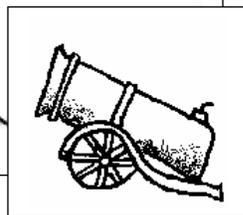
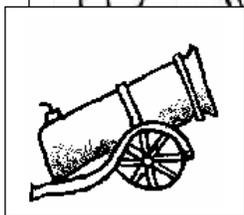
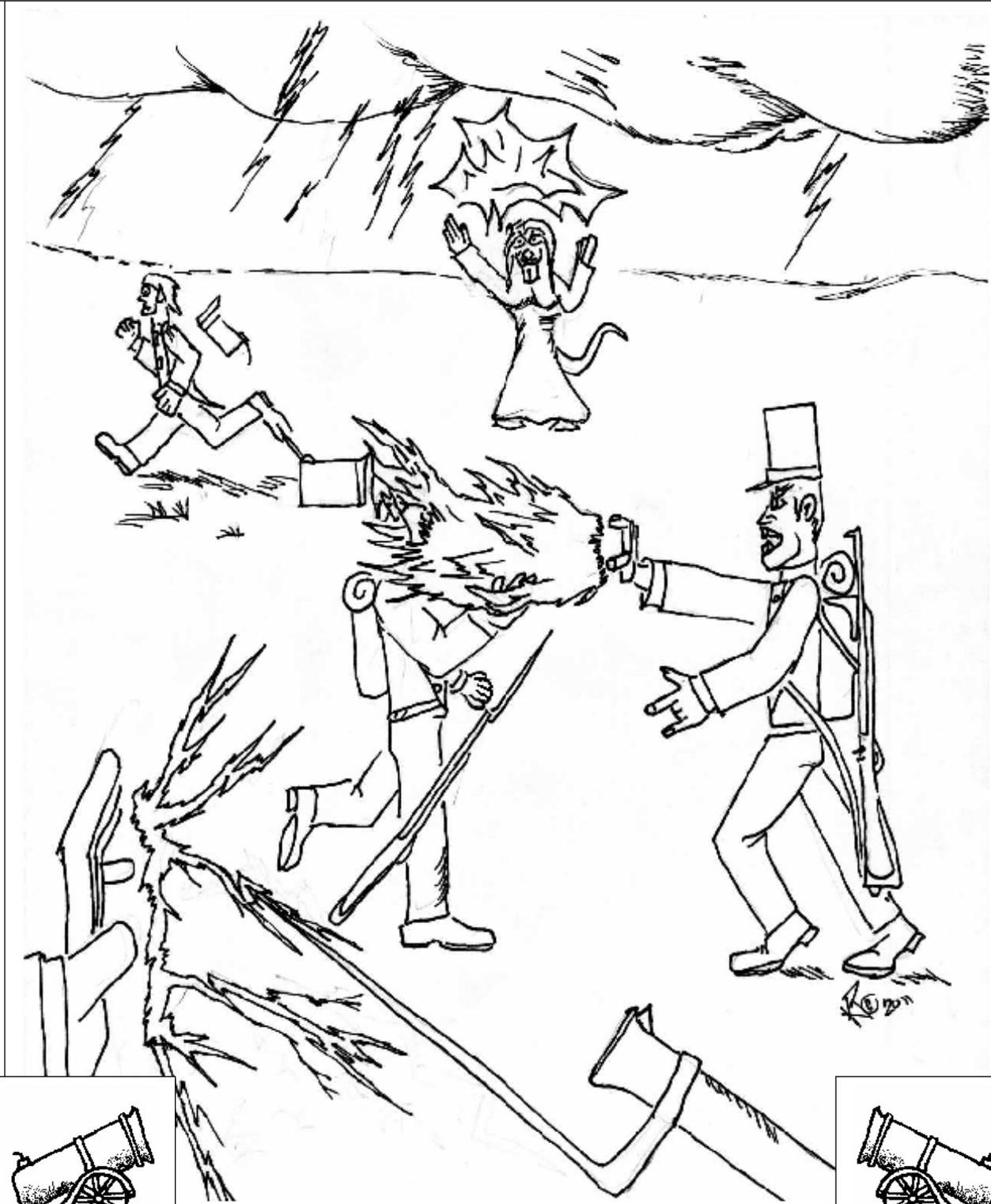


Black Powder Storm

Flintloque - Magieke



Volume

3

Black Powder Storm

Flintloque Magicke

Version 5.0.1

Black Powder Storm© is Gypsee Games' Tournament system. *Black Powder Storm – Flintloque Magicke* has been modified for use with Alternative Armies game: Flintloque.

BLACK POWDER STORM© IS GYPSEE GAMES' MODULAR CAMPAING SYSTEM. IT IS CURRENTLY AVAILABLE FOR USE WITH THE FOLLOWING GAME SYSTEMS:

**BATTLETECH – QUICK STRIKE RULES
FLINTLOQUE
MECHWARRIOR
PIRATES OF THE SPANISH MAIN (POTS)**

Black Powder Storm – Flintloque Magicke

For use with Alternative Armies game Flintloque 3rd Ed.

Version 5.0.1

Karl A.M. Pajak
Email: karlpajak@gmail.com

Acknowledgements: I'd like to thank Jamie Mathews for lighting the way, Kevin because peanut butter and jelly needs both to be good, and Grand Thaumaturgist Thelsam for not sticking me in that jar.

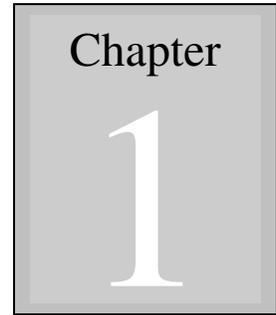
Black Powder Storm©, and its contents, are copyrighted by Gypsee Games and may not be reproduced without prior written, or electronic, approval. All rights reserved.

The following are Trademarks of Alector Ltd.: Alamorque, Bedlum, DarkeStorme, Deadloque, Erin, Flintloque, Flintloque Reloaded, Frontear, Grapeshotte, Maelstrom, Orcs in the Hills, Republique, Romans in The Mist, Slaughterloo, Trafalgore, Typhon and World of Valon, for a full listing of Trademarks held by Alector Ltd. Contact Alternative Armies. Characters mentioned in this book that are copyrighted by Alector Ltd. are mentioned here with their permission. Parts of Flintloque 3rd Edition have been reproduced, with Alector Ltd.'s permission, herein and are for reference only.

Table of Contents

Chapter 1: Magicke.....	1
How many spells per turn?.....	2
Removing Reload Tokens	2
Wizard Troop Type Chart, cost by race	3
Notes on Wizards	4
Grand Thaumaturgist.....	4
Magicke Rules	4
Magicke Items and Banners	4
Use of Magicke in BPS	6
A deeper understanding of Wizards	6
Using Magicke in play.....	6
Chapter 2: Talent Chart & Spells	7
Magicke: Skills.....	7
So...What next?!?	7
Grand Thaumaturgist... huh???	7
Magicke Talent Chart	8
Spell Levels.....	8
When do spell effects end?.....	8
Case 2 & 3: Moral Tests.....	8
Spell Title and Affect Table	9
Latent Talents: Mortal	9
Latent Talents: Mortal	10
Latent Talents: Undead.....	12
Potent Talents: Mortal	15
Potent Talents: Undead.....	16
Potent Talents: Undead.....	17
Grand Magicke: Mortal	18
Grand Magicke: Undead.....	19
Chapter 3: Magicke Items.....	21
Magicke: Items	21
Magicke Items Table	22
Magicke Banners	22
Magicke Items	24
Definitions	27
Appendix: Action Point Tokens	28

Chapter 1: Magicke



Magicke

As Flintloque is a fantasy Napoleonic game, set in a world where **Magicke** is part of the universe, it is allowed in the game play. In fact, Black Powder Storm takes place in year zero when Magicke is still a powerful force in the world of **Valon** as Mordred has just broken it. This means that Magicke in BPS, when using the BPS – Magicke Rules, is more powerful. If your **Provost Marshal** opts to use these expanded rules then you'll be able to take advantage of a more heavily Magicke filled world and bring that Magicke to the battle. From time to time, depending upon how the campaign goes, magicke will be updated. A new title will be given to this set of rules reflecting the lessening of magicke or its increase. Older versions of the Magicke rules will still be available so that your Provost Marshal will be able to use what suits your group best.

