

Into the Tempest

A Magewinds Scenario Pack

Version 1.4.0

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Introduction

This scenario pack is designed to be used with the Tempest Crusaders (<https://www.magewinds.com/rules/fighters>) fighter pack.

Warband Assembly

The players must agree on whether to assemble their warbands before or after choosing a scenario.

There are three ways the players can assemble their warbands:

1. **Secret:** The players assemble their warbands in secret.
2. **Open, Simultaneous:** The players roll off. They take turns to add fighters to their warband, one fighter per turn, beginning with the player who won the roll off.
3. **Open, Sequential:** The players roll off. The winner assembles their entire warband, and then the other player assembles theirs.

Choosing a Scenario

The following scenarios are available:

Name	Notes
<u>Deathmatch (p5)</u>	2 players. Symmetrical.
<u>King of the Hill (p6)</u>	2 players. Symmetrical.
<u>The Prize (p7)</u>	2 players. Symmetrical. Requires one treasure object.
<u>Treasure Dash (p8)</u>	2 players. Symmetrical. Requires 5 treasure objects.
<u>Fragment Frenzy (p9)</u>	2 players. Symmetrical. Requires 5 fragment markers.
<u>Hold the Line (p11)</u>	2 players. Asymmetrical.
<u>Treasure Clash (p12)</u>	3-4 players. Symmetrical. Requires 2 treasure objects per player, plus one additional treasure object.
<u>Battle Royale (p13)</u>	3-4 players. Symmetrical.

A scenario can be randomly selected or chosen by the winner of a roll-off.

For your first game, we suggest choosing the Deathmatch (p5) scenario.

Scenarios

Deathmatch

Two warbands square off against each other in a fight to the death.

Notes: 2 players. Symmetrical.

Setup

The players roll off. The winner is **Player 1**, and their opponent is **Player 2**.

Player 1 sets up the terrain on the battlefield.

Player 2 divides the battlefield in half (lengthwise, widthwise or diagonally) and chooses which half is which warband's **territory**.

Deployment

The players take turns setting up their fighters, one fighter per turn, starting with Player 1.

Each fighter must be set up wholly within their warband's territory.

Victory

Heroic Last Stand: While your warband has only one fighter remaining on the battlefield, your magic card hand limit is increased by 3. In addition, at the beginning of your first turn in which your warband has only one fighter remaining, you may immediately draw up to 3 cards from the magic deck as if it were the Channelling Phase.

The battle is over at the end of the third round. The warband with the most enemy fighters out of action is declared victorious. Fighters that were not part of a player's starting warband are not counted.

In the event of a draw, continue playing. The first warband to take an enemy fighter out of action is declared victorious.

King of the Hill

Two warbands vie for control over a place of power.

Notes: 2 players. Symmetrical.

Setup

The players roll off. The winner is **Player 1**, and their opponent is **Player 2**.

Player 1 sets up the terrain on the battlefield. They must place an **objective marker** on the centre of the battlefield. They then set up terrain, and may not place any obstacles within 2" of the objective marker.

Player 2 divides the battlefield in half (lengthwise, widthwise or diagonally) and decides is which warband's **territory**.

Deployment

The players take turns deploying their fighters, one fighter per turn, starting with Player 1.

Each fighter must be deployed wholly within their warband's territory, at least 6" away from the objective.

Victory

Each friendly fighter within 1" of the objective increases your magic card hand limit by 1.

The battle is over at the end of any round if either warband does not have at least one fighter within 3" of the objective.

Otherwise, the battle is over at the end of the third round. The warband with the most fighters within 3" of the objective is victorious.

The Prize

There it lies, glittering: a treasure most valuable. Unfortunately, yours is not the only warband to have laid eyes upon it.

Notes: 2 players. Symmetrical. Requires one treasure object.

Setup

The players roll off. The winner is **Player 1**, and their opponent is **Player 2**.

Player 1 sets up the terrain on the battlefield. They may not place any obstacles within 3" of the centre point of the battlefield.

Player 2 places a single **treasure object** wholly within 3" of the centre point of the battlefield.

Player 2 divides the battlefield in half (lengthwise, widthwise or diagonally) and decides in which warband's **territory**.

Deployment

The players take turns setting up their fighters, one fighter per turn, starting with Player 1.

Each fighter must be set up wholly within their warband's territory, 6" or more away from the treasure.

Victory

The treasure is a carriable and moveable object.

A fighter has -1 Movement while carrying the treasure.

While a friendly fighter is carrying the treasure your magic card hand limit is increased by 1.

At the end of the third round the warband that is holding the treasure is victorious.

If neither warband is holding the treasure, and there are fighters remaining on the battlefield, continue playing. The first warband to pick up the treasure is victorious.

Treasure Dash

Finders, keepers.

Notes: 2 players. Symmetrical. Requires 5 treasure objects.

Setup

The players roll off. The winner is **Player 1**, and their opponent is **Player 2**.

Player 1 sets up the terrain on the battlefield.

Player 2 divides the battlefield in half (lengthwise, widthwise or diagonally) and decides is which warband's **territory**.

The players take turns placing **treasure objects**, one per turn, starting with Player 2. A treasure may be placed anywhere within 4" of the centre point of the battlefield and 2" or more away from any other treasures. Continue placing treasures until 5 have been placed.

Deployment

The players take turns setting up their fighters, one fighter per turn, starting with Player 1.

