

Tempest Crusaders

A Magewinds Fighter Pack

Version 1.5.2

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Contents

• Introduction	page 2
• Prelude	page 3
◦ Assembling a Warband	page 4
◦ Universal Abilities	page 6
• Fighters	page 8
◦ Assassin	page 9
◦ Cleric	page 10
◦ Deadeye	page 11
◦ Druid	page 12
◦ Duellist	page 13
◦ Enchanter	page 14
◦ Guardian	page 15
◦ Mesmer	page 16
◦ Doppelganger	page 17
◦ Seer	page 18
◦ Warlock	page 19
◦ Warrior	page 20
◦ Witch	page 21
◦ Wizard	page 22
◦ Acolyte	page 23
◦ Militia	page 24
◦ Minion	page 25

Introduction

This fighter pack contains all the fighter profiles and warband assembly rules you will need to play a standard game of Magewinds.

It is designed to be used with the [Into the Tempest scenario pack \(https://www.magewinds.com/rules/scenarios\)](https://www.magewinds.com/rules/scenarios).

Background

On Tempestia they march: the brave, the foolish, and the zealous. Together they form warbands and mount daring excursions into the great storm in search of treasure, glory or answers to the many mysteries of magic.

Prelude

Assembling a Warband

To assemble a warband, repeat the following steps until your warband is **full** or you do not wish to add any more fighters.

1. Choose a fighter profile from the list available.
2. Choose a suitable model to represent a fighter with that profile.
3. If you wish, give the fighter a name and give names to any unnamed attacks they have.
4. If you wish, create a reference card for the fighter.

A warband's size and composition is constrained by **slots** and **limits**.

Slots

Each fighter takes up a certain number of **slots**, shown on their profile.

You cannot add a fighter to your warband if it does not have enough empty slots remaining for the fighter to fit.

A warband is **full** when it has no empty slots remaining.

Warband Sizes

Before assembling warbands, the players must agree on how many slots their warbands should have. Larger warbands make for bigger and longer battles. Here are some suggested values:

Battle Length	Time to Play	Slots
Quick Battle	Up to 40 minutes	6
Standard Battle	Up to 1 hour	8
Long Battle	Longer than 1 hour	10

Limits

Every fighter profile has a **limit**, showing how many times a fighter with that profile can be included in a warband.

Shared Limits

Some fighter profiles show the name of another profile instead of a number for their limit. This means that they have a **shared limit** with the other profile.

For example, the Acolyte's limit says "Militia" instead of giving a number. As the Militia's limit is 2, the total number of Militia *and* Acolytes a warband can contain is 2.

For your first game, we suggest assembling an 8-slot warband containing a Warrior, a Wizard, a Cleric, and a Guardian.

Universal Abilities

The following abilities are available to all fighters.

Spell - *Haste* - 1 Spade

Cast this spell when a visible fighter begins a Move action. That fighter has +1 Movement for the duration of that action.

Spell - *Leap* - 1 Spade

Cast this spell when this fighter makes a step move. That fighter may move an additional 2".

Spell Action - *Blink* - 3 Spades

A fighter cannot perform this action if they are carrying an object. Re-deploy this fighter (Core Rules, 20.2) at a visible position and more than 3" from enemy fighters.

Missile Attack Spell - *Spark* - 1 Diamond

Range	Power	Precision
1 - 5	3	4

Spell - *Energize* - 1 Heart, 1 Diamond

This spell can only be cast once per warband per action phase.

Cast this spell at the end of your turn. Choose a visible friendly fighter. That fighter recovers an action (Core Rules, 20.3).

Spell Action - *Recover* - 1-3 Hearts

This fighter heals an amount of damage equal to the number of Hearts spent. (Core Rules, 20.1).

Spell - *Barrier* - 1-3 Clubs

Cast this spell when a visible fighter receives damage. For each point of damage, roll a die. If the result is less than or equal to the number of Clubs spent to cast this spell, that point of damage is negated.

Fighters

Name	Slots	Limit
<u>Assassin</u>	2	1
<u>Cleric</u>	2	1
<u>Deadeye</u>	2	1
<u>Druid</u>	2	1
<u>Duellist</u>	2	Warrior
<u>Enchanter</u>	2	1
<u>Guardian</u>	2	1
<u>Mesmer</u>	2	1
<u>Doppelganger</u>	-	-
<u>Seer</u>	2	1
<u>Warlock</u>	2	1
<u>Warrior</u>	2	1
<u>Witch</u>	2	1
<u>Wizard</u>	2	1
<u>Acolyte</u>	1	Militia
<u>Militia</u>	1	2
<u>Minion</u>	1	4

Assassin

Slots	Limit
2	1

Toughness	Movement
5	6

Armour	Deflect	Evasion	Dodge
0	2	2	3

Melee Attack

Range	Light Attack	Heavy Attack
0	Power: 3, Precision: 11	Power: 5, Precision: 8

When determining hits for this attack, if the target number of this attack is greater than 6, dice results less than or equal to the target number minus 6 are *Critical Hits*. Negate one point of the target's Armour for each Critical Hit.

