



v1.0 9/4/2010

---

Magical Strike is a cooperative miniature figure game inspired by anime series Strike Witches.

Defend the Earth! Only the teenage Witches, with the help of 1940's best flying technology the Striker units, can stop the alien Neuroi invasion. Fly over the massive Neuroi, clearing beam points, while searching for the core. Hurry, to the core segments and destroy them before the Neuroi reaches your home base! Each turn the Neuroi will charge up it's deadly beams and attack any Witches that get too close!

Magical Strike is a team game. One or more players try and beat the Neuroi, while it responds according to the game rules. You all win or lose together!

## What you need

---

Magical Strike is played on any flat surface the size of your average dinner table. The game uses four special decks of cards, a progress chart, two tokens and a few six sided dice. At the end of these rules you'll find links to PDF files which allow you to print out everything you need to play.

Magical Strike is much prettier with the official Strike Witches trading figures, but you can play with just the cards, or substitute any Gashapon (collectible Japanese anime figures) instead.

# Witches

## Witches

Each Witch has a character card that lists her skills and special abilities. If you are using Witch figures, keep the card in front of you for easy reference. If you have no figures, you can use the cards themselves to represent the Witches on the playing surface.

## Witch Magic

Magic cards represent a Witch's current magical power. They are collected into a hand for each Witch and are spent to accomplish various actions.

# Neuroi

## Neuroi Body

The Neuroi is made up of cards which are laid out in a staggered grid to represent the body of the attacking alien monster. The Neuroi body functions as the game board. Each of these body cards is double sided, with a charged red side and a normal black side. Different Neuroi are represented by laying out the cards in different configurations.

## Neuroi Beams

The beam deck is how the Neuroi attacks the Witches. Each turn a number of these cards is revealed according to the distance from the home base and the corresponding Neuroi body part becomes 'charged'.

## Neuroi Progress

The Neuroi progress represents how close the Neuroi is to the squadron's base. The progress chart also track's the Neuroi's frenzy level, which can cause the Neuroi to advance even faster! You will need two tokens to track progress along each track.