The only exception: Your Provost Marshal may decide to switch to the standard magicke rules if you face an opponent who is not participating in the BPS Campaign.

Magicke banners fly above the battlefield, Grand Thaumaturgists weave spells and tear at the fabric of the universe, war has come to Valon, on the wings of change.

How many times can I cast a spell?

Spell Casting requires **Action Points**. A Wizard may cast as many spells as he has remaining Action Points, however, after the Wizard casts an **Attack Spell** he receives one or more **Reload Tokens** and may not cast another Attack Spell that round. Non-Attack Spells do not cause the Wizard to receive a Reload Token, and may be cast even if he has a Reload Token.

Removing Reload Tokens

Each spell has a reload rate just like firelocks do. A Reload Token is removed during the **Maintenance Phase** when the Wizard does not initiate an attack of any kind. This represents the Wizard focusing his mind and harnessing the energies of the universe. The Wizard may defend himself in melee but he may not initiate a melee attack. Each round a Wizard does not initiate an attack one Reload Token is removed. Once the Wizard has no Reload Tokens he may cast an attack spell again.

Grand Thaumaturgists remove one Reload Token per turn when a Grand Magicke spell was cast and two Reload Tokens per turn when Latent Talent or Potent Talent spells were cast. Let's face it, they're better at spells. Both the **Wizard** and **Apprentice Wizard** remove Reload Tokens at a rate of one per turn regardless of what type of spell was cast.

Wizards Troop Type Chart

Wizards in BPS are a new troop type. The following Racial cost list is appended to the standard Troop Type Racial Cost List, Mercenary Type listed in parenthesis. An * on the chart below indicates the Wizard must use Undead Magicke, or rather the Wizard uses the Dark Forces of the universe. Note Werewolves may use either.

Race	Troop Type Cost in points per new Character		
	Grand Thaumaturgist (Magicke Guy)	Wizard (Spell Flinger)	Apprentice Wizard (Spark)
Ferach	+3	+2	+1
Todoroni (Little)	+5	+3	+2
Todoroni (Big)	+7	+5	+3
Dwarf	+15	+10	+5
Dogman	+6	+5	+3
Ogre	+6	+5	+3
Burrovian (Small)	+4	+2	+1
Burrovian (Large)	+5	+4	+2
Wild Elf	+1	+1	+1
Orc	+4	+3	+2
Lowland Rat	+4	+3	+2
Highland Rat	+5	+4	+2
Hob Goblin	+3	+2	+1
Bog Orc	+5	+5	+5
Goblin	+3	+2	+1
Dark Elf	+3	+2	+1
Centaur	+4	+2	+2
Werewolf (Small)	+5	+4	+3
Werewolf (Large)	+10	+8	+5
Trolka	+7	+2	+2
Trolkin	+8	+3	+3
Othari	N/A	N/A	N/A
Halfling	+4	+3	+2
*Vampyre	+1	Free	Free
*Ghoul	N/A	N/A	N/A
*Wraith	+4	+3	+1
*Gargoyle	+6	+4	+2
*Golem	+8	+7	+5
*Wolf	N/A	N/A	N/A
*Skeleton	N/A	N/A	N/A
*Zombie	N/A	N/A	N/A
*Savant Zombie	N/A	+5	+3
*Liche	+3	+2	+1

Notes on Wizards

Note: The Racial Costs are reflective of an estimated reasonable cost and are test costs, play testing is still occurring and these points may be modified at some later date.

Note: The costs listed will be modified at some point to reflect the waning nature of Magicke, unless BPS moves Magicke back into power because Mordred is loosing ground.

Note: If Vampyres use this method of creating Wizards then they may not use the standard Magicke rules for Vampyres. If you wish to use the standard Blood Magicke rules you may do so.

Note: If you really really really want your wolf to cast spells then you may roll for them using the standard rules. They must roll a 1 and can only cast one latent talent spell ever... they just absorbed enough Magicke being around the Star Wraith that they can cast one Latent Talent spell per game.

Note: The Grand Thaumaturgist, Wizard, and Apprentice Wizard Troop Type may not use Firelock weapons, they've spend too much time training in the mystical arts to have messed with all that Black Powder stuff.

Grand Thaumaturgist

The Grand Magicke Spells may only be cast by a Grand Thaumaturgist (Magicke Guy). You may only have one Grand Thaumaturgist in your army, this may not be altered using **Advancement Points**.

Rules for Magicke use in Flintloque's: Black Powder Storm (modified)

When Mordred seized of the ring of power from his mother, Morgana Empress of Elves, he began to place science and logic to the fore in warfare and the world, an assault on Magicke,. This began Magicke's dispersal and decline.

Magicke Items and Banners

Mighty Wizards and other wielders of Magicke, on a grand scale, have felt the upheaval and the initial assault on their power, causing them to bring out their **Magicke Items** and **Magicke Banners** as they join the coming conflicts. As the armies move Grand Thaumaturgists bring with them the powers of the universe.

Magicke Items and Magicke Banners are still in use by the armies Valon and may be purchased for use by a Wizard in your army when you pay the additional cost and assign the Magicke Item to a Wizard, or a Magicke Banner to your armies Standard Bearer.

This is FIC0, the beginning of war, the tide turns with Mordred's desire for conquest, a great wave of destruction moving towards the shore that is the world. And he brings with him his black powder weapons.

Wizards are still a common sight on the battlefield. With Mordred's dispersal of Wilde Magicke, their power has lessened to a degree, although some powerful Wizards still remain.

To represent the lessening of Magicke the following rules must be adhered to when constructing your army for a tournament/scenario:

1. To create a Wizard or Grand Thaumaturgist you must meet the Status requirement listed on the Army Roster/Mercenary Roster and pay the points for that status per your race (see Black Powder Storm for the Army Roster and Black Powder Storm — Mercenaries for the Mercenary Roster).
2. Next, select the appropriate Troop Type: Grand Thaumaturgist, Wizard, or Apprentice Wizard, and add the cost associated with your race. See Wizard Troop Type chart above.
3. Wizards must take the appropriate Magicke Skill; Apprentice Wizard: Level 1, Wizard: Level 1& 2, and the Grand Thaumaturgists must take Magicke Skill Level 3 which comes with Level 1, & 2 built in. You'll pay the points for those skills, which grant you the use of the spell list. Then simply choose the spells you wish your Wizard to use and note them down on your character sheet, once chosen they remain with that character for the duration of the game.
4. Wizards may use close combat weapons, Magicke Banners, and Magicke Items; however, Wizards may not use Black Powder weapons. Note: Magicke Banners may only be by Wizards and the Standard Bearer, and Magicke Items may only be used by Wizard units due to the spark of Magicke in them.

In Black Powder Storm, this is the degree of Magicke available. Major Powers and abilities have become rare. Wizards do still exist that can: destroy advancing armies, save lives or bring the dead back to life, and perhaps turn the tide of war.

Use of Magicke in Black Powder Storm

In Black Powder Storm, no players need agree to the use of Magicke Rules prior to play as they are in affect.

Wizards... a deeper understanding of them.

Creatures, both living and those undead which have the 'will' or 'essence' to cast spells may become Wizards. Undead constructs such as a Zombie, and Skeleton, or anything else which has no 'will' of its own may not.... they are not of this world. Vampyres, Wraiths and other undead may use Magicke, remember... they are Magickeal in nature. For a complete list of what race can become a mage consult the Mages Troop Type chart.

Living creatures gain their Magicke from the positive force of the universe, even though they may use it for evil purposes it is still the positive force of the universe. Undead gain their powers from the negative force of the universe and could use their talents for good, which is unlikely but possible.

