

Set Up:

Each player makes a Wizard by choosing which Magic Discipline their Wizard follows, each Discipline comes with its own unique Discipline Spell, Ability and Minion. Give the Wizard a name and backstory: Where are they from? Why are they competing? etc.

Players determine who is Player 1 and Player 2, either by a roll-off, or determining who has done the most wizardly thing recently (grown a beard, discovered an esoteric tome, etc.).

Player 1 sets up the terrain on the Arena however they wish, Player 2 selects which board edge of the Arena they will start on, Player 1 gets the opposite side.

Player 1 sets up their team by putting their Wizard and 1 Minion on any of the spaces on their board edge. Player 2 then does the same on their side.

The Players roll off again to see who has the most fans in the audience, the winner gains 1 Crowd Favor.

Player 1 has the first turn.

Measuring:

Distances for Movement and Ranges for Actions are measured in “spaces” on the grid. Diagonal moves/measures are not allowed. Any combination of straight moves is fine though, e.g. “staircase”: 1 forward, 1 across, 1 forward, etc.

The Game Turn:

Each Player turn has 3 phases; Start Phase, Spell Selection, Action Phase. Once each Player has had a turn, it is considered the end of the Game turn and play passes back to Player 1.

Start Phase:

Some Wizards have abilities that trigger during this Phase, these get resolved first. The active player can spend 1 Crowd Favor to roll 1 D6 on the crowd reaction card. They can spend extra Crowd Favor for a +1 bonus to the roll for every extra point spent. This must be done before rolling.

Spell Selection:

The active player selects their spell for this turn. They roll 2 D6 and consult the spell card. They then select 1 of those 2 spells or the “Arcane Rocket” spell to use this turn. If duplicates are rolled, then choose any spell.

The rules for “Discipline Spell” are different for each Wizard and listed with their stat line.

Action Phase:

During the action phase, each model can make a Move and 1 Action. A Wizard's action is to cast their selected spell. A Minion's action is listed with their stats.

The active player can select the models to activate in any order, and they can Move, then take an Action or vice versa. Fully resolve one model before moving onto the next one.

A model can move a number of spaces equal to their Move stat. Models cannot move through terrain or other models. If a model has any enemy models within 1 space when it starts a Move, it takes 2 Damage. This does not apply to Moves caused by a Spell and doesn't stack.

When performing an Action, you must select a model within range as a Target.

Draw an invisible line between the center of the active model's space and the center of the Target's space. If that line crosses a space that has a terrain piece on it, the Target is obscured, and you must choose another Target.

If the Target is an ally, the action is instantly resolved. If the Target is an enemy, both players roll a D6, the active model adds their “Skill” and the Target model adds their “Defence”. The results are then compared.

If the active model wins, the action is resolved. If the Action deals damage, the Target's Health is reduced by that amount.

If it's a tie, there is a magical explosion. Players roll off (without adding Skill/Defence). If the Target wins, the Action is reflected, resolve the Action treating the active model as the Target. If the active player wins, the Action is successful and deals double damage. Either way, the active player gains 1 Crowd Favor.

When a Minion reaches 0 Health, they are removed from the Arena, and the active player gains 1 Crowd Favor.

Winning

If a Wizard reaches 0 Health, they are knocked out and the game ends. Roll 1 D6, adding 2 if they were knocked out by a Wizard. On a 5 or lower they are simply unconscious, on a 6 or higher they succumb to the magic energies and are killed, melted, vaporized, etc.

The remaining Wizard is declared the victor and showered in fame and glory.