

Conjure Scenario:

A clash between 2 armies is about to commence. In order to gain a magical advantage, a spellcaster of one side decided to attune the Forces of Magic to himself and his allied casters. For this he must successfully complete a ritual. The opposing force catches the spellcaster and his retinue/bodyguards during the ritual and decide to attack.

How to win:

At the beginning of the game, the defender must nominate one of his models that is of type SPELLCASTER as his Conjurer.

The defender wins by completing the Conjuring Ritual.

In order to complete the Conjuring Ritual his Conjurer must perform a total of 5 Conjure Actions (see below) in the Conjuring Zone.

He can complete the Conjuring Ritual by staying in the Conjuring Zone

The attacker automatically wins if it kills the defenders Conjurer. If the game ends before the Defender collected a total of 5 tokens via Conjuring, the attacker wins.

Duration:

After 6th round a dice roll is made. On a 4+ the game ends.

If the game does not end: After 7th round a dice roll is made. On a 2+ the game ends.

If the game does not end it will automatically end after the 8th round.

Special Action:

Conjure Action (short)

Can only be done by the nominated Conjurer which needs to be a spellcaster.

* In order to perform this action, the Conjurer must be inside the Conjuring Zone.

* Collect a token for each performed Conjure action. If the defender collects 5 tokens this way, he wins immediately.

- * A Conjure Action may be performed as a delayed/fatigue action.
- * Only a single Conjure Action may be performed each round.

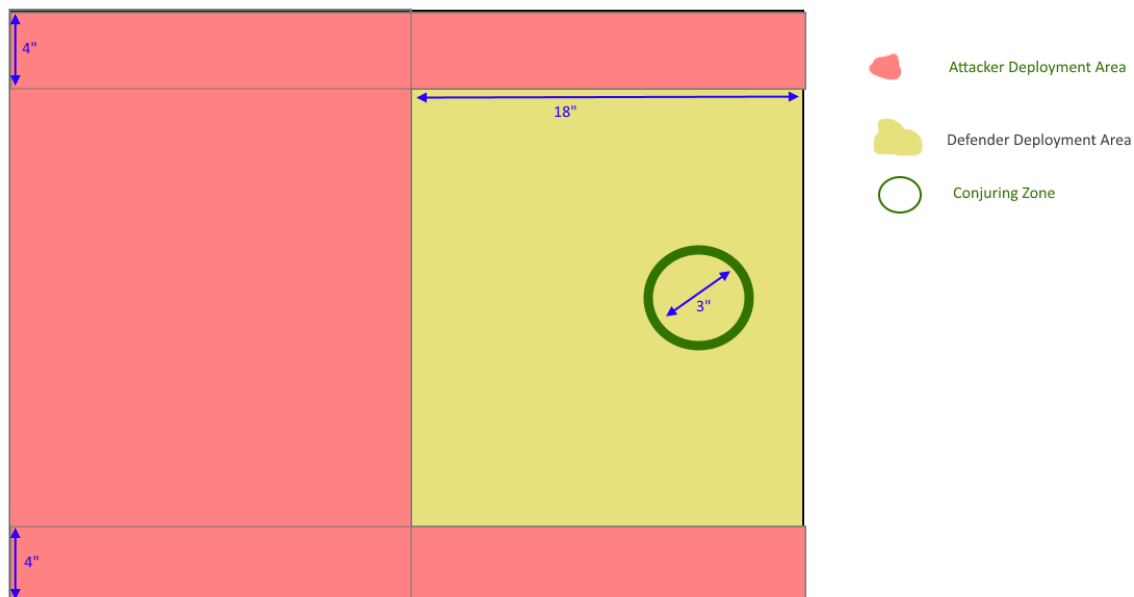
Set up:

The Defender places the Conjuring Zone anywhere inside the defenders deployment zone. The zone may contain terrain/obstacles, but only up to 50 percent of the zone may have terrain blocking LOS and the zone must be placed in a way so that its reachable on foot (e.G.: no placing it up on a big high cliff)

Note: the defender may decide to leave the zone with his caster during his rounds, but he needs to move inside the zone again in order to perform the next **Conjure Action**.

Deployment:

Now, beginning with the defender, each player places one of his units inside his own deployment zone. The defender must place his spellcaster inside the deployment zone. Any unit placed must be at least 12" away from any enemy unit already on the table. However, units with the rule "Scout" may ignore this rule.



KoW battle effects:

In case this scenario is played before you clash your Kings of War armies, the effects are as follows:

If the defender wins:

The Forces of Magic are attuned to the defenders casters due to the ritual:
Each round the first failed die on each magic roll may be re-rolled.

If the attacker wins:

The Forces of Magic were disturbed as the ritual could not be completed. The spellcasters of the defender struggle to hold their concentration as the incomplete tuning disturbs the free flow of force:

Each round the first successfully rolled die on each magic roll must be re-rolled.