To represent the positive and negative aspect of Magicke the living and Undead have different charts from which to choose their Magicke.

The Magicke Talent (and its status - latent or potent) should be noted down on the Roster for the character, and once noted down, that character/unit may not change his/her magicke talent.

Using Magicke Talent in Play

Spell casting requires a Action Points to use. Each spell denotes the Phase it may be case and how many Action Points are required to cast the spell. A Wizard must have the Action Points available in order to cast the spell.

The Wizard may cast a spell as long as he has the required number of Action Points to spend, he does not have a Reload Token (If a spell receives a Reload Token when cast the Wizard may not cast that spell if he already has a Reload Token), and has not been Activated. Does this mean that a Wizard can cast a spell using one Action Point during another units Activation and still have one Action Point left over that he can use when he's Activated? Yes it does. The Appendix has AP counters that you can print out and use to represent AP's spent. Remember, unless a scenario rule applies or the unit has some special ability that gives it more AP, all units have only two AP per turn. This does not mean that you can move your Wizard and not receive an Activated token. This twist to the rules only allows a Wizard to cast a spell when he hasn't been Activated, once Activated he may no longer cast spells. Face it... it'd just be too complicated to try and keep track of how many AP a unit has. True it only applies to Wizards, but let's just not get too crazy. It'd be kind of like when Zargnog cast the Well of Darkness and then made soup out of it. He was miserable for years after that... don't be like Zargnog.

Magicke: Talent Chart & Spells

Chapter

2

Magicke Skills

To make it easier to create a Wizard using this book the Magic Skills are listed here, for reference only.

Magicke Level 1, Raw, Cost: 3pts

Choose two Latent talent spells from the Spell List in the Black Powder Storm – Magicke book.

Prerequisite: Unit must be at least an Apprentice Wizard.

Magicke Level 2, Average, Cost: 5pts

Choose one Potent talent spells from the Spell list in the Black Powder Storm – Magicke book.

Prerequisite: Unit must be a Wizard and have the Magicke Level 1 Skill.

Magicke Level 3, Experienced, Cost: 18pts

Choose one Grand Magicke spell from the Spell list in the Black Powder Storm – Magicke book.

Prerequisite: Unit must be a Grande Thaumaturgist. This skill comes with the skills: Magicke Level 1, and 2 at no additional cost, and this unit is considered to have met the requirements for those skills.

So...what next?

Now that you've paid for your unit/character to have Magicke by making his Troop Type Grand Thaumaturgist, Wizard or Apprentice Wizard, you simply choose what spells/talents you want your character to have, pay for those spells, and finish your character/unit sheet. Then you're done you'll have one unit that is a Wizard. You may field as many Wizards as you would like, however, you may only have ONE Grand Wizard in you army. A Grand Wizard is one that has access to the Major Talents.

Grand Thaumaturgist...what the heck is that?

A Grand Thaumaturgist is one that has studied and practiced Magicke for an incredible length of time, one that has become one with the universe and its forces. A Grand Thaumaturgist is powerful enough to bring the dead back to life, or break open the ground. He is powerful enough to crush armies, and warp the universe. They must take the skill Magicke Level 3 and pay for the cost associated with that skill. The skill comes with Magicke Level 1 & 2 built into it, however, the Grand Thaumaturgist may not also have Magicke 1 & 2 as a skill. He may choose other skills, just not those two... they are reserved for lesser beings.

Magicke Talent Chart

The following is the Magicke talent chart. Choose two latent talents and one potent talent from the appropriate chart, Mortal for the living and Undead for the non-living. Numbers in parenthesis denotes spell cost to add the spell to your Wizard. The Latent Talent costs indicated both the Latent and Potent version of the spell.

Magicke Talent Living	Magicke Talent Undead
LATENT TALENTS	
Create Fire (3/4)	Dead Eye (2/3)
Frighten (5/5)	Death's Cold Embrace (3/5)
Glimmer (2/3)	Evil Aura (2/4)
Gravitate (3/5)	Evil Eye (3/5)
Hammer Hands (4/6)	Evil Mist (3/5)
Inspire (3/5)	Immortal Inspiration (5/7)
Lightening Arms (3/3)	Life Drain (4/7)
Magicke Bullet (3/5)	Mesmerism (2/5)
Magicke Shot (4/6)	Nightmare Vision (3/5)
Prevent Injury (5/6)	Shimmering Aura (2/3)
Winged Feet (2/3)	

Magicke Talent Living	Magicke Talent Undead
POTENT TALENTS	
Dawn from Dark (4)	Breath of Decay (5)
Dispersion of Magicke (4)	Drain Life (5)
Fireball Bullet (4)	Fireball Bullet (4)
Fist of Air (3)	Fist of Air (3)
Lightening Fork (5)	Lightening Fork (5)
Shot Shield (5)	Necromancer's Touch (5)
Grand Magicke	
Guiding Light (5)	Call of the Grave (8)
Resurrection (10)	Horror (2)
Shield (5)	Oozing Fetid Stench (6)
Teleport (3)	Vortex of Death (10)
Well of Glory (5)	Well of Despair (5)

Spell Levels

Almost all Latent Talents have a Potent Talents version, which may be chosen as the Wizards' Potent Talent spell instead of the spells on the Potent Talent list. See below for a full description of these spells and their power, including each spell's AP/Phase/ and Reload.

When do spell effects end?

Unless expressly stated in a spell's description, all spell effects end at the beginning of the Wound & Morale Resolution Phase.

Case 2 & 3 Moral Tests:

Case 2 & 3 are used as moral tests for some spells. The full description of these can be found in the War in Catalucia book on page 72. When a spell affects indicates that either a Case 2, or Case 3 test be performed simply follow the procedure for determining the outcome as normal.

Spell Title and Affect Table

Each Spell provides its: Cost to add to your Wizard (like skills do), Cost in Action Points (AP) to cast, the Phase of the turn in which the spell may/must be cast, and the number of Reload Tokens the Wizard receives when he casts the spell. When a Latent spell lists the Potent version the AP/Phase/ and Reload are the same. Attack spells also have a percent to hit, just like firelocks do. Some spells do automatic damage, no stead check required. Other attack spells cause a steady check, just like a firelock. All attack spells are affected by the same modifiers as firelocks (with the exception of movement) and those modifiers affect the percent to hit, such as: terrain, LOS, heavily wounded, and all other non-movement modifiers. Wizards may not take advantage of Aimed Fire... it's magicke after all. The percent chance will be listed after the Reload Token as: percent chance/damage (or strength of hit), e.g.: Reload Token: X HS: 40/3, where HS indicates Hit (or To Hit) and S for strength, if it's direct damage it will be indicated as HD.

Latent Talents – Mortal	
<p>Create Fire</p> <p>Latent Cost: 3pts Potent Cost: 4pts</p>	<p>Wizard creates a fire within 10cm of his/her position. This fire has the same effect as an Elf Fyre Grenade (See Grapeshotte).</p> <p>Potent Version: Almost throwing a fire ball. Wizard creates a fire up to 30cm away from his/her position. This fire has the same effect and duration as an Elf Fyre Grenade (See Grapeshotte).</p> <p>Cost: 1 AP, Phase: Action Phase. Reload Token: 1 HS: 45/5</p>
<p>Frighten</p> <p>Latent Cost: 5pts Potent Cost: 5pts</p>	<p>With a scary face the Wizard makes all enemies within 20cm receive a Shaken Token if they fail a Case 3 Test, test made at +2 Discipline.</p> <p>Potent Version: With a really horrid face, the Wizard chooses one unit to frighten. Unit receives a Shaken Token.</p> <p>Cost: Action Point, Phase: Any, Reload Token: 1 HS: NA</p>
<p>Glimmer</p> <p>Latent Cost: 2pts Potent Cost: 3pts</p>	<p>With concentration the Wizard makes his body sparkle, making him hard to look at. Target an enemy model w/in 20cm. That model receives a -15% to ranged attacks against the caster.</p> <p>Potent Version: Same as Latent except that the Wizard may confer the bonus to himself and an allied unit within 15cm of him.</p> <p>"I saw them, the lights... they were magickeal and if we had a musician I would have danced a great disco." – Sgt. Hooppin Bigflopear</p> <p>Cost: 1 AP, Phase: Prior to the Charge Phase, Reload Token: None HS/D: 45/NA</p>
<p>Gravitate</p> <p>Latent Cost: 3pts Potent Cost: 5pts</p>	<p>The character may, for an instant, disrupt the gravity of Valon. Choose a single character within 20cm of the Wizard and stick him to the ground. The affected target may not move this Turn.</p> <p>Potent Version: The Wizard may choose up to three targets within 20cm, which may not move this turn (Wizard gains 2 Reload Tokens).</p> <p>Cost: 1 AP, Phase: Any, Reload Token: NA HS: 35/NA</p>