Missile Attack Spell - Dark Dart - 1 Spade

Range	Power	Precision
1 - 5	3	5

If this attack deals any damage, this fighter is not visible to the target until the end of this fighter's next activation, or the end of the current Action Phase.

Ability - Surprise

When beginning an Attack Action, if this fighter is not visible to the target, the target may not make a defence Reaction.

Spell Action - Shadowstep - 2 Spades

A fighter may not perform this action if they are carrying an object. Re-deploy this fighter (Core Rules, 20.2) at a position where they are not visible to any enemy fighters.

Cleric

Slots	Limit
2	1

Toughness	Movement
6	5

Armour	Deflect	Evasion	Dodge
1	2	1	3

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 6, Precision: 5

Missile Attack Spell - Push - 1 Club

Range	Power	Precision
5	6	6

This attack does not deal damage. Instead, after any knockback, move the target directly away from this fighter by 1" per point of damage that would have been dealt.

This attack may target moveable objects.

Spell - Heal - 1+ Hearts

Cast this spell at the end of this fighter's activation. Target a visible fighter within 5". They heal one point of damage per Heart spent.

Spell Action - Revive - 3 Hearts

Choose a fighter that has been taken out of action. Deploy them within 1" of this fighter. Give them damage equal to half their Toughness (rounding up). If they were taken out of action in the current action phase, give them a single action counter.

Deadeye

Slots	Limit
2	1

Toughness	Movement
5	5

Armour	Deflect	Evasion	Dodge
1	1	1	3

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 5, Precision: 5

Missile Attack

Range	Light Attack	Heavy Attack
2 - 12	Power: 4, Precision: 4	Power: 6, Precision: 6

This attack's *heavy attack* option requires an additional Action to use.

Spell Action - Mark Target - 1 Diamond

Choose a visible fighter. Until the end of the current Action Phase, friendly fighters have +1 Precision when making attacks against that fighter.

Druid

Slots	Limit
2	1

Toughness	Movement
6	5

Armour	Deflect	Evasion	Dodge
0	2	2	3

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 6, Precision: 5

Spell - Wildform - 1 Heart

Cast this spell at the beginning of an Action Phase. This fighter drops any objects it is carrying. Until the end of the Action Phase, this fighter is transformed into an animal. (You may replace its model with an appropriate other model.)

While this fighter is transformed, it has +2 Movement and +1 Power on all its melee attacks, but it may not pick up objects or perform Deflect Reactions.

Spell Action - Quake - 2 Clubs

Target a visible terrain feature within 9". All fighters within 1" of it suffer a Power 6, Precision 3 attack with the terrain feature treated as the attacker.

Spell Action - Entangle - 1 Club, 1 Heart

Target a visible fighter within 9". Until this fighter's next action, or when the target is redeployed, the target may not move.

Duellist

Slots	Limit
2	Warrior

Toughness	Movement
7	5

Armour	Deflect	Evasion	Dodge
0	3	2	2

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 6, Precision: 5

Spell - Taunt - 1 Club

Cast this spell at the end of this fighter's activation. Until this fighter's next activation or the end of the current action phase, other fighters may not choose to Feint when making Attack Actions against this fighter.

Ability - Riposte

When this fighter performs a Deflect Reaction and receives no damage, this fighter may immediately make a free melee Attack Action against the attacker.

Enchanter

Slots	Limit
2	1

Toughness	Movement
6	5

Armour	Deflect	Evasion	Dodge
1	2	1	3

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 6, Precision: 5

Spell - White-Hot Weapons - 1 Diamond

Cast this spell at the beginning of this fighter's activation. Until the end of the current Action Phase, while a friendly fighter is within 9" and visible, they negate 1 point of their target's Armour when making a non-magical melee attack.

Spell - Phasewalk - 1 Spade

Cast this spell when a visible fighter moves. That fighter ignores obstacles and enemy fighters while moving until the end of the current action.

Guardian

Slots	Limit
2	1

Toughness	Movement
7	4

Armour	Deflect	Evasion	Dodge
2	2	0	2

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 6, Precision: 5

Spell Action - Ward - 1 Club

Until this fighter's next Action, other friendly fighters are treated as being in cover (Core Rules, 18.2) when attacked if the line of attack passes within 2" of this fighter.

Mesmer

Slots	Limit
2	1

Toughness	Movement
6	5

Armour	Deflect	Evasion	Dodge
1	2	1	3

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 6, Precision: 5

Spell Action - Hypnotize - 1 Heart

Target a visible fighter. This fighter is now the only fighter visible to the target, and the target must not break line of sight with this fighter when it moves (unless it is pushed). The spell is broken at the beginning of this fighter's next action, or when the target is no longer able to draw line of sight to this fighter.