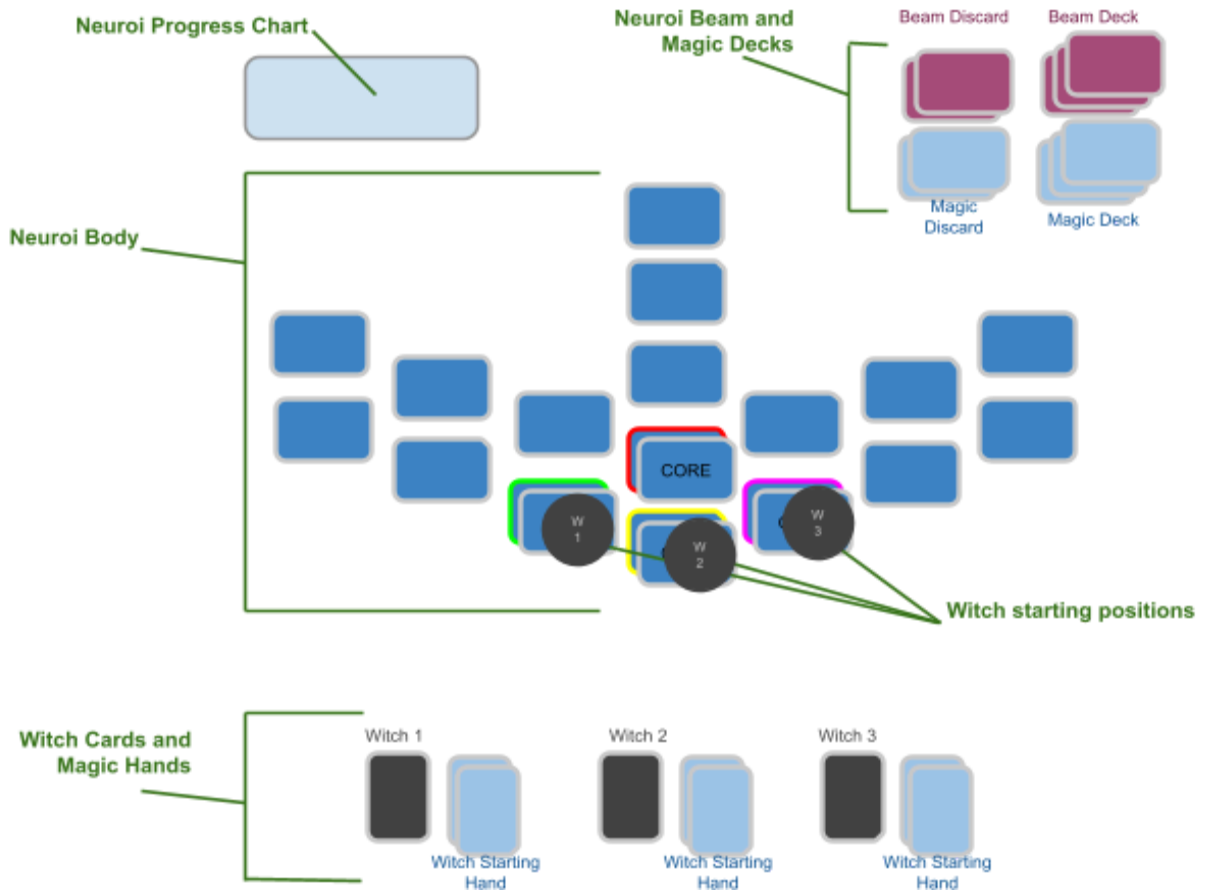
# How to Play

---

## Prepare for Battle

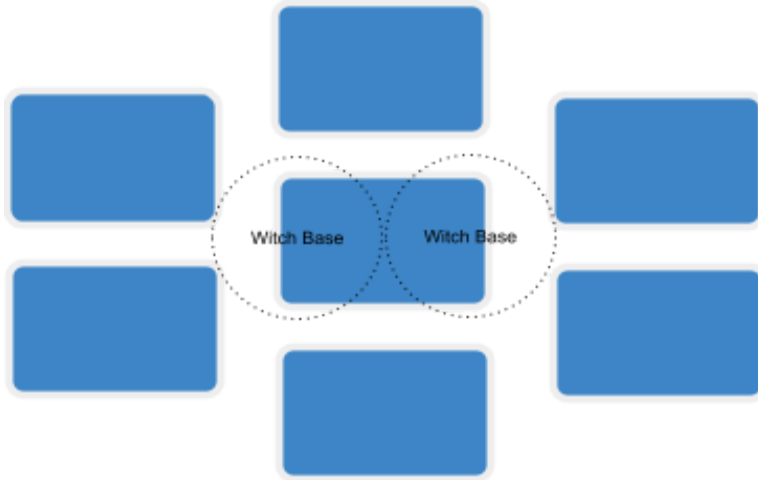
---

Example initial setup:



## Layout the Neuroi

Pick a Neuroi from the Neuroi Recognition Guide at the end of the rules. Fill in the Neuroi body in the specified staggered grid pattern. All the cards should be played with their normal side up. Be sure to leave enough space between the cards so that your Witches do not get too crowded!



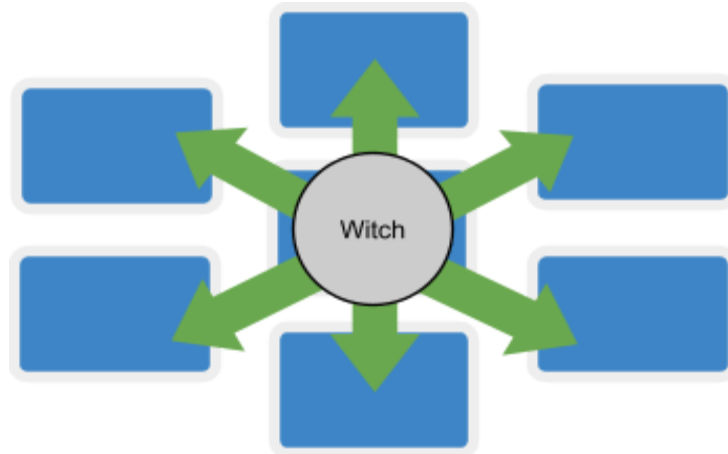
The order of the numbers and core segments labels do not matter much, they can be placed in any configuration. However to quickly locate which body segments are charging, you'll want to lay out body segments in numerical order.

Core segment cards are placed under the normal numbered body cards. Be sure to leave enough of the core segment card visible so that you can find it later.



### **Adjacent Spaces**

The rules sometimes refer to 'adjacent spaces' for the purposes of moving and attacking. In Magical Strike adjacent means any of the six touching spaces.



---

## Prepare your Witches

Shuffle the Witch cards and give one to each player. Each Witch has different combat and movement attributes, as well as a special ability.

- **Speed** - How many actions a Witch can take each turn.
- **Attack** - How many dice a Witch can roll in an attack.
- **Special Ability** - This attribute is unique to each Witch and allows them to fight the Neuroi or support their team in unique ways.

Place your Witches on the Neuroi in any of the specified starting spaces.

Shuffle the Magic cards and deal 2 to each Witch. Set the Magic deck beside the Neuroi, leaving room for a discard pile.

If you draw any **Neuroi Advance**, or **Uniform Malfunction** cards, reshuffle them into the Magic deck and draw replacement cards.

---

## Set the Neuroi Levels

Select the Neuroi starting progress level based on your skill or the recommended difficulty of the Neuroi pattern. If the Neuroi Progress counter reaches the Squadron base the game is over and the Witches lose!

The Neuroi Progress level also indicates the rate at which Neuroi beams charge up.

The Neuroi Progress counter is advanced in one of two ways:

- The Witches draw a **Neuroi Advance** card from the magic deck.
- The beam deck is depleted and reshuffled.