SPELLS

Latent Talents – Mortal	
<p>Hammer Hands</p> <p>Latent Cost: 4pts Potent Cots: 6pts</p>	<p>Until the end of the turn: In melee, the Wizard adds +4 to his melee, his fist and arms turn into iron.</p> <p>Potent Version: Mighty Blow! Until the end of the turn: The character's entire being becomes iron, the weight of his/her blows is crushing, adding a +6 to his melee.</p> <p>Cost: 1 AP, Phase: Any, Reload Token: 2 HS: NA/NA</p>
<p>Inspire</p> <p>Latent Cost: 3pts Potent Cost: 5pts</p>	<p>Imbuing himself with the essence of magic the Wizard becomes steadfast. He automatically succeeds an opposed test.</p> <p>Potent Version: Same as Latent except the Wizard may also remove a Shaken Token from an ally within 5cm.</p> <p>Cost: 1 AP, Phase: Any, or part of any phase of the turn, Reload: 2 HS/D: NA</p>
<p>Lightening Arms</p> <p>Latent Cost: 3pts Potent Cost: 3pts</p>	<p>Target any unit. The target of this spell may gain the Skill: Reloading Level 1 until the beginning of the Wound & Moral Resolution Phase.</p> <p>Potent Version: Target any unit. Unit's movement blur as he moves so incredibly fast. The target may fire twice in the same round, and only receives one Reload Token. Doing so physically damages him, causing him to lose 1/2 his remaining hit points (rounding up).</p> <p>Cost: 2 AP, Phase: Any, however if cast after the Tactical Manoeuvre Phase it takes affect the following turn, Reload: NA HS/D: NA</p>
<p>Magick Bullet</p> <p>Latent Cost: 3pts Potent Cost: 5pts</p>	<p>As an enemy's weapon fires, the Wizard ensorcells the firelock, enchanting the bullet as it leaves the weapon. The Wizard redirects the bullet to any new target. Use the shooter's range and weapon for the shot. The target's DF is reduced by one, making the enchanted bullet easier to hit the target. The target of the spell must be within 50cm of the Wizard.</p> <p>Potent Version: Same as Latent version except that the Wizard may enchant two bullets the turn this spell is cast.</p> <p>Cost: 2 AP, Phase: Initiative Phase, Reload: 2. HS: Shooter's range and weapon.</p>
<p>Magick Shot</p> <p>Latent Cost: 4pts Potent Cost: 6pts</p>	<p>The Wizard gathers the raw power of the universe and balls it up into a bullet like object. Pointing his finger at a target he lets the energy fly. Finger weapon is treated as a Black Powder Weapon (see below): Range 1: 0-20cm 40/4, Range 2: 21-35cm 25/3, Range 3: 36-50cm 10/2</p> <p>Potent Version: Bullet is stronger and the Wizard is a better shot, change weapon's range's to: Range 1: 0-20cm 50/5, Range 2: 21-35cm 35/4, Range 3 36-50cm: 15/3, Range 4: 51-60cm 5/1</p> <p>The Wizard's finger remains loaded until it is shot.</p> <p>Cost: 1 AP, Phase: Any, Reload: 1. HS: See spell's description.</p>

SPELLS

Latent Talents – Mortal	
<p>Prevent Injury</p> <p>Latent Cost: 5pts Potent Cost: 6pts</p>	<p>By casting this spell, the Wizard attempts to heal himself after being wounded, even if the wound would have killed the Wizard he may attempt to remove the injury. Roll 1d10 on a 1-2 remove all wounds caused by the last attack upon the Wizard.</p> <p>Potent Version: Same as latent with these exceptions: 1-3 remove all wounds caused by the previous attack.</p> <p>Cost: 2 AP, Phase: Any, or any part of a phase, Reload: 2 HS/D: NA</p>
<p>Winged Feet</p> <p>Latent Cost: 2pts Potent Cost: 3pts</p>	<p>The Wizard's imbues his body with magickeal energy. The Wizard calls upon this energy to increase his speed by 10cm, all columns. Once used the magickeal energy has been spent and must be recast.</p> <p>Potent Version: Same as Latent except the increase is 15cm.</p> <p>Cost: 2 AP, Phase: Initiative, Reload: NA HS/D: NA</p>

SPELLS

Latent Talents – Undead	
<p>Dead Eye</p> <p>Latent Cost: 2pts Potent Cost: 3pts</p>	<p>The Wizard imbues an automaton (Fresh, Decayed, or Rotten Zombie) with the ability to shoot extremely accurately, for one shot. This shot gains a column shift left.</p> <p>Potent Version: Same as Latent except that the Wizard may cast this spell also on a Skeleton.</p> <p>Spell may be cast during any phase of the game. The automaton must be within 30cm of the Wizard.</p> <p>Cost: 1 AP, Phase: Action Phase, Reload: 1 SH/D: NA</p>
<p>Death's Cold Embrace</p> <p>Latent Cost: 3pts Potent Cost: 5pts</p>	<p>The Wizard casts an aura of unholy energy at a target up to 20cm away, chilling the target's essence. The target may not move this turn.</p> <p>Potent Version: The Wizard casts an aura of energy, so unholy, so potent, that it freezes up to three targets, up to 20cm away, in place for one turn (Wizard gains 2 Reload Tokens).</p> <p>Cost: 1 AP, Phase: Any, Reload Token: NA HS: 35/NA</p>
<p>Evil Aura</p> <p>Latent Cost: 2pts Potent Cost: 4pts</p>	<p>The Wizard extends his aura out 20cm on to the battlefield, targeting an opponent. This aura causes the target opponent figure to receive a minus two on his next steady check.</p> <p>Potent Version: The Wizard's aura is so vile and repulsive that it causes all living units within 15cm of the Wizard to receive a -2 on their next steady check, they also receive a Shaken Token (Wizard receives 1 reload token).</p> <p>Cost: 0 AP, Phase: Initiative, Reload Token: NA HS/D: NA</p>
<p>Evil Eye</p> <p>Latent Cost: 3pts Potent Cost: 5pts</p>	<p>The Wizard's stare causes his opponent to recoil in fear, making it easier for the Wizard to attack units in close combat. The Wizard receives a +2 melee modifier this turn.</p> <p>Potent Version: The mere sight of the Wizard, an abomination to all life, is almost enough to stop the mortal heart beating. The Wizard gains +4 to all melee attacks this turn. Units in base contact with the Wizard when the spell is cast receive a Shaken Token.</p> <p>Cost: 1 AP, Phase: Action, Reload Token: 1. HS/D: NA</p>
<p>Evil Mist</p> <p>Latent Cost: 3pts Potent Cost: 5pts</p>	<p>The Wizard turns into a fine mist, floating to a new location on the battlefield up to 30cm from his present location.</p> <p>Potent Version: The Wizard and one ally in base contact with him turn into a fine mist. They float to a new location up to 50cm away from their present position. The Wizard and his ally must remain in base to base contact when they reappear.</p> <p>Cost: 1 AP, Phase: Action, Reload Token: 1. HS/D: NA</p>

