

WIZARDING  
WORLD

# Harry Potter

Miniatures Adventure Game



then forest forbidden

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## Wizarding Duels

# RULEBOOK

EXTRACURRICULAR  
ACTIVITIES

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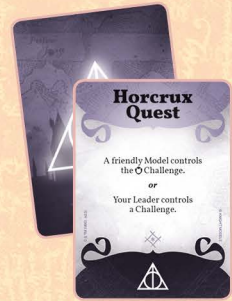
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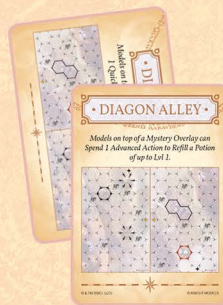
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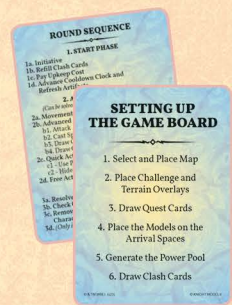
52x Clash cards



112x Quest cards



2x Map cards



2x Reference cards



8x Character cards



70x Artifact cards



102x Spell cards



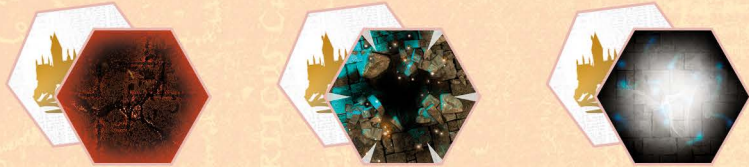
70x Potion cards



2x Game boards



6x Challenge overlays



2x Dangerous Terrain overlays

2x Difficult Terrain overlays

2x Obscuring Terrain Overlays



2x Fiendfyre markers



2x Patronus markers



4x Trap markers



6x Activation markers



16x Light Power markers



16x Dark Power markers



32x Impact markers



9x Lock markers



8x 1-Point Quest markers



8x 5-Points Quest markers



8x Poison markers



7x Slowed markers



5x Concealment markers



9x Fire markers



16x Cooldown markers



8x Miniatures



1x Initiative Coin marker



22x Spell Name markers



## THE WIZARDING WORLD

Welcome to *Harry Potter Miniatures Adventure Game WIZARDING DUELS*.

*WIZARDING DUELS* is a competitive board game in which you take control of a Group of wizards to complete quests for ancient relics while facing your Opponent in intense magical duels.

Choose which side are you on, the students and teachers of Hogwarts or on the Death Eaters' side. Get your best spells ready and prepare for the wizarding duel that is about to begin.

## THE GAME

In *WIZARDING DUELS*, you will be able to move your Models around beautifully detailed Game Boards depicting iconic locations in the wizarding world. Models will use a variety of skills, Spells and Potions to give you a tactical advantage over your Opponents and lead you to victory.

The objective is to score as many Quest points  $\triangle$  as you can by completing Quest cards. After 3 Rounds the player who has scored the most  $\triangle$  will be the winner. This task will not be easy as the Opponent will try to stop you while scoring their own Quests Cards.

## THE MODELS

The most important components in *WIZARDING DUELS* are the miniatures, which we will normally refer to as "Models" in this manual. Knight Models offers a faithful representation of the characters from the Harry Potter film series. Each miniature has a corresponding base and Character Card which has all the information necessary to use the Model in the game.

You can play with your miniatures right out of the box, but that's just the first step on the road to a much larger hobby. Many players love to paint their Models, producing lovingly painted pieces like the ones you will see in the photographs in this manual. At Knight Models we believe it is well worth the effort. We know you will enjoy this hobby as much as we do.



# THE BASICS

## YOUR GROUP

We call Group to all the elements that a player will have to play the game which they have prepared before the game (Models, Spell Book, Artifacts, Potions).

You can see how to configure your group in page 29.

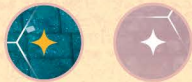
## THE MAPS



The Map represents the areas where the action will be carried out. It is composed of Hexagonal shaped Spaces, which are the spots where the Models will move and we will place Overlays and Markers of different types.

In *Wizarding Duels* the Maps are divided into two halves and each Map has several ways to be placed. To place the two halves of the board correctly you must match the Magic Nexus ✦ of the same color so that they are within the same Space.

Each half will be the Zone of one Player.



Usually, one player will choose which Map to play on and the other player will choose which way to place the halves and chooses which half will be its Zone.



## RANGES

In many situations, players will have to calculate the Range of an Ability or Spell (the distance in Spaces between the Model and its target). To calculate this distance, simply count all the Spaces from your Model to the Target, starting from an adjacent Space and ending at the Target Space (see example).



When calculating the Range of a Spell, Attack or other special rule, Difficult Terrain, Impassable Terrain, Markers and other Models are ignored (these features may, however, impede an attack or Spell by blocking line of sight).