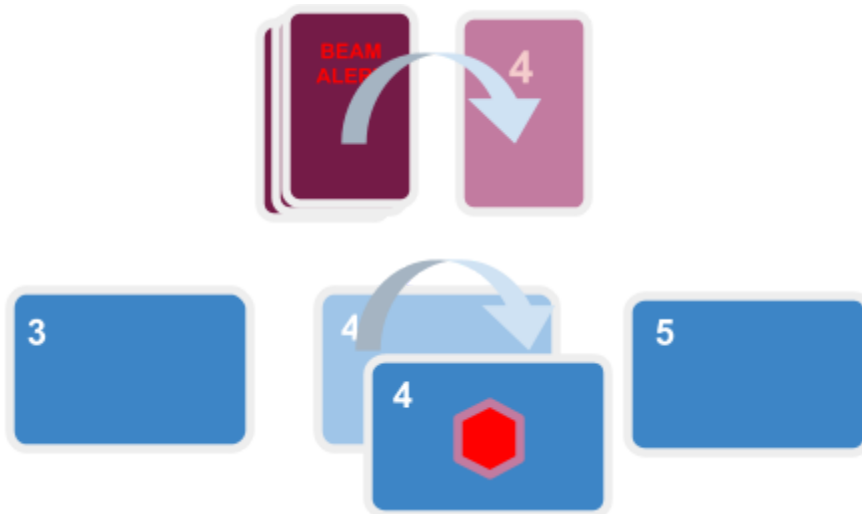
Set the Neuroi Frenzy level to 1. If the Neuroi frenzy level reaches it's max, then the Neuroi advances faster towards the Witch's base.

---

## Pre-charge the Neuroi Beam Cards

Shuffle the Neuroi beam cards. Set the beam deck beside the Neuroi body leaving room for a discard pile.

Draw 4 beam cards. For each of these cards, charge up the corresponding Neuroi body part by flipping the Body card over to the charged side.



After charging these initial spaces, shuffle all drawn cards back into the deck.

## Battle

---

Each Battle against the Neuroi is played in a series of turns until the Neuroi is destroyed, or the Witches are defeated.

The parts of a turn are:

1. **Neuroi Charge** - The Neuroi charges up it's beams.
2. **Witch Strike** - The current Witch takes a number of actions: flying, helping her comrades, and of course, attacking the Neuroi.

- Neuroi Attack** - If incoming cards were drawn during the charging phase, the Neuroi now attacks the Witches.

---

## Neuroi Charge

Before a Witch's turn, the Neuroi charges up a number of beam points along it's body.

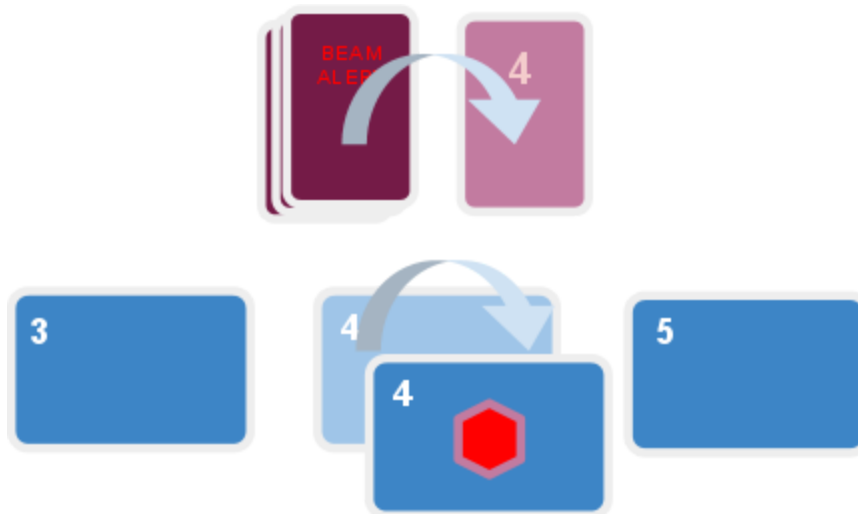
### Neuroi Progress

The Neuroi progress indicates the rate at which the Neuroi charges it's beams. It increases as the Neuroi approaches the Witches' base.

### Beam Charging

Draw the number of beam cards as indicated by the current progress and place them on the discard pile.

For each of these cards, charge up the corresponding Neuroi body part by flipping the Body card over to the charged side.



When the beam deck is exhausted, shuffle the discards to make a new beam deck and advance the Neuroi progress by one.

### Over-charge frenzy

If you draw a beam card with a number that corresponds to a Neuroi body space which is already charged, advance the Neuroi frenzy by one. If the Neuroi frenzy is at max, advance the

Neuroi progress instead.

---

## Witch Strike

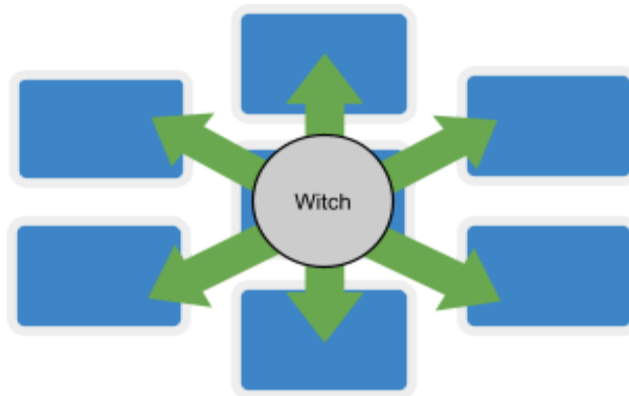
On her turn a Witch may take a number of actions equal to her action rating. Some actions may be modified or may require spells to be played from a Witch's hand of magic cards. In addition to common actions some Witches's Special abilities count as actions.