SPELLS

Latent Talents – Undead	
<p>Immortal Inspiration</p> <p>Latent Cost: 5pts Potent Cost: 7pts</p>	<p>Deamon fires spring up within the Undead which are within 20cm of the Wizard. These undead units receive a plus one to all moral tests and adds one to the number of hits required to cause confusion (a 1 becomes a 2, etc.).</p> <p>Potent Version: Same as Latent, however the Wizard can affect the living as well, and tests are made at plus 2 and adds two to the number of hits required to cause confusion (a 1 becomes a 3, etc.).</p> <p>Cost: 1 AP, Phase: Action, Reload Token: NA HS/D: NA</p>
<p>Life Drain</p> <p>Latent Cost: 4pts Potent Cost: 7pts</p>	<p>The Wizard spews forth a noxious and deadly gas from his mouth. So horrid and vile it drains the life essence from any one character in base contact with the Wizard. The Wizard then consumes the gas, gaining the life essence drained. When the target of this attack is an opponent, the Wizard may initiate the attack prior to melee, but only deals and receives one wound from the target. If the spell is cast after a successful round of melee, the Wizard deals and receives two wounds. Range: 30cm.</p> <p>Potent Version: The Wizard wholly consumes the life energy from any target, which may be up to 5cm from the Wizard. The target makes a Case 2 test at minus two. If successful the target is killed, remove from play. If unsuccessful the target is woozie but alive and unharmed.</p> <p>Spell note (latent and potent): The wounds received may not exceed the maximum level of wounds for the Wizard, however, until the end of the turn the Wizard gains all of the wounds absorbed. If the wounds gained exceed the Wizard's maximum, reduce the wound level to maximum prior to the Charge Phase of the next turn. Wounds gained may be used this turn. (Note: Wizard gains 4 Reload Tokens instead of 2).</p> <p>Cost: 2 AP, Phase: Action, Reload Token: 2 HD: 35/target killed.</p>
<p>Mesmerism</p> <p>Latent Cost: 2pts Potent Cost: 5pts</p>	<p>The Wizard creates a shimmering aura around him. This aura creates an hypnotic affect to all opponents that are in the line of sight of the Wizard. The units within line of sight of the Wizard suffer a -2 to their melee attacks against the Wizard this turn.</p> <p>Potent Version: The Wizard is able to make his aura sparkle and shimmer, hypnotizing all enemy units within 10cm. Choose one target, perform a Case 2 against that target if the target fails the Wizard gains control of that unit for one turn. All other units receive a -5%/-1 on attacks against the Wizard. (Note: Wizard gains 2 Reload Tokens).</p> <p>Cost: 2 AP, Phase: Wound & Moral Phase, takes affect next turn during Initiative Phase, Reload Token: NA HS/D: NA</p>

SPELLS

Latent Talents – Undead	
<p>Nightmare Vision</p> <p>Latent Cost: 3pts Potent Cost: 5pts</p>	<p>Casting his vision through the darkness of the grave and bringing his sight to his enemy’s mind the Wizard causes the horror of the dead to be visited upon a single target, living or dead, up to 20cm from the Wizard. The target receives a Shaken Token and must perform the Case 3 Activation test at a -2.</p> <p>Potent Version: The Wizard's vision affects two targets of the Wizard's choosing.</p> <p>Cost: 2 AP, Phase: Action Reload Token: NA HS/D: 35/NA</p>
<p>Shimmering Aura</p> <p>Latent Cost: 2pts Potent Cost: 3pts</p>	<p>The Wizard causes his aura to shift and shimmer, making him more difficult to hit when being shot at. All shots suffer a minus one, negative, column shift. Spell remains in affect for the duration of the game.</p> <p>Potent Version: The Wizard receives the bonus as above, however, the Wizard also may select one shot during the game, which simply misses. This affect must be declared prior to the shooter rolling the attack.</p> <p>Cost: 1 AP, Phase: At any time, Reload Token: NA SH/D: NA</p>

SPELLS

Potent Talents – Mortal	
Dawn from Dark Cost: 4pts	The Wizard imbues his ally's auras with a positive and guiding light. They gain heart, and are less fearful of their enemies. When cast, all allies within 20cm receive a plus one to their Case 2 & 3 tests next turn. Cost: 1 AP, Phase: Action, Reload Token: NA SH/D: NA
Dispersion of Magicke Cost: 4pts	By casting this the Wizard creates a magicke dead zone in a 20cm radius around him. This nullifies any spell effect which would have taken affect after cast (this turn). This zone also cancels all magicke in the area, negating spells that are self sustaining, being cast or that take affect this turn. This also negates magicke items/totems/banners until the end of this turn. Cost: 2 AP, Phase: Initiative, Reload Token: NA SH/D: NA
Fireball Bullet Cost: 4pts	The Wizard selects an ally's within LOS and enchants his weapon, imbuing it with magicke. This magicke ignites all bullets that leave its barrel until the end of the round. Increase weapons' strength by 2 (all ranges that are currently available), target of successful attack receive a Fire Marker (See Grapeshotte: Elf Fyre Grenade). Cost: 1 AP, Phase: Action, Reload Token: NA SH/D: 30/NA
Fist of Air Cost: 3pts	The Wizard summons his aura, sending it out across the battlefield, up to 20cm from the Wizard, to strike a chosen opponent. This melee attack strikes the opponent with a MM of +5. Melee combat that results in the Wizard as the looser causes no damage to the Wizard. This attack may be performed even if the Wizard is engaged in melee combat and may be used as a second combat with an engaged opponent. Cost: 1 AP, Phase: Tactical Manoeuvre Phase, Reload Token: NA SH/D: NA/As per normal Melee Combat.
Lightning Fork Cost: 5pts	The Wizard summons an electrical bolt which he/she uses to strike two opponents simultaneously. The attack is resolved using the following range chart: 0-5: 80/5 >5-15: 70/5 >15-30: 60/4 >30-45: 50/3 >45-60: 30/3 >60-75: NA Cost: 2 AP, Phase: Action, Reload: 1 SH/D: See spell's description.
Shot Shield Cost: 5pts	The Wizard pins this spell upon himself which activates when fired upon. This spell creates a magical barrier around the Wizard. Shots against the Wizard receive a a one column shift to the right on percent and strength. The spell dissipates after the Wizard is hit by a Firelock and must be recast. Cost: 1 AP, Phase: Any Reload: NA SH/D: NA

SPELLS

Potent Talents – Undead	
<p>Breath of Decay Cost: 5pts</p>	<p>The Wizard imbues his breath with an evil and unholy stench, the smell of rot and evil. This spell causes all figure in base contact with him to suffer a -2 to their melee attack.</p> <p>If the Wizard opts to focus his breath on a single target it receives a Shaken token and must immediately perform a Case 3 test at -2. The unit must also make, at the end of the next round if he is still in base contact with the Wizard, a morale test as though their Section Leader died. Failing that roll the unit dies at the end of the game and rises to fight with the Wizard's army and is removed from the controlling players point total and added to the Wizards' army point total.</p> <p>Cost: 2 AP, Phase: Tactical Manoeuvre, Reload: 1 SH: 45/NA</p>
<p>Drain Life Cost: 5pts</p>	<p>The chill of the grave fills the Wizard, darkening his eyes and filling him with its cold embrace. Death fills his being, and reaches out through him to extinguish the living.</p> <p>If cast Prior to the Tactical Manoeuvre Phase: The Wizard moves to within 10cm of opponent he attempts to draw out the life force and absorb it. Locked in a struggle for life and death the two combatents perform a Case 2 duel. If the Wizard wins he drains two wounds from his opponent adding them to himself, not to exceed the maximum number of wounds available to the Wizard, and the drain may only reduce the opponent to a minimum of one. The spell ends prior to the Tactical Manoeuvre Phase.</p> <p>If cast During the Tactical Manoeuvre Phase: The Wizard's deathly chill adds +3 to his melee. After the turn any Hits inflicted during Melee that turn into damage are syphoned out of the enemy and added to the Wizard, healing him. This healing may not prevent him from being killed. The spell ends after the Wound & Morale Resolution Phase.</p> <p>Cost: 1 AP, Phase: Either Action Phase, or at the beginning of the Tactical Manoeuvre Phase, Reload: 1 SH: Case 2 or Melee Combat/ NA.</p>