Some rules, such as certain potions, have 0 in their description. This simply means that the user can only Target himself (0 is the Model's own Space).

## ADJACENT SPACES

Many Rules require a Model to be "adjacent to" a Model or Marker. This is exactly as it sounds: a Space in contact with the one occupied by the Model.



## CLASHES AND CLASH DECK

Clashes determine the outcome of your Model's actions, like the accuracy of their Spells, your Weapon Attacks, etc.

A Clash is a test, and is done by revealing the top card of your Clash Deck. Some special abilities allow you to draw more than one card. These are explained below.

Once your card is revealed, you can discard it and play a Clash Card from your hand (if you have one). This new card will replace the card you revealed when making the Test.

Your Clash Card will have a value varying between 0 and 3. This value will be added to the other factors (such as Model Mastery, Spell Modifier, temporary effects etc.) to determine if the action you are trying to perform succeeds or fails.

After determining if the action is successful or fails, all the used Clash Cards go to the Clash Discard Pile.

*Example: You make a Clash revealing the top card of your Clash Deck and the modifier you apply to the action you want to perform is a +1. Adding up all the modifiers you realize that the action won't succeed by a narrow margin, but in your hand, you have a Clash Card with a +3 modifier. You could discard the revealed with the +1 card and replace it with the with +3 card from your hand and thus get to perform the action successfully.*

### Refill the Clash Deck

If at any time you have to draw or reveal a Clash Card from your Clash Deck and there are not enough cards left because they are in the Clash Discard Pile, shuffle your Clash Discard Pile and place it back as a Clash Deck. This process is called "Refill the Clash Deck".

When a player Refills the Clash Deck the Opponent Refills their Power Marker Reserve (See page 21).

## LINE OF SIGHT

"Line of Sight" is a key concept in the game. It determines which Model can "see" for the purposes of Casting Spells on a Target Model or performing Weapon Attacks, among other actions.

To "see" its Target, a Model must be able to draw two straight, unbroken imaginary lines, reaching from one corner of the Space controlled by your Model, to two corners of the Space controlled by the Target.

The only Terrain that blocks Line of Sight is the Impassable Terrain.

Models, every other terrain, Markers or Challenge Overlays do not cut Line of Sight.



# TYPES OF CARDS

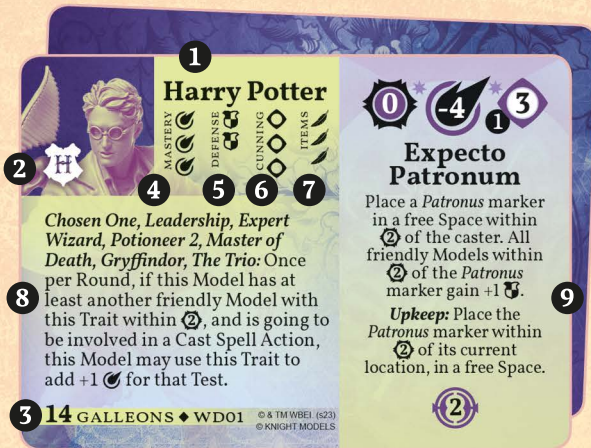
There are 6 different types of Cards in *Wizards Duels*:

- Character Cards
- Spell Cards
- Clash Cards
- Artifact Cards
- Quest Cards
- Potion Cards

Below, you can see the different types.

## CHARACTER CARDS

Each Model has its own Character Card containing the following information:



1. **Name** – This is always the “true name” or alias of a given character. Although you can have different versions of the same character in your model collection, you cannot include more than one Model with the same name in the group.
2. **Affiliation** – This is the faction of the Wizarding World to which the Model belongs (Hogwarts, Death Eaters, etc.). A Model can only join Groups to which it is affiliated.
3. **Galleons** – A Model’s value in Galleons, is used to determine which Models to add to your Group. *See page 29 for more information on Groups.*
4. **Mastery** – Mastery represents the Model’s Spell casting ability. The number of is the modifier the Model adds when making Clashes for Casting Tests.

5. **Defense** – The ability of this Model to resist attacks. The number of is the modifier the Model adds when making a Defense Test in a Faced Clash.

6. **Cunning** – This is the number of Power Markers the Model adds to its Group’s Power pool. They can be white or black. Some Models have more than one color in its Cunning Value, representing light magic and dark magic.



7. **Item Slots** – Artifact Cards are placed on top of the Character Cards and Models have a different number of item slots. Depending on how skilled or strong they are they may have more or less assigned artifacts.

*Hermione, for example, has two (item slots).*



8. **Traits** – These are the special skills and innate abilities that a Model possesses. *The full list of Traits can be found on the page 25.*

9. **Innate Knowledge** – These are Spells or Attacks that the Model automatically knows (*Additional Spells can be found in your Spellbook. See page 20*) (*Additional Attacks can be found in Artifacts Cards selected before the game.*)



## CLASH CARDS

The Clash Cards are divided into two parts.