---

## Common Actions

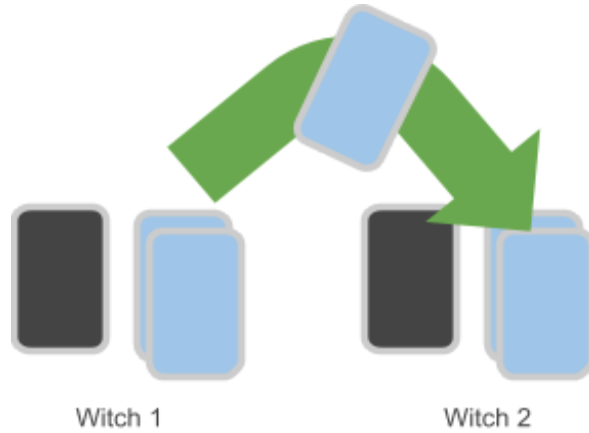
### Fly

Fly a Witch to an adjacent space.



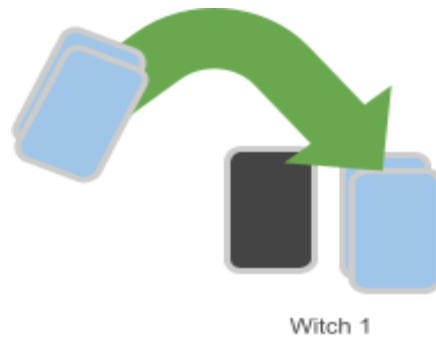
### Transfer a Magic card to another Witch

If you are in the same space as another Witch you may give (not take) a magic card to that Witch.



**Focus**

You may draw two Magic Cards.



**Clear a charging beam point**

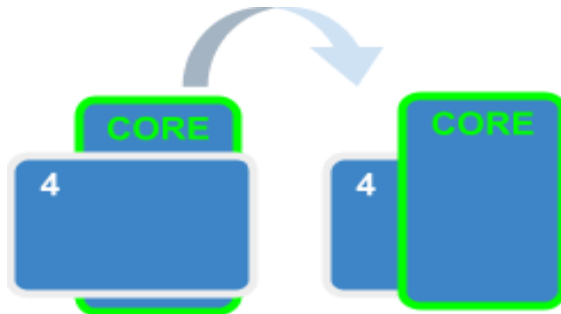
A Witch may clear any adjacent charged beam by flipping the card over to its normal side. This includes the beam under the Witch.



**Reveal a Neuroi Core**

Before a core segment can be destroyed, it must be located and revealed. To locate a Neuroi core segment a Witch must collect 4 **core targeting** magic cards.

Discard 4 **core targeting** cards of the same color to reveal the core segment of the corresponding color. Take the core segment card from under the Neuroi body card, and place it on top. Be sure to leave the body segment card number visible for charging the body segment beam.

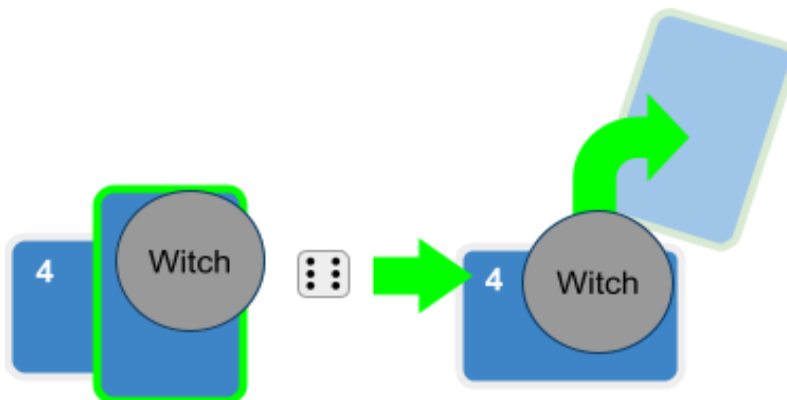


The Witch does not have to be flying over the core segment space to reveal it.

### Attack the Neuroi core

Once the core segment has been revealed, a Witch flying over the core segment may try to destroy it.

Roll your attack dice. If any die equals 6, remove the core segment card to mark it as destroyed. Place the destroyed core segment under the character card of the Witch that scored the kill.



---

### Witch Magic

A Witch's max Magic card hand size is 5. If she ever has more than 5 cards, immediately discard down to 5.

Magic cards are used to perform various magical spells. Magic spells are never counted as

actions, but may modify actions.

Each Magic Card lists a specific **tactical spell**. Additionally, any Magic Card can instead be used to perform a common spell: **speed boost**, increase **attack power**, or summon a **magical shield**. When playing a Magic Card, the Witch must choose only one of these 4 possible spells.