SPELLS

Potent Talents – Undead	
<p>Fireball Bullet</p> <p>Cost: 4pts</p>	<p>The Wizard selects an ally's within LOS and enchants his weapon, imbuing it with magicke. This magicke ignites all bullets that leave its barrel until the end of the round. Increase weapons' strength by 2 (all ranges that are currently available), target of successful attack receive a Fire Marker (See Grapeshotte: Elf Fyre Grenade).</p> <p>Cost: 1 AP, Phase: Action, Reload Token: NA SH/D: 30/NA</p>
<p>Fist of Air</p> <p>Cost: 3pts</p>	<p>The Wizard summons his aura, sending it out across the battlefield, up to 20cm from the Wizard, to strike a chosen opponent. This melee attack strikes the opponent with a MM of +5. Melee combat that results in the Wizard as the looser causes no damage to the Wizard. This attack may be performed even if the Wizard is engaged in melee combat and may be used as a second combat with an engaged opponent.</p> <p>Cost: 1 AP, Phase: Tactical Manoeuvre Phase, Reload Token: NA SH/D: NA/As per normal Melee Combat.</p>
<p>Lightening Fork</p> <p>Cost: 5pts</p>	<p>The Wizard summons an electrical bolt which he/she uses to strike two opponents simultaneously. The attack is resolved using the following range chart: 0-5: 80/5 >5-15: 70/5 >15-30: 60/4 >30-45: 50/3 >45-60: 30/3 >60-75: NA</p> <p>Cost: 2 AP, Phase: Action, Reload: 1 SH/D: See spell's description</p>
<p>Necromancer's Touch</p> <p>Cost: 5pts</p>	<p>Calling upon the dark forces of the grave the Wizard is able to heal undead within 5cm of him. The; grave bugs, worms, maggots etc. of the grave move in and nest within the zombie or skeleton, effectively healing the unit. Zombie units within 5cm of the Wizard roll 1d10, on a result of 1 heal the unit one wound, a two heals the unit two wounds, 3+ no wounds are restored.</p> <p>Cost: 2 AP, Phase: Action, Reload: 2 SH/D: Special see spell/NA</p>

SPELLS

Grand Magicke – Mortal	
<p>Guiding Light</p> <p>Cost: 5pts</p>	<p>The guiding light of Valon is with the Wizard. The Wizard receives a one column shift, positive, when casting attack spells and +2 to all melee attacks. This spell remains in effect until the Wizard is killed. This may not be conferred upon others.</p> <p>Cost: 2 AP, Phase: Any, Reload: 1 SH/D: NA</p>
<p>Resurrection</p> <p>Cost: 10pts</p>	<p>Pulling closed Clotho's cut weave by undoing Atropos' cut the Wizard is able to bring back to life the killed character. The character is restored to maximum health and vitality, as if he had not been killed. Roll 1d100 for additional effects: On a result of 01-13, the strength of the spell was so great that Atropos noticed the Wizard's work and cut his thread. Remove the Wizard from the game and treat him as if having been killed. On a result of 14-25, the Wizard was successful, however it caused enormous stress upon him, reduce the Wizard's wounds to half of the current state. If this reduction would fractionalize the remaining wounds round down. If the Wizard is reduced to zero, casting the spell has killed him. On a result of 26-99, no additional effects. On a result of 00 The spell worked, however it also brought back an opponent from the dead. Opponent chooses a slain unit (if applicable) and places it 30cm away from the Wizard.</p> <p>Cost: 2 AP, Phase: End of the Wound & Morale Resolution Phase, Reload: 3 SH/D: NA</p>
<p>Shield</p> <p>Cost: 5pts</p>	<p>The Wizard pins this spell upon himself/herself which activates when attacked. This spell creates a magical barrier around the Wizard, deflecting shots, spells and melee attacks. The ranged attack receives a one column shift to the right and a is 10% harder to hit, Spell damage is reduced by 2, and melee attacks receive a -2. The spell remains active until the Wizard is attacked. Once attacked the spell disipates at the end of the Wound & Morale Resolution Phase.</p> <p>Cost: 1 AP, Phase: Action Reload: 1 SH/D: 85/NA</p>
<p>Teleport</p> <p>Cost: 3pts</p>	<p>The Wizard imbues himself with the living will of the battlefield, becoming one with it. As such, the Wizard may disappear and reappear, instead of moving he spends an AP to shift from one spot to the next. The new spot may be no more than 50cm from his present location.</p> <p>Cost: 1 AP, Phase: End of Initiative, Reload: NA SH/D: 60/NA</p>
<p>Well of Glory</p> <p>Cost: 5pts</p>	<p>The Wizard summons the positive forces of Valon to aid his army. All moral checks (Steady, Case 2, Case 3) for his army, during the game, are made at a +1. If the Wizard is killed the spell ends immediately.</p> <p>Cost: 2 AP, Phase: Any, Reload: 3 SH/D: NA</p>

SPELLS

Grand Magicke – Undead	
<p>Call of the Grave</p> <p>Cost: 8pts</p>	<p>The Wizard selects one opponent and calls forth death upon him. Darkness rises up and siphons the life force out of the character... calling the character home, to the grave. The character is killed. Replace the character with a fresh average zombie, which become an ally to the Wizard. Target may be up to 20cm away from the Wizard. If the character is true and riteous he could survive the attack. The Wizard and Target Character perform a Case 2 duel, defender receives a +2. If the Wizard fails the character must immediately move its full move away from the Wizard. The spell may not be case upon a Section Leader, LE or VLE figure.</p> <p>Cost: 2 AP Phase: Action Reload: 2 HD: 35/Death test (Case 2).</p>
<p>Horror</p> <p>Cost: 2pts</p>	<p>The Wizard summons a power deep from within the chaos of the universe. Power so evil and abhorrent it should never have been tapped. This force sickens the battlefield, killing all plants and drying up all water. Remove those terrain features.</p> <p>This spell is cast immediately after the armies are deployed, prior to the first initiative being rolled.</p> <p>Cost: 2 AP Phase: Game Setup Reload: 3 HS/D: NA</p>
<p>Oozing Fetid Stench</p> <p>Cost: 6pts</p>	<p>The Wizard, upon casting this spell, spews forth from his mouth a vomit and a stench so awful it sickens all who are around the Wizard. This stench continues to leak out of the Wizard for the remainder of the turn. All opponents that end their movement within 15cm of the Wizard must make a Case 3 test. Roll of 5 or less and the character must then move at a Slow March away from the Wizard and receives an Activation Token.</p> <p>Cost: 1 AP, Phase: Action Reload: NA HS/D: NA</p>

SPELLS

Grand Magicke – Undead	
<p>Vortex of Death</p> <p>Cost: 10pts</p>	<p>Summoning the dark powers of the universe the Wizard is able to reanimate a zombie or skeleton, or re-imbue the life into another undead being. The dark powers are difficult to control and sometimes have a price that must be paid. Choose a slain Zombie and place it within 5cm of the Wizard. It returns to the battlefield fully healed but its points are still removed from the Army Point Total... after all it was destroyed.</p> <p>After casting the spell the Wizard must attempt to resist the dark powers, roll 1d100. On a result of 01-13, the dark forces overpower the Wizard and consume him, remove the Wizard from the game and treat him as if having been killed during the scenario. On a result of 14-25, the Wizard was successful, however it caused enormous stress upon him, reduce the Wizard's wounds to half of the current state (rounding down). If the Wizard is reduced to zero, he is killed by the casting of the spell and removed from play. On a result of 26-99, Nothing happens. On a result of 00 The spell worked, however it also brought back an opponent from the dead. Opponent chooses a slain unit (if applicable) and places it 30cm away from the Wizard.</p> <p>Cost: 2 AP, Phase: End of the Wound & Morale Resolution Phase, Reload: 3 SH/D: NA</p>
<p>Well of Despair</p> <p>Cost: 5pts</p>	<p>The Wizard summons the dark and negative forces of the universe to aid his army. All moral checks (Steady, Case 2, Case 3) for his army, during the game, are made at a +1. If the Wizard is killed the spell ends immediately.</p> <p>Cost: 2 AP, Phase: Any, Reload: 3 SH/D: NA</p>

Magicke Items

Chapter

3

Magicke Items

During the Age of Magicke, the 3rd Age of Valon, the Dracci ruled the world with an iron fits. Their nature allowed them to draw from the raw power of the universe. As time passed the other races also learned to draw from the raw power of the universe. These Wizards created items that stored magicke permanently in them, linking them directly to the universe.