Each fighter must be set up wholly within their warband's half of the battlefield, 6" or more away from the centre point of the battlefield

Victory

The treasures are carryable and moveable objects. A fighter may not carry more than 1 treasure at once. While carrying a treasure, a fighter has -1 Movement.

Each treasure carried by a member of your warband increases your magic card hand limit by 1.

At the end of the third round the warband holding the most treasures is victorious.

In the event of a draw, continue playing until one warband is holding fewer treasures than the other at the end of a turn.

Fragment Frenzy

It's raining source fragments! Better grab as many as we can, before someone else does...

Notes: 2 players. Symmetrical. Requires 5 fragment markers.

Setup

The players roll off. The winner is **Player 1**, and their opponent is **Player 2**.

Player 1 sets up the terrain on the battlefield.

Player 2 divides the battlefield in half (lengthwise, widthwise or diagonally) and decides is which warband's **territory**.

Deployment

The players take turns setting up their fighters, one fighter per turn, starting with Player 1.

Each fighter must be set up wholly within their warbands territory.

Victory

At the beginning of each round, the players take turns placing **fragment objects**, one fragment per turn, starting with the player who finished deploying first (in the first round) or who finished activating fighters first (in subsequent rounds).

A fragment must be placed wholly within your opponent's territory and 2" or more away from any other fragments.

Continue placing fragments until 5 have been placed or it is impossible to place another fragment.

Fragments are moveable and carriable objects, but when they are picked up they are not carried and are instead *collected*. Remove collected fragments from the battlefield. Keep a tally of how many fragments your warband has collected.

For every 2 fragments collected by your warband, increase your magic card hand limit by 1.

At the end of the third round the warband that has collected the most fragments is victorious.

In the event of a draw, continue playing until one warband has collected more fragments than the other at the end of a round.

Hold the Line

One warband must break through the defensive line held by another.

Notes: 2 players. Asymmetrical.

Setup

The players roll off. The winner is the **Attacker**, and their opponent is the **Defender**.

The Attacker sets up the terrain on the battlefield.

The Defender decides which long edge of the battlefield is the **objective edge**.

Deployment

The Defender sets up all their fighters wholly within 3" of the objective edge.

The Attacker then sets up all their fighters anywhere in contact with the opposite battlefield edge.

Victory

Fighters in the Attacker's warband have the following Action:

Action - *Escape*

If this fighter is in contact with the objective edge, they **escape the battlefield**. Remove them from the battlefield. They do not count as being taken out of action. *Hint: You can use your step move to get into contact with the objective edge before triggering the effect of this ability.*

Each time one of the Attacker's starting fighters escapes the battlefield, the Attacker adds 1 to their magic card hand limit for the rest of the battle.

The Attacker is victorious if half (rounding up) or more of their starting fighters escape the battlefield. Otherwise, at the end of the third round, or if it becomes impossible for the Attacker to escape with enough fighters, the Defender is victorious.

Treasure Clash

A trove of valuable loot is ready to be pilfered, but multiple warbands have arrived to claim it all at once!

Notes: 3-4 players. Symmetrical. Requires 2 treasure objects per player, plus one additional treasure object.

Setup

This is a 3-4 player scenario, so requires a double-size battlefield.

The players roll off. Players are assigned numbers according to where they place in the roll-off.

Player 1 sets up the terrain on the battlefield.

The players take turns to choose which quarter of the battlefield will be their warband's **territory**. Turns are taken in the order in which players placed in the roll-off, starting with Player 2. A player may not choose a quarter of the battlefield that has already been chosen.

The players take turns placing **treasure objects**, one per turn. Turns are taken in the order in which players placed in the roll-off, starting with Player 2. A treasure may be placed anywhere within 6" of the centre point of the battlefield and 2"+ away from any other treasures. Continue placing treasures until all of them have been placed.

Deployment

The players take turns setting up their fighters, one fighter per turn, starting with Player 1.

Each fighter must be set up wholly within their warband's quarter of the battlefield, 8" or more away from the centre point of the battlefield

Victory

This scenario has the same Victory rules as [Treasure Dash \(p8\)](#).

Battle Royale

Rival warbands find themselves trapped in a rapidly-shrinking eye of the storm.

Notes: 3-4 players. Symmetrical.

Setup

This is a 3-4 player scenario, so requires a double-size battlefield.

The players roll off. The winner is **Player 1**, and the next highest-rolling player is **Player 2**. The subsequent players are **Player 3** and **Player 4**.

Player 1 sets up the terrain on the battlefield. They may not set up any obstacles within 3" of the battlefield centre.

The players take turns to choose which corner of the battlefield will be their warband's **starting corner**. Player 2 chooses first, followed by Player 3, then Player 4, with Player 1 choosing last. A player may not choose a corner that has already been chosen.

Deployment

The players take turns to deploy their whole warbands, starting with Player 1.

Each fighter must be set up within 3" of their warband's starting corner.

Victory

The last warband to have any starting fighters still alive is the victorious.

At the end of the first and second action phases, all fighters within 3" of the battlefield edge receive 4 damage.

At the end of the third and subsequent action phases, all fighters not within 3" of the battlefield centre receive 4 damage.

Each time an enemy fighter is taken out of action because of an ability used by a member of your warband, your hand limit is increased by 1 in the subsequent round.