Common Magical spells:

- **Speed Boost** - During a Witch's fly action, discard any 1 card to move 1 extra space. You may discard multiple Magic cards in one action to increase your speed boost the corresponding amount.
- **Attack Power** - During a Witch's attack action discard any 1 card to roll 1 extra die. You may discard multiple Magic cards in one action to increase your attack power the corresponding amount.
- **Magic Shield** - When hit by a Neuroi beam, discard any 1 card to block 1 Neuroi beam hit. You may discard multiple Magic cards to block multiple hits.

Tactical Magical spells:

- **Core Targeting** - During a Witch's turn, discard 4 Magic targeting cards of the same color to reveal the Neuroi core segment of the matching color.
- **Friend in Need** - Discard this card to move to the same space as any other Witch. Play at anytime.
- **Piggy Back Attack** - Anytime two Witches are in the same space and one is attacking, discard this card. Roll attack dice for both Witches simultaneously.
- **Symmetrical Docking** - Anytime two Witches are in the same space, discard this card. The acting Witch may use Magic cards from the other Witch's hand in addition to her own, or may use another Witch's special ability.
- **Immelman Turn** - Immediately clear any three charged beam points.
- **Magic Shield** - Block all hits to any one space

Although several of these Magic cards can be played at any time, they can only be played by the Witch holding the card. For example: Perrine could play **Friend in Need** during Elia's turn to move herself to Elia's space; however by playing **Friend in Need** Perrine cannot move Mio to Elia's space.

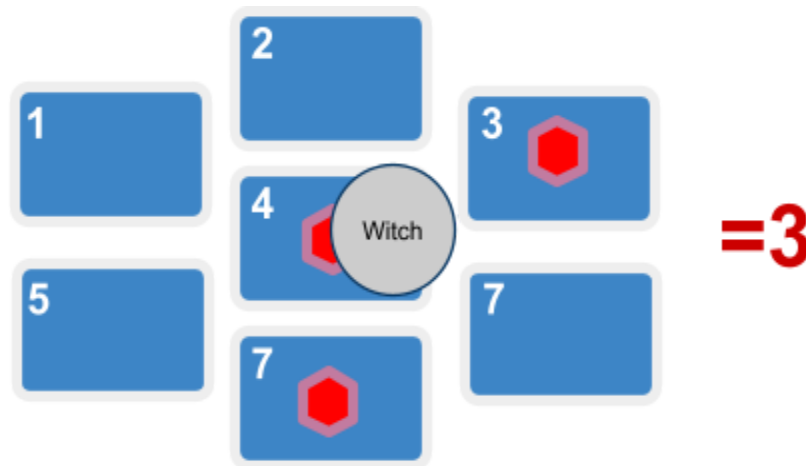
In addition to Magic Cards, the Magic Deck also contains some **Neuroi Advance** and **Uniform Malfunction** cards. These cards represent mishaps during the mission and take place immediately when drawn.

- **Neuroi Advance!** - The Neuroi advances closer to the squadron's base!
  - a. Advance the Neuroi Progress counter.
  - b. Reshuffle the beam discard deck, and place it back on top of the beam draw deck.
- **Uniform Malfunction!** - An in-flight incident which distracts a Witch from focusing her magic energy. All cards drawn in that focus action are discarded.

---

## Neuroi Attack

Each Witch suffers one hit for each adjacent charged card (including the card she is on).



## Magical Shields

Witches protect themselves from Neuroi attacks by summoning magical shields. When hit, a Witch must immediately summon a magical shield by discarding a Magic card.

Two Witches in the same space may share a magical shield. If another Witch is in the same space, count each adjacent charged cards as one hit against the two Witches together. Either or both Witches may discard cards up to the total number of adjacent cards. The number of hits is not doubled.

## Witch KO

If a Witch receives more hits than she has Magic cards to discard, then she is knocked out of action. Remove the Witch from play.

## Mission End

---

## Losing

There are two ways to lose:

- All your Witches are knocked out.

- The Neuroi reaches your home base.

## **Winning**

There is only one way to win: destroy all four core segments!

# Quick Reference

---

## Set Up

1. Layout Neuroi - Select a Neuroi Pattern; lay out the Body and Core cards.
2. Prepare Witches - Select 2-4 Witches and place them in airspace next to the Neuroi. Shuffle the Magic deck and deal 2 cards to each Witch.
3. Set Neuroi Levels.
4. Pre-charge Neuroi beams - Shuffle the beam deck and pre-charge 4. Shuffle again.

## Order of Play

### 1. Neuroi Charge

- a. Charge beams - based on progress level. Advance Neuroi progress and reshuffle if exhausted.
- b. Over-charge - already charged beam points increase Neuroi frenzy. If frenzy is at max, advance Neuroi progress.

