

MAGE WARS SOLO VARIANT RULES

Your Mage (YM) = Your selected mage
Dummy Mage (DM) = AI mage/opponent

Setup

1. Prepare your selected mage spell book
2. Build 4 decks for the Dummy Mage as follows:
 - Creature Deck - 15*
 - Incantation Deck - 10*
 - Enchantment Deck - 10*
 - Attack Spells Deck - 10*

***See the suggested starting decks for your first game at the end of these rules.**

3. Select an opposing Dummy Mage and put it in the opposing starting zone with a Quick Cast marker and an Action Marker(unless you own an additional quick cast marker). These 2 markers represent the quick casts/actions for the DM in Stages 1 & 3 of the Action Stage (the DM will Quick Cast/Act twice per round). Also set a status board up to use for tracking the damage/life of the selected dummy mage. Set the life total at the total for the selected mage. You can set this total higher for a greater challenge or lower for a shorter game.

Gameplay

Ready Stage

Initiative - (the DM gets initiative at the start of the game)

Reset - reset YM & DM action markers

Channel - YM channels mana accordingly (no mana management for DM)

Upkeep - check both YM & DM cards for upkeep (i.e. condition damage, regeneration, etc.)

Planning - YM selects 2 spell cards to use this round

Deployment - YM deploys per rules

Action Stage

1. First Quick Cast Stage -*(see the [Quick Cast/Action Die Roll Sequence](#) for DM quick casting/actions on the next page)*
2. Creature Actions Stage -
 - a. Your Mage (you may pass per rules if the Dummy Mage has more creatures)
 - b. Dummy Mage *(see the **Creature Action Sequence on the 3rd page**)***REPEAT a & b UNTIL ALL CREATURES ARE OUT OF ACTIONS**
3. Final Quick Cast Stage - (the DM will quick cast/act AGAIN just as he did in the 1st Quick Cast Stage. YM will only quick cast here if he has not already done so as per rules.) (just to be clear - the DM will Quick Cast/Act 2 times - once in Stage 1 & once in Stage 3)

*If you choose to pass on your 1st Quick Cast, the DM will Quick Cast/Act first.

**If a condition like Stun is placed on the DM, the DM will flip over it's Quick Cast marker for that stage and not act until the next possible Quick Cast/Action.

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Quick Cast/Action Die Roll Sequence for the Dummy Mage

When Quick Casting/Action for the Dummy Mage you will roll the 12 sided die and act according to the die roll result and corresponding numbers below. The Dummy Mage will Move, Summon a creature, or Cast an Enchantment/Incantation, or Cast an Attack Spell.

****If the DM is 3 zones or more away from ANY enemy creature, re roll all results of 8+ until you roll a result of 1-7. This is usually happens at the beginning of the game - avoids DM stagnation.***

1 - 3 = Move the DM by rolling the d12 again and use the Compass Rose or Codex (under Push definition) to determine direction. If the DM is against an arena wall and can't move in the rolled direction, he will stay in the current zone and not move this turn.

4 - 7 = Add 1 random creature from the creature deck to the zone with the Dummy Mage (remember to add an 'inactive' action marker. This creature will become active in the next Reset stage.)

8 -10 = Cast an Enchantment OR an Incantation by rolling the d12 again:

On the 2nd roll, draw according to the ranges below:

1-6 = draw an Enchantment Spell from the Enchantment Deck -

- i. If it is an **Enemy Zone** enchantment cast it in a manner that will effect YM and/or as many enemy creatures possible within range.
- ii. If it is an **Enemy Creature** enchantment, cast it on the enemy creature with the highest remaining life value within range.
- iii. If it is a **Friendly Creature** enchantment cast it on the creature with the lowest remaining life value that is in the same zone with an enemy creature or with the YM. If none are in the same zone, put it on the creature with the lowest remaining life value that is closest to YM. If there is more than one creature like this, choose randomly. The enchantment is cast and revealed immediately.

(if the Enchantment would not make sense or be able to work effectively, discard it and continue to the next stage - i.e. Maim Wings would not work if there are no enemy creatures with flying in a zone within range.)

7-12 = draw an Incantation from the Incantation Deck -

Place this incantation using the same criteria in the above steps for enchantments (i. ii. iii.).