Spell Action - Clone - 1 Diamond, 1 Spade

Target a visible fighter within 9" of this fighter that is not carrying an object. Redeploy the target and a new Doppelganger fighter so that both are touching the target's original position. Secretly note which of the two fighters is the target and which is the Doppelganger. Give the Doppelganger the same number of action counters as the target. Any effects currently affecting the original carry across to the Doppelganger.

Doppelganger

Slots	Limit
-	-

Toughness	Movement
-	-

Armour	Deflect	Evasion	Dodge
-	-	-	-

Passive Ability - Illusory Fighter

This fighter is a illusory copy of another fighter (referred to as its 'original') created by the Mesmer's *Clone* spell.

It behaves as if it is its original. It is controlled by its original's controlling player, is a member of its original's warband and has the same attributes and abilities as its original.

Remove this fighter from the battlefield when it, or its original, does any of the following:

- Deals or receives damage. If the doppelganger is removed, no damage is dealt.
- Attempts to cast a spell. If the doppelganger is removed, no magic cards are spent and the spell is not cast.
- Attempts to pick up an object. If the doppelganger is removed, the object is left where it was.

Seer

Slots	Limit
2	1

Toughness	Movement
6	5

Armour	Deflect	Evasion	Dodge
1	2	1	3

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 10	Power: 5, Precision: 6

Ability - Insight

In the Channelling Phase, instead of drawing a single card from the top of the face-down deck, you may draw two. Add one to your hand and return the other to the top of the face-down deck.

Spell - Prediction - 1 Diamond

Cast this spell during this fighter's activation. Choose an enemy fighter and an action. Until the end of the current Action Phase, the first time that fighter begins that action, this fighter recovers an action.

Spell - Third Eye - 1 Diamond, 1 Any

Cast this spell at the beginning of another fighter's activation. Until the end of the current Action Phase, that fighter has +1 Evasion and +1 Precision on all their attacks. In addition, everything on the battlefield is visible to them.

Warlock

Slots	Limit
2	1

Toughness	Movement
5	5

Armour	Deflect	Evasion	Dodge
1	1	1	2

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 5, Precision: 5

Spell Action - Summon - 1 Club, 1 Heart

Deploy a new Minion within 5" of and visible to this fighter. Give it a single action counter.

Spell Action - Empower - 1 Club, 2 Diamonds

All visible friendly Minions recover an action.

Warrior

Slots	Limit
2	1

Toughness	Movement
7	5

Armour	Deflect	Evasion	Dodge
1	2	1	3

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 7, Precision: 5

Spell - Charge - 1 Diamond

This spell may be cast when this fighter finishes a Move Action at least 4" away from their starting position. This fighter may make a Range 0, Power 4, Precision 5 melee attack.

Witch

Slots	Limit
2	1

Toughness	Movement
6	5

Armour	Deflect	Evasion	Dodge
1	2	1	3

Melee Attack - Poison Tip

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 6, Precision: 5

If this attack deals any damage, the target fighter is *poisoned*. A poisoned fighter takes one point of damage at the end of every action phase. They are no longer poisoned if they are healed.

Spell - Hex - 1 Club

Cast this spell at the end of this fighter's activation. Choose a visible fighter. Until the end of the action phase, the target number for attacks made by that fighter cannot exceed 5, and they must re-roll all hits they score.

Spell Action - Charm - 1 Heart, 1 Spade, 1 Club

Choose a visible enemy fighter. Secretly note down your choice. The next time that fighter is activated, interrupt and reveal that they were *charmed*. You control the charmed fighter for the duration of their activation. The charmed fighter may cast spells during that activation, but you must use your magic cards to do so.

Wizard

Slots	Limit
2	1

Toughness	Movement
6	5

Armour	Deflect	Evasion	Dodge
1	2	1	3

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 6, Precision: 5

Missile Attack Spell - Zap - 1 Diamond, 1 Spade

Range	Power	Precision
1 - 9	7	6

Missile Attack Spell - Blast - 2 Diamonds

Range	Power	Precision
5	4	6

This fighter must repeat this attack against all the other fighters within 1" of the original target. Resolve the additional attacks in the order of your choosing. Step moves for reactions made by the target(s) should be made after all the attacks have been made.

Note that the extra attacks do not count as extra attack actions.

Acolyte

Slots	Limit
1	Militia

Toughness	Movement
5	5

Armour	Deflect	Evasion	Dodge
0	2	1	2

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 2, Precision: 9	Power: 5, Precision: 5

Ability - Magical Aid

While this fighter is on the battlefield, your magic card hand limit is increased by one.

Militia

Slots	Limit
1	2

Toughness	Movement
5	5

Armour	Deflect	Evasion	Dodge
1	1	1	2

Melee Attack

Range	Light Attack	Heavy Attack
1	Power: 3, Precision: 9	Power: 5, Precision: 5

Minion

Slots	Limit
1	4

Toughness	Movement
3	4

Armour	Deflect	Evasion	Dodge
0	1	0	2

Melee Attack

Range	Power	Precision
1	3	5

Ability - Feeble

This fighter may not cast spells.