### 2. Witch Strike - number of actions = Witch speed

- a. Fly - 1 space. Discard 1 Magic card per extra speed boost space.
- b. Transfer Magic - must be in same space.
- c. Focus - Draw 2 Magic cards.
  - i. Neuroi Advance - advance Neuroi progress token + reshuffle beam discard and place on beam deck.
  - ii. Uniform Malfunction - immediately discard all Magic cards.
- d. Attack - Roll dice equal to Witch Attack. Discard 1 Magic card per extra die.
- e. Reveal Core - Discard 4 Magic cards of the same color

### 3. Neuroi Attack against acting Witch

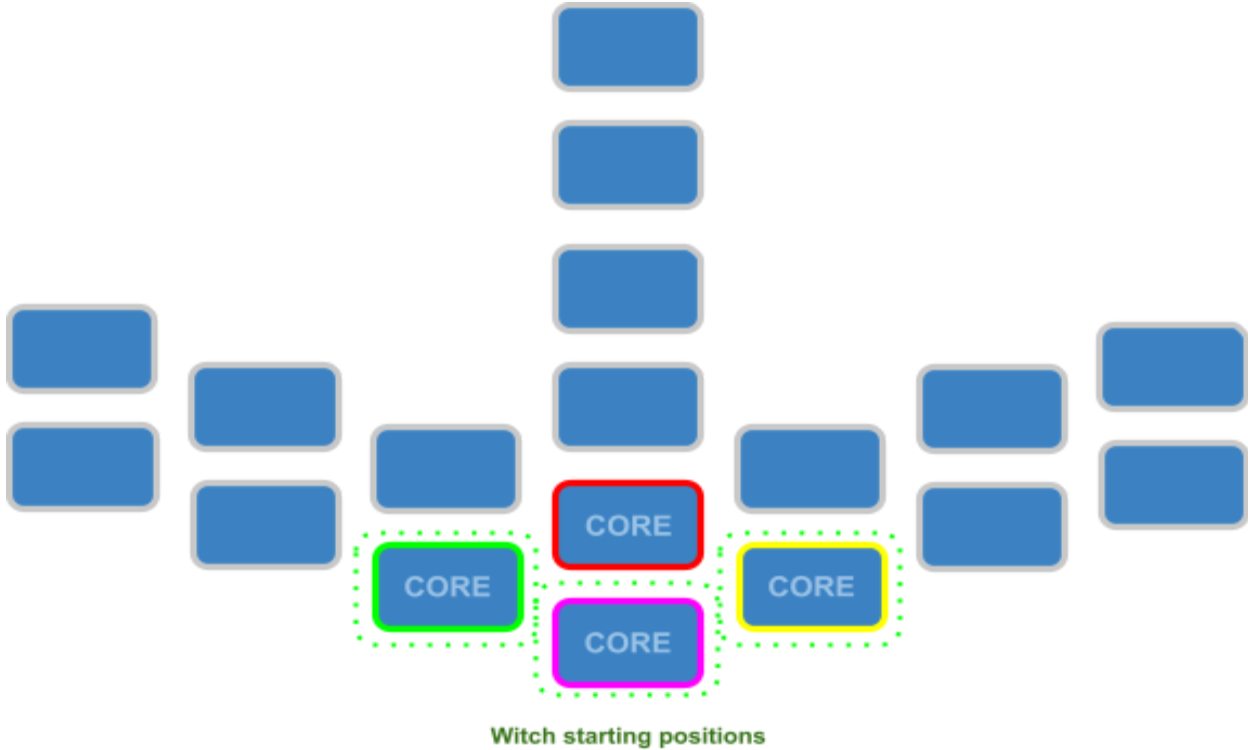
- a. For each location containing Witches - 1 hit for each adjacent charge
  - i. Discard Magic cards = hits
  - ii. No Magic = KO Witch