(if the Incantation would not make sense or be able to work effectively, discard it and continue to the next stage. i.e. Battle Fury w/o being able to attack because it's the end of round or no creatures available.)

*If there are no creatures in range for these spells, discard the spell and move on. (This works as a good balance to the 'unlimited mana' that the DM has.)

**If at any time a deck is exhausted and the roll results in a draw from that deck - the DM loses this turn.

11 -12 = Cast Attack Spell -

A. Draw an Attack spell from the Attack Spell Deck

B. This spell will always targets YM first. If it is a Zone Attack it effects all objects in the zone, friendly and enemy. If the YM is out of range it will target the closest YM creature or zone with YM creature(s). Use the Enchantment/Incantation criteria(i. ii. iii.) above. If nothing is in range, discard the spell.

*Spells which involve a push effect will require a roll for push direction. See the Codex and look under Push for the corresponding die roll/directions or use the Compass Rose.

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Creature Action Sequence for the Dummy Mage

Creature actions for the DM should be handled as follows:

*If YM has more active creatures than the DM, the DM will pass until you each have an equal amount. Start with the creature that has the highest mana cost and then each turn move to the next highest mana costing creature sequentially (choose randomly if equal). Each creature will attempt to do one of the following actions in this order:

- A. Make a legal Full Action attack on the YM or the YM's creatures.
If the DM creature has 2 types of legal attack choices choose one randomly.
 - i. DM's creatures will always attack YM first, if able.
 - ii. DM's creatures will attack YM's creatures if YM is unable to be attacked. If more than one creature can be targeted, attack the creature with the highest remaining life value. (remember to check for Guards)
- B. Move 1 Zone & Attack with a Quick Action using the same criteria for step A (above).
- C. Move 2 Zones if able and always toward YM or YM's creature with the highest remaining life value **if it is closer** - when equal zone distances apart, move the creature towards YM. (i.e. - YM creature and YM are both 2 zones away).

**The DM's creatures will try to move through walls if the YM is on the other side of a wall within the zone the wall is assigned. Otherwise they will attack the wall if able and pursue YM.

***Once a DM's creature is engaged in battle with YM, YM's creature, or an object (conjunction) it will stay and attack all objects that are attackable until there are none left in that zone. Once there are no creatures to attack (eliminated, moved away, or from traits like flying, invisible, etc.) it will pursue YM or the next closest creature if YM is further away.

Game End

•When either Mage gains damage to reach their life total.

•As an alternate Game End condition you can try this:

When the DM's creature deck is exhausted and all the DM's creatures in the arena have been eliminated. In this case, total the mana cost of all the YM's creatures killed by the DM and multiply it x2. Then total the mana cost of all the DM's creatures killed by the you (YM). If your total exceeds the DM's total w/the multiplier, you win!!!

Suggested Starting Dummy Mage Decks/Spell Book

<u>Creatures</u>	<u>Enchantments</u>	<u>Incantations</u>	<u>Attack Spells</u>
Bitterwood Fox x2	Agony x2	Battle Fury x2	Blinding Flash x2
Brogan Bloodstone	Bear Strength x2	Heal	Electrify x2
Darkfenne Bat x2	Bull Endurance x2	Knockdown	Fireball
Darkfenne Hydra	Eagle Wings	Banish	Flameblast
Emerald Tegu	Falcon Precision	Perfect Strike x2	Jet Stream
Firebrand Imp	Maim Wings x2	Charge x2	Pillar of Light
Gorgon Archer		Purge Magic	Ring of Fire
Highland Unicorn			Thunderbolt
Dark Pact Slayer			
Mana Leech			
Skeletal Sentry			
Stonegaze Basilisk			
Timber Wolf			

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Dummy Mage Turn Examples

The DM has initiative and it is Action Stage 1/First Quick Cast. You roll the d12 for the DM's 1st Quick Cast/Action and the result is a 9. You check to see if the DM is less than 3 Zones away from any of YM's creatures or YM. It is not so you must re roll the d12. This time you roll a 3. This means the DM will move so you roll again for direction. You roll a result of 5 so the DM moves one zone to the east/right. (see Example 1)

