

Tempest Crusaders

A Magewinds Fighter Pack

Version 1.5.0

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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

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

Missile Attack Spell - *Spark* - 1 Diamond

Range	Power	Precision
1 - 5	3	3

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
1	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

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: 10	Power: 5, Precision: 5

Missile Attack - Quick Shot

Range	Power	Precision
2 - 9	4	5

Missile Attack - Aimed Shot

Range	Power	Precision
2 - 12	6	6

To use this attack, this fighter must first use their *Take Aim* ability.

Action - Take Aim

Place a marker on a visible point within 10". In this fighter's next activation, they may make an Aimed Shot attack on a fighter within 2" of the marker. Remove the marker at the end of that activation.

Druid

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 - Wildform - 1 Heart

Cast this spell at the beginning of the Action Phase. It must drop any objects it is carrying. Until the end of the phase, this fighter is transformed into an animal. (You may wish to 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.

Sustained Spell Action - Entangle

Target a visible fighter within 9". Until this fighter's next action, the target may not move more than 1" at a time and cannot be pushed.

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

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. Remove the target from the battlefield, then deploy 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 original and which is the Doppelganger.

Spell Defence Reaction - Mirrorshield - 1 Club

This fighter may cast this spell when they are the target of an attack.

This fighter's Armour attribute is increased by the value of its Deflect bonus for the duration of the attack. In addition, if any hits are blocked then the attacker receives a number of hits equal to the number of hits blocked.

If this fighter makes a step move, they may not end it closer to the source of the attack.

Doppelganger

Slots	Limit
-	-

Toughness	Movement
-	-

Armour	Deflect	Evasion	Dodge
-	-	-	-

Passive Ability - Doppelganger

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

Until the **illusion is broken**, this fighter 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.

The **illusion is broken** when this fighter or its original receives damage, attempts to cast a spell, or attempts to use any ability that would directly affect another entity (such as a fighter or object).

For example, if the Doppelganger or its original attempted to make an attack action, the illusion would be broken.

When the illusion is broken, immediately remove this fighter from the battlefield.

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 on a visible point within 5" of 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: 4, Precision: 9	Power: 7, Precision: 5

Ability - Charge

When this fighter finishes a Move Action which they started 1" or more away from any enemy fighters, this fighter may immediately make a melee Attack Action. They may not make a step move in that Attack Action.

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

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: , Precision:	Power: , Precision:

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 - Untrained

This fighter may not cast spells.

Changelists

v1.0.1

- The Cleric may now Revive enemy fighters.
- The Cleric's Revive spell action now returns fighters to life with half health. Also, they will have one action remaining (instead of none) if they were Revived in the current round and two actions remaining otherwise.
- The Wizard's Zap spell attack is now Precision 5
- The Wizard's Blast spell attack is now Precision 5

v1.1.0

- Added a new fighter profile: the Seer!
- Rephrase Energize to be more clear and make use of the new "Recovering Actions" Core Rule (20.3).

v1.1.1

- The *Energize* universal ability now costs 1 Heart, 1 Diamond instead of 1 Heart, 1 Spade
 - This is, I confess, pretty much entirely for lore reasons. However, it should also free up Spades for other things, and give all warbands one more reason to channel Diamonds.
- Changed the Warrior's *Charge* ability
 - The attack action is no longer free, but any attack choice may be chosen.
- Changed the Seer's *Insight* ability
 - Now less passive and hopefully easier to understand.

v1.2.0

- Rename to "Tempest Crusaders" because it sounds cooler and also a JoJo reference
- Add the Minion (beta)
- Add the Warlock (beta)

v1.3.0

- Increase the Minion's Toughness by 1
- Make a pass on nearly all Evasion 0 fighters to have Evasion 1
 - Exceptions are the Minion (they're supposed to suck) and the Guardian (heavy armour)
 - To compensate, all the fighters whose Evasion increased have had their Dodge bonus decreased by 1
 - Also to compensate, Precision on nearly all attacks has gone up by 1
- Warlock:
 - Summoned Minions no longer need to be maintained
 - Summon has a longer range
 - Summoned Minions start with a single action counter
 - Empower is more expensive and now causes all visible friendly Minions to recover an action
- Minion:
 - Minions are no longer Feeble
- Warlock + Minions might be overpowered now but that's why they're still in beta

v1.3.1

- Change the Minion's Toughness from 4 to 3. So they should now die in one hit to most Light Attacks, unless they Deflect.
- Move Minion and Warlock out of beta. They seem okay! I'll probably revisit them in the future and can tweak balance or make them more interesting then.

v1.4.0

- Add the Assassin (beta)

v1.5.0

- Add the Duellist (beta)
- Add the Druid (beta)
- Add the Mesmer and Doppelganger (beta)
- Various balance tweaks and wording tweaks.
- Guardian: Remove Defend, make Ward a bit more powerful.
- Acolyte: Remove Spark and add it to Universal Abilities.

- Universal Abilities: Buff Recover
- Universal Abilities: Nerf Barrier