Most of the Magicke Items required a conduit, the Wizard, for the power to flow through. To touch those items meant death to non-Wizards. Some items had been naturally imbued with the raw power and did not require a Wizard, of these only Magickeal Banners are left.

When the Dracci fell from power and were all but destroyed the world followed Mordred's will, and he sent Magicke towards permanent destruction. Mordred's war is not only a war for control, it is also the final stand for all Wizards... will they be able to wrest power from Mordred and bring Magicke back to Valon, or will it be destroyed, severing Valon's connection to the raw power of the universe for ever?

A long time had pasted between the destruction of the Dracci and Mordred's reign. Now, as the struggle begins anew, Wizards gather... dusting off items of power and move to stand against the tyrant Mordred. Some items were lost, some destroyed... of those that remain there are only two types: Magicke Items and Magicke Banners. Banners may be wielded by Standard Bearers if a Wizard is present in the army, for they have been trained in their use. All other items of power may only be wielded by Wizards. Some Section Leaders, LE's and VLE's are foolish enough to attempt to wield weapons of power. Very few survive. Should your Section Leader, LE, or VLE unit wish to attempt to wield such a weapon, they must pay the cost associated with the weapon. At the end of the Setup Phase, just before initiative is rolled, they must check to see if the raw power of the universe consumes them... killing them outright. To perform this check roll 1d100. On a roll of 95-100 they survive and may use the item. Any other roll and they are destroyed. Their point cost removed from your army roster, and all units receive a Shaken Token (if the unit was your Section Leader).

Refer to the Magicke Item Table for the items and the cost to add it to your Wizard, or Standard Bearer.

Magicke Item Table

The table simply lists Banners and then Magicke Items. No unit may wield more than one item... not even Grand Thaumaturgists, the power is just too great for a being to handle.

Like spells Banners and most Magicke Items have: A Cost to add the item to your Wizard or Standard Bearer, Cost in Action Points (AP) to use, the Phase of the turn in which it may be used, and the number of Reload Tokens the Wizard or Standard Bearer receives for using the item (it takes time to recharge these items. Note: while present Firelocks may not be used), and the percent chance that the item will be successful (listed after the Reload Token as: percent chance/damage (or strength of hit), e.g.: Reload Token: 3 HS: 40/3, where HS indicates Hit (or To Hit) and S for strength, if it's direct damage it will be indicated as HD). If the Magicke Item is a weapon it may simply function and not require a test to see if its use was successful. See each item for full details.

Magicke Banners	
<p>Eye of the Dracci</p> <p>Cost: 10pts</p>	<p>The Dracci Lords were immense beings, that caused fear in all who met their gaze. Grand Thaumaturgist Zargot killed one of the Dracci Lords and created this Magicke Banner using the eye. It causes terror in beings who are forced to look upon it. Choose up to two targets, which are within 5cm of one another, and open the eye. The targets must make a Case 3 test at -4 or be stunned with fear. If they fail the target receives an Action Token. They recover their wits the following turn. They may defend themselves in melee combat at a -2.</p> <p>Cost: 2 AP, Action, Reload: 3 SH: 45/Case 3.</p>
<p>Fendi's Shadow</p> <p>Cost: 5pts</p>	<p>Fendi was a cowardly Appentice Wizard, preferring to hid in the shadows and sneak around. He hated that the War Chief's only fought during the day. After many long months of study he developed a spell that brought darkness to the world. Only, it didn't last very long. He needed something that would last longer. So he decided to create a Banner that would blot out the sun. He spent his entire fortune and came up with Fendi's Shadow. Excitedly he joined the next battle and activated the Banner and the sun was blotted out. The War Chief was so angered that he couldn't see his enemies he bannished Fendi from the tribe. Which made Fendi happy. He left the tribe and moved into the Butterfly Caverns, where he spent the rest of his life studying shadows and ways to manipulate them, eventually developing the shadow butterfly.</p> <p>As long as the Wizard/Standard Bearer weilds the banner a darkness lays upon the battlefield. All ranged attacks receive a -5% to hit.</p>

Magicke Banners	
<p>Garloque's Guidance</p> <p>Cost: 20pts</p>	<p>Garloque often found himself in the company of troops that fled the battlefield, their leader having died. This really irked him as he lost out on a lot of gold and loot. After thinking about this a long time he realized that he could capture the essence of the leader inside the banner and then imbue himself with the leaders' knowledge and charisma. He thought it would only last for a short time and then he could rally the troops and finish off the battle... leading to a rich reward. After many long months and lots of time spent haggling with Uthal the thread maker, they never got along, he was able to obtain the Essence of the Moon threads and constructed the banner. Saddly, the very next battle he was killed and was never able to use the banner, his heirs went pennyles and his lineage died out as beggars on the streets. Had he been able to use the banner he would have found that it doesn't work quite like he thought it would. The weilder is slain and the target is reborn in the weilder's body. Of course the Wizard doesn't tell the Standard Bearer this fact. The unsuspecting target may not want to be a female Bog Orc, he was perfectly was happy as a Berovian Jack Rabbit... but hey, at least he's alive.</p> <p>This banner may only be used once per game. When a unit dies within 20cm of the Wizard/Standard Bearer Garloque's Guidance may be used. The Wizard/Standard Bearer may not have an Activated Token. If he's able to use the banner, he may use it to capture the target's life force. The weilder is slain, taken over by the spirit of the target. The target's life force, knowledge and experience are transferred to the host body, he still has to both, come to grips with the fact he's been killed and now inhabits a new body, and that he has to go get his stuff. If it's used on a Section Leader it prevents everyone from receiving a Shaken token for Death of a Section Leader. They still receive a Shaken Token but now it's because "That was a damn scary bit o Magicke!".</p> <p>Cost: 2 AP, Phase: The instant a figure is slain, Reload: NA, Banner may only be used once per game.. SH/D: NA, use is automatically successful..</p>
<p>Threads of Time</p> <p>Cost: 15pts</p>	<p>The Banner turns back the fabric of time, renewing the target. If successful the target removes his Activation Token and is treated as not having activated this turn. The Wizard/Standard Bearer must make a Case 3 test at -3 or be stund the following round, and receives an Activation Token after the Initiative Phase.</p> <p>Cost: 2 AP, Phase: Action, Reload: 1 SH: 35/Case 3 at -3 (user).</p>