DM's turn during the Action Stage 2/Creature Actions Stage. The DM has 3 creatures in the arena - a Bitterwood Fox (mana cost 5), an Iron Golem (mana cost 13), and a ManaLeech (mana cost 8). The Iron Golem will act first since it has the highest mana cost, followed by the Mana Leech, and finally the Bitterwood Fox. (see Example 2)

Action Stage 3/Second Quick Cast. You roll the d12 for the DM's 2nd Quick Cast/Action and this time the result is a 5. You draw a creature from the creature deck pile and add it to the zone where the DM is. Place an 'inactive' action marker on this creature. (see Example 3)

**The following 3 examples would happen if the DM is less than 3 zones from YM or YM creature*

*Quick Cast/Action d12 die roll results in a 9. You must roll the d12 again to determine if it is an Enchantment or Incantation and this time roll a 2. You draw an Enchantment from the Enchantment Deck and it is Bear Strength. The DM's creatures are 3 zones away so you can not cast it on any of them and you must discard it without any effect.


*Quick Cast/Action d12 die roll results in a 10. You must roll the d12 again and this time you roll a 9. You draw an Incantation from the Incantation Deck and it is Battle Fury. The DM has 2 friendly creatures within the spell range requirement. One is an Emerald Tegu with 5 damage and the other is a Bitterwood Fox with no damage. You must cast it on the Emerald Tegu since it has the lowest remaining life value. (see Example 4)

*Quick Cast/Action d12 die roll results in a 12. You draw an Attack Spell from the Attack Deck and it is Jet Stream. There is an enemy creature in the zone adjacent to the DM so you roll the dice and apply the damage and effects to that creature.

The DM has an Emerald Tegu that is in a zone with 3 of YM's creatures. It is the Emerald Tegu's turn and you must determine which of the 3 creatures it is to attack. There are 2 Bitterwood Foxes and a Thunderift Falcon. One Fox has 3 life remaining, the other Fox has 4 life remaining, and the Falcon has all 5 life remaining. The Falcon should be the target of the attack but it has the flying trait and can't be reached therefore the Fox that has 4 life remaining is attacked since it has the highest remaining life value and is a legal target. (see Example 5)

*For a greater challenge, see if you can create tougher creature, enchantment, incantation, or attack spell decks (or make ALL the decks stronger!) or even make the DM life total higher. Please send any suggestions or feedback to me at BGG through the files page you downloaded these rules from, the thread announcing these rules, or geek mail. I hope these rules bring you some enjoyment of this great game when you can't find a partner to play it with!

Example 1

<i>Moves 1 zone east/right</i> DM 	1 zone away	2 zones away	
1 zone away	2 zones away	3 zones away Timber Wolf (YM's)	
		4 zones away YM	

Example 2

DM	<i>The Iron Golem acts first followed by the Mana Leech and then the Bitterwood Fox.</i>
(1) Golem (DM's) Mana Cost 13	(2) Leech (DM's) Mana Cost 8 (3) Fox (DM's) Mana Cost 5

Example 3

DM New Creature (w/inactive marker)	
Golem (DM's) Mana Cost 13	Leech (DM's) Mana Cost 8 Fox (DM's) Mana Cost 5

Example 4

DM	DM will cast Battle Fury on the Emerald Tegu since it has the lowest remaining life value.
Emerald Tegu - 5 damage (3 life remaining)	Timber Wolf (YM's) (Fox - No damage (5 life remaining)) YM

Example 5

DM The Emerald Tegu will attack the Fox with 4 life remaining since the Falcon has the Flying trait and can't be reached for an attack.	Emerald Tegu (DM's) Fox (YM's) - 3 life remaining Fox (YM's) - 4 life remaining Falcon (YM's) - 5 life remaining
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Draw on Rolls of 4-7

Creature Deck

Draw on Rolls of 11-12

**Attack Spell
Deck**

1-3

10-12

**On rolls of 1-3 the DM will
move. Roll again and use
this compass.**

4-6

**Draw on Rolls of 1-6
AFTER initial Roll of 8-10**

**Enchantment Spell
Deck**

7-9

**Draw on Rolls of 7- 12
AFTER initial Roll of 8-10**

**Incantation Spell
Deck**