# Neuroi Recognition Guide

---

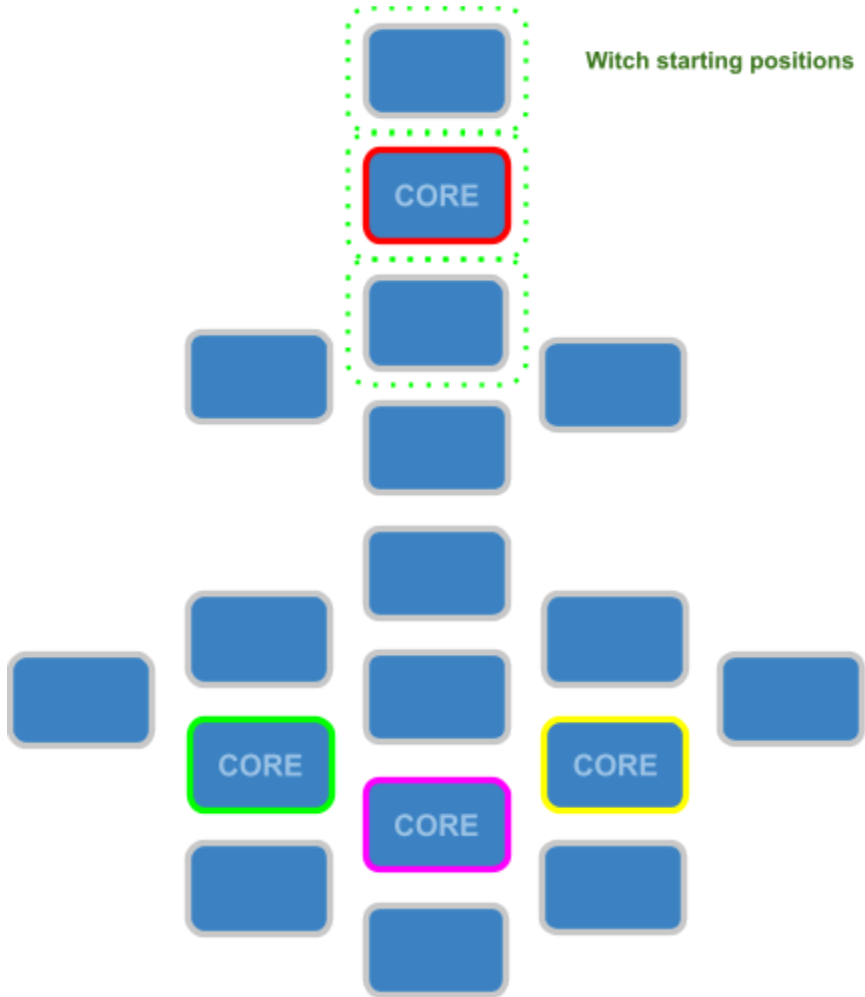
## N-Able

---



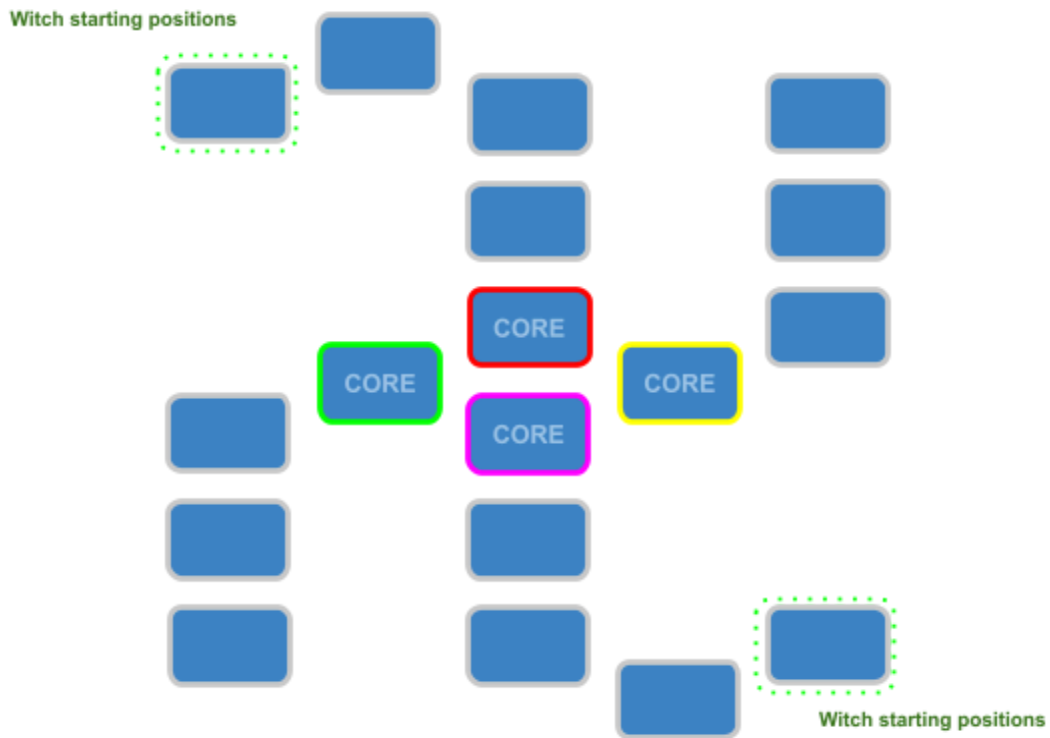
## N-Bravo

---



**N-Charlie**

---



## Print and Play Files

---

All the files you need to play Magical Strike can be found in this folder:

<https://docs.google.com/leaf?id=0B0MKqnMGIYTMDBIMzMzNWEtZDA3My00NGNlLtk3MjgtOWZhYzdiNjhmYjk2&hl=en>

### Witch Cards:

<https://docs.google.com/fileview?id=0B0MKqnMGIYTMGE4MTYzNjktMDcyOC00M2NjLTg4ZjAtMzAzZTQ3YjE2NmM0&hl=en>

### Magic Cards:

<https://docs.google.com/fileview?id=0B0MKqnMGIYTM2U3NTNkOWMtZmFIMS00MzY1LWJkN2ltZWUyMzhkNTkxY2Yw&hl=en>

### Neuroi Body Cards:

<https://docs.google.com/fileview?id=0B0MKqnMGIYTVZmI1Y2Q4ZWUtNjQ5MC00MDYwLTgxO DctNmMxNzljYzNjYmEw&hl=en>

## Neuroi Beam Cards:

<https://docs.google.com/fileview?id=0B0MKqnMGIYTVMmFkZWJkZTktNmY5MS00OWEwLThkNmMtMjVIZDc1YTAzMjQ3&hl=en>

# Design Notes

---

Magical Strike obviously owes a great deal to the game mechanics of Matt Leacock's co-operative games, Pandemic and especially Forbidden Island. The escalating tension and sense of impending doom that comes from your source of crisis being reshuffled periodically is something that I'd always wanted to incorporate into a game design, and this seemed like a good fit. Since this is an unlicensed game inspired by a commercial property and since I wanted to release the game before episode two of the series was released, I set out to co-opt (that is to say, shamelessly rip off) the treasure collection probability distribution, and crisis step escalation whole cloth from Forbidden Island. Instead I focused on trying to create a combat system which was fun and appropriate, and ultimately tried to reduce the puzzle like nature of Matt's proven engine of escalating tension and spatial crisis management. In the end, the realities of game tuning being what they are, I ended up with Magical Strike being both more unique in places and more derivative in places I didn't expect.