MAGIC ITEMS

Magicke Items	
<p>Antho's Wand</p> <p>Cost: 3pts</p>	<p>Antho was a crafty little Bugger (really.. he came from a now extinct race known as Buggers). He hated it when he cast a spell and had to pull more of the universe's power into him. So he created this wand. It allowed him to store power for later use. Which was a good thing as it was one of the items used by Hutmaltipan, Grand Thaumaturgist Supreme (ok he added the Supreme part, but it was true), in the final battle against the Dracci Lords.</p> <p>The Wizard casts his energies into this wand, receiving a reload token, for later use. When used it removes one reload token per charge. It may be charged up to three times. While a Reload Token is present the Wizard may not charge the Wand, he's casting, just not a specific spell. This means that he could potentially have it fully charged by the end of Turn 5 and use the charges on Turn 7.</p> <p>Cost: 1 AP, Action, Reload: 1 SH/D: NA.</p>
<p>Hutmaltipan's Ring</p> <p>Cost: 20pts</p>	<p>Hutmaltipan was one of the greatest Wizards of all time. In fact... he may still be alive and running around out there as it's rummored he defeated death in a Magicke dule so that Death would go away and leave him the heck alone so he could study. At one point he decided he decided to study why some beings could weild magicke and why others couldn't. So he created this ring. It allows the Wizard to touch another being and force the knowledge and power of a spell he knows into that being. The only problem was that more often than not the unlucky receiptient of the power would have is head explode. Hutmaltipan didn't think mutch of it excpet that he hated always having to have his clothes cleaned.</p> <p>Eventually he learned what he wanted to learn and sold the ring to Mechicho, the Barterer. Some Wizards believe this ring will eventually be the gateway to restoring Magicke back into the world.</p> <p>The Wizard moves into base contact with a friendly unit and touches the unlucky receiptient. The target makes a Case 3 test, if successful he receives one of the Wizard's spells, once cast it is gone. If the target fails the Case 3 test his head blows up and he is dead.</p> <p>Cost: 1 AP, Action, Reload: 2 SD: NA/Target: Case 3.</p>
<p>Karg's Stick</p> <p>Cost: 15pts</p>	<p>Karg was a rather nasty and brutal Ogre Wizard that was fond of hitting people with a stick. He hated that his sticks broke all the time. So he made a Magickeal one. The stick may never be broken or destroyed by any means and is a fierce weapon. The only problem is it's really really heavy, and can only be wielded by an Ogre, Trolkin, or Large Race Type.</p> <p>Weapon Stats: +3 Melee Modifier. Karg's Stick confirs a +2 to the wielders Steady Check.</p> <p>Cost/Action/Reload/SH/D: NA</p>

MAGIC ITEMS

Magicke Items	
<p>Mersanik's Sword</p> <p>Cost: 15pts</p>	<p>Mersanik hadn't wanted to apprentice with the Shaman, but his father had forced him to. He had wanted to be a blacksmith. So when his master died in a Kurgak attack he found himself a free man. It wasn't as glorious as he'd thought it was going to be, mainly because everyone wanted him to cast spells and take his masters place. So he snuck out and wandered for a time. Eventually he found a small village where he settled down and became the blacksmith. He married a local weaver woman and was, for a time, happy. Then Durk the Blackheart came and killed everyone in the village. Mersanik had been left for dead, but he was far from it. When he recovered he set about making a weapon of power something he could wield against Durk. He made a sword of power. Durk didn't last long. After killing Durk Mersanik found another village were he became the blacksmith and lived to a ripe old age. Eventually his weapon was discovered in the corner of the blacksmith shope, under a pile of old rags. It killed the new blacksmith, and four other men that tried to wield it. Eventually the town banished the weapon hoping it would just go away. It didn't. During the Dracci wars it finally realized that if it ever had the least chance of seeing Magicke remain in this world it'd better get right off its duff and go help the Dracci. It arrived way to late for the battle. It has decided that perhaps a Wizard of the 4th age should weild it, maybe doing some good in the process. By the way, it prefers to be called Cleaver.</p> <p>Weapon confers normal Melee Modifier, however, if a spell is cast upon the Wizard it attempts to kill the spell being cast. Roll 1d100: on a roll of 80-100 the spell is killed and does not take affect. If the sword is wielded by a non-Wizard the character instantly dies.</p> <p>Cost/Action/Reload/SH/D: NA</p>
<p>Ooogahhhk!</p> <p>Cost: 13pts</p>	<p>No one is quite sure where this amulet of power came from, only that its power gives mastery over the death throws of an opponent. If an opponent dies and is in base contact with the Wizard, then the Wizard is able to make the opponent utter this items' name, "Ooogahhhk!" This very unsettling sound coming from the dead gives all opponents in base contact with the Wizard pause for thought and they must immediately make a Case 3 test or loose one AP the turn after they test. Test performed at the end of the Morale & Wound Resolution Phase.</p> <p>Cost/Action/Reload/SH/D: NA</p>

MAGIC ITEMS

Magicke Items	
Phil's Philter Cost: 1pt	<p>Phil wasn't really a Wizard, he was the peasant serving a Wizard. He hated how tired he always seemed to be. After a particularly grueling day he suggested that perhaps if his master could create a potion that would rejuvenate them and then they could both continue working. Needless to say the Wizard created the potion but never gave any to Phil. He did name it after him though.</p> <p>After drinking the rather tastey brew the Wizard becomes rejuvenated, removing all AP accumulated this round. The Wizard may spend his 2 AP on not attack actions, and recieves an Activation Token after they are spent. The potion may not be used to remove Reload Tokens.</p> <p>Cost: 1 AP, Action, Reload: 1 SH/D: NA, automatically successful.</p>

Definitions

Action Point: Black Powder Storm has added the term Action Points to the game. Each figure has two Action Points to spend each round, unless otherwise specified as a character ability or special rule. After those Action Points are spent the unit receives an Action Token and may not be given further actions that round.

Advancement Points: Points awarded to BPS - Flintloque players for participating in scenarios. Each player receives one point for playing in a day's scenario and can receive an additional point if he is the winner of the day's scenario. These points are used to modify the basic Army Roster, allowing you to change what is available for you to use each week. See BPS - Flintloque for further details.

Apprentice Wizard: The Apprentice Wizard is someone who has begun his studies of the magickal energies of the universe. His knowledge is very limited, however his talents can be useful. Mercenaries refer to them as Sparks because they barely have the magicke spark in them.

Attack Spell: Any spell that damages, or has the potential to damage an enemy.

Case 2 & 3: These are Activation Test that are performed during normal game play. See page 72 War in Catalucia. These tests are used as Moral Tests to resist spells or the spell affects. If the test is Case 2 simply follow the rules for Case 2, the same applies for Case 3.

Grand Thaumaturgist: These are wizards who have studied magicke to a greater extent than anyone else. They are part of the ebb and flow of the magickal energies of the universe. They can harness great power and even restore life to the dead. Mercenaries refer to them as the Magicke Guy.

Magicke Banners: Banners imbued with the power of the univers. Each has its own strength and weakness. They may be purchased and wielded by your armies' Standard Bearer when you pay the cost of a Standard plus the cost of the Magicke Banner.

Magicke Items: Items imbued with the power of the universe. Each has its own drawback and benefit and you may add one item to your army by paying the cost of the item and assigning it to a Wizard.

Magicke: Magicke is the power binding the universe together. It is overseen by the old gods of Valon. This power can be harnessed and used by Mages. At the begining of the 4th Age of Valon Mordred broke magicke's power in the world.

Maintenance Phase: The final round of a turn. This is where you remove all Activation Tokens and perform any other actions as may be required by any special rules.

Provost Marshal: Gypsee Games' official volunteer hosting and reporting the BPS events being run at your venue. The Provost Marshal's rulings are final. If you have an issue with your Provost Marshal please send an email to exarch@darkagepress.com, include the name of your venue, the date of the event, and what issues you are having.

Reload Token: When an Attack Spell is cast or a Firelock is used the unit receives a Reload Token to indicate that the Wizard must harness the magickeal energize again before he can cast a spell, or that the Firelock must be reloaded before it can be fired.

Valon: Valon is the world in which Flintloque and Slaughterloo take place. It is an alternate earth.

Wizard: A being who is well versed in the ways of magicke and has the ability to harness the power of the universe. Mercenaries refer to them as Spell Flingers.

Action Point Tokens

AP	AP	AP	AP	AP	AP
AP	AP	AP	AP	AP	AP
AP	AP	AP	AP	AP	AP
AP	AP	AP	AP	AP	AP
AP	AP	AP	AP	AP	AP