage (D) of creatures or weapons

Creature or Weapon	D	Range of Combat Weapons
Walking against the Energy Shield	3	base contact
Knife or Wedge	4	base contact
Axe or Sword	6	base contact
Bow, or other Ranged Combat Wapons	4	30 cm
Large Moveable Weapon	9	50 cm

To hit a creature or the magician with a weapon you have to roll for Fighting Skills. When doing so you have to take any modifiers into account, because they usually alter this rating.

- If the result of the roll is lower than or equal to the required rating, you successfully hit the target.
- Subtract the target’s armor from the damage.
- What is left is the number of wounds the enemy suffers. Cross off one box for each wound. When all of the boxes are full, the miniature’s destroyed. It is taken off the battlefield and erased from the data sheet.

Data of the races and weapons

Race	Con- vic- tion	Fighting Skills	Amour	Wounds	Move- ment	Damage L/S/R	Special Rules
Orcs	B	15	1	5	6	4-6-4	in ranged combat Fighting Skills only 13
Goblins	N	13	1	5	8	4-6-4	enemy gets Fighting Skills -1
Amazons	G	14	1	5	7	4-6-4	
Large Moveable Weapon	N	14	4	8	1 per Crew- member	9	A crew of 3 creatures is required to operate it. They use up their own actions. Melee Fighting Skills 0, 50 cm range. The whole crew's actions are converted to the two actions of the weapon. Own creatures don't block its line of sight The enemies' Fighting skills are raised by 2 when attacking the weapon.

D = Damage (light weapon – standard weapon – ranged weapon)

Advanced rules

Only creatures of the same or “neutral” conviction may fight on the same side.

You can only attack targets that can be seen by the attacking creature (field of vision: 180°). This applies for the omniscient magician as well. Keep in mind that he can only attack a hostile magician and not creatures.

Turning is part of a movement but not of an attack.

Due to his energy shield the magician may not move into woods or buildings.

The Miniature's base determines range & visibility.

If one miniature stands behind another one, a building or a wood (with at least half of its base), it cannot be seen properly and be attacked by an enemy – & he cannot attack this enemy in return.

If you want to determine whether you can see an enemy or not you start in the middle of your creature's base. If you want to determine whether a shot is within range or not, you measure from edge of base to edge of base.

You can move your creatures through two hostile ones only if there is a gap of at least the size of the base (3 cm). You can always move through your own ones.

Every creature can be spawned wherever where ever there is enough space for its base, including the inside and the roofs of buildings (measured diagonally from the magician's base). Yet, if there are no ladders or stairs to climb, the creature has to stay where it is, with one exception: Up to a height of 5 cm the creature can jump down, which requires one action.

Further information - Creature Summary

The summoned creatures have got different merits and flaws.

Dwarves are the arch-enemies of Chaos and “explode” when battling them.

Orcs are strong but undisciplined and therefore don't move too fast.

Goblins are small and fast, but rather weak.

Undead are extremely to

Chaos is extremely strong but get weaker when fighting “GOOD” ones.

Pygmies are hard to hit but rather weak.

Humans are average.

Ogres, giants and trolls deliver severest punishment and can take a lot.

Dragons can spit fire.

Heavy weaponry possesses huge firepower but can't do anything in melee. To operate them you need 3 creatures, which have to be spawned separately. Their range is 50 or 60 cm.

Wizard

Round

1

Energy Shiela

20

Spell Points



An Idea Of Mic Schröder

Goblin F 13 A 1 M 8 neutral

Specific Rules

enemy gets Fighting Skills -1

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

Orc F 15 A 1 M 6 bad

Specific Rules

In ranged combat Fighting Skills only 13

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

Amazon F 14 A 1 M 7 good

Specific Rules

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

No Round Wounds

Large Mov. Weapon F 14 A 4 M x neutral

Specific Rules

A crew of 3 creatures is required and uses up their own actions. Melee Fighting Skills 0, 50 cm range. Own creatures don't block its line of sight. The enemies' Fighting Skills are raised by 2 when attacking it.

No

Round

Wounds

No

Round

Wounds

No

Round

Wounds