The combat itself is based on the observation that the combat between the Witches and Neuroi in Strike Witches really bears no resemblance whatsoever to WWII aerial combat (my own desires notwithstanding). Rather the battles remind me more of danmaku shooting games, and those served as the inspiration for the basic game tempo and mechanic. Especially in the opening of Season two we see the Witches take multiple strafing / bombing runs on the massive Neuroi, and this feeling was what I set out to capture. As later refinements of the game introduced more spell cards which worked best with two Witches coming together in support of each other, I was pleased to find that though it started to feel less exactly like the show's battles, it did start to feel like it captured the show's themes of team work.

Finally a word about the uniform malfunctions, symmetrical docking and the piggy back attack. I've gone on the record as being deeply saddened by the way that excessive fan-service has somehow become synonymous with the mecha genre. Nonetheless, both for good and ill, it is part of the Strike Witches experience. I figured rather than pointedly ignoring it and trying to make something too serious out of a rather silly premise, I would have more success leaning into it...

# Release Notes

---

## v0.5 Alpha

- All the pieces are finally ready to play and playtest
- Concerns about play balance. Number of actions, attack roles, etc. A dozen games will be required to validate before public playtest
- Neuroi Body cards do not identify core segments clearly enough. Color code for next revision.

## v0.6 Alpha

- Distinguish the backgrounds of all the cards more
  - Magic cards always sky background
  - Beam cards always red background (front and back)
  - Body cards always blue/grey background
- Lower all the Witches attack dice by 1 or increase the hit number to 6
- Reorder the magic draw and witch action phase
- Define the main turn as 2 witch phases, 2 neuroi phases
- Insert example graphics in text
  - Add graphic for movement
- Clean up text
  - Clarify destroyed core regeneration
- Refine Overcharge effect
- Split Frenzy + Progress into two tracks?

## v0.7 Reset

- Fire based on beam deck, not every turn (done)
- Simpler movement rules (done)
- Neuroi attacks only adjacent Witches (done)
- Multi use magic cards
  - More actions (done)
  - Move bonus (done)
  - Stronger Shields (done)
  - Attack Dice (no need to change)
- Find cores - reveal core mechanic (done)
- Tune Witches
  - new abilities (done)
- Add actual graphics
  - purple beam cards (done)
  - Incoming cards (done)

- rotate body cards (done)
- colored core cards (done)
- new magic cards
- better core targetting cards

### **v0.8**

- Uniform malfunction too devastating... just slows down the game.
- Also attacks only act upon current witch to speed up game?
- Add another neuroi advance card...
- AND - killed clear air as a concept

### **v0.9**

Ok, the game is now fast playing and simple enough. In some ways more like FI than I wanted, in others refreshingly different. Still feels like beam attacks are a little too random and some of the pro-card effects are not as interesting as they could be...

Does the focus ability lets you spend too much time just cycling cards?

How about:

- adjacent clearing of charge again? But with fewer moves to keep up speed of game?
- rejigger the beam attack count system again?
- add a few more useful spells and up the charging rate?

Changes to try:

- 1 fewer action (done)
- clear adjacent beams (done)
- incoming: one hit for each adjacent beam (done)
- duplicate beams count towards frenzy track - advance on frenzy max (done)
- uniform malfunction just causes a failed draw (done)
- more advance cards (done)
- reorder charge phase (done)
- reduce pre-charge (as a result of previous) (done)
- add magic shield card
- clear 3 spaces card
- add more incoming beams (actually killed the incoming beam concept)
- update frenzy tracks (done)
- incoming cards don't count against beam card draw (actually killed the incoming beam concept)

### **v1.0**

And just as I run out of version numbers and episodes in the series, it all somehow comes

together!

# Legal

---

A word about copyright, trademark, and other legal matters.

All rights to Strike Witches are the property of their respective rights and licence holders. This work makes no claims to any ownership of the copyrighted properties.

Magical Strike is a not-for profit fan work derivative of the Strike Witches franchise. It is created in the same spirit as fan-art shown at conventions or fan art websites such as DeviantArt, etc.

The purpose of this work is to promote the Strike Witches franchise and generate more profit for the rights holders so that they will in turn produce more Strike Witches materials. That said, I will gladly comply with any request to remove any copyrighted material from Magical Strike if requested.

Any individual may create copies of Magical Strike for personal use. Magical Strike may not be re-sold, not even for the cost of materials.