1. **Upper part:** The modifier to the Clash being performed.
2. **Lower part:** Additional effects. Only applied when the Clash is a confrontation between players (Faced Clash. *See page 16*).

The Clash Deck is initially composed of 20 Clash Cards.

- 7 Clash Cards with **+1 modifier**.
- 6 Clash Cards with **+2 modifier**.
- 5 Clash Cards with **+3 modifier**.
- 1 Clash Cards with **modifier of 0**.
- 1 Clash Card with **modifier of 2+** and draw another additional card.

### The Clash card 2+



Inside the starting Clash Deck, you can find a 2+ Clash Card. When you reveal the 2+ card or play it from your hand, you must reveal an additional Clash Card from your Clash Deck and add its modifier (and only the upper part modifier) to the 2+. This second additional card cannot be exchanged for a card from your hand.

*Example: You reveal the 2+ card when you take a Clash.*

*The 2+ Clash Card causes you to draw an additional Clash Card and add it to the test. You reveal a +3 card from the top of your Clash Deck.*

*The total sum to this Clash would be a +5 (a very good roll).*

### Lucky and Jinxed Clash cards

Although your initial Clash Deck consists of 20 Clash Cards, some abilities or effects (such as some Potions), allow you to modify your deck and your Opponent 's deck to tip the balance in your favor.

These cards are:



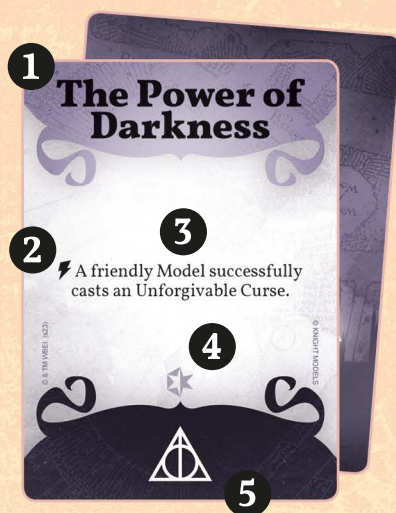
- **Lucky Cards:** which are a 2+ upper part that you will add to your deck.
- **Jinxed Cards:** which are a 0 upper part that you add to your Opponent 's deck.

Both Lucky Cards and Jinxed Cards are single use only and are removed from the deck after they are used to add their bonus in a test.





## QUEST CARDS



1. **Name** – Name of the Quest Card.
2. **⚡** – May or may not be present on the Quest Card. Indicates that this Quest Card awards  $\triangle$  instantly if the conditions are met, waiting until the end of the Round is not required. When you set up your Quest Deck before starting the game (see page 30) it cannot include more than 4 Quest Cards with the **⚡** symbol.
3. **Conditions** – The conditions you must meet to score the card.
4. **Type Identifier** – When you Set Up your Quest Deck before starting the game you must include a Quest Card from each of the 9 Types (page 10). The Type Identifier indicates to which group a Quest Card belongs.
5. **Quest Points** – For each  $\triangle$  you will get one Quest Point when you meet the conditions.

To achieve victory in *Wizarding Duels* you must score more Quest Points  $\triangle$  than your Opponent.

Each player will choose their Quest Cards when they Set Up their Groups (page 29). By completing the objectives indicated on your Quest Cards, you will earn  $\triangle$ . The Quest Cards will award you different amount of  $\triangle$  depending on how difficult they are to complete. Most commonly they award 1 or 2  $\triangle$ , but more challenging Quest Cards may award 3 or even more points.

In the End Phase of each turn the Quest Cards award  $\triangle$  if you are fulfilling the conditions they demand.

Active Quest cards must always be in a visible area of the table. We will call this area of the Game Board Active Quest Zone.

Although some Quest cards may be marked with a **⚡** before the conditions. These **⚡** cards award  $\triangle$  immediately if you meet the conditions, there is no need to wait for the End Phase to score them.

A Quest Deck may not include more than 4 cards with the **⚡** marker.

When a Quest Card awards you  $\triangle$  you must place it next to your Quest Deck in a Scored Quest pile.

If by effect of the Mulligan (see page 10) or the Advanced Action “Draw Quest Card” (see page 14) you discard one of your Quest Cards, the discarded cards will be placed next to your Quest Deck in a Quest Discard pile (You must clearly differentiate the “Scored Quest pile” from the “Quest Discard pile”).

In the Start Phase of each Round if any player has less than 3 Active Quest Cards, that player will draw Quest cards from their Quest Deck and place them in their Zone of Active Quest Zone until they have exactly 3.

If a player has to draw Quest Cards and there are no cards left in their Quest Deck, they can shuffle their Quest Discard pile into their Quest Deck and then draw the necessary cards. (Do not confuse the Quest Discard pile and the Scored Quest pile).

### Configuration of the Quest deck


In *Wizarding Duels*, The Quest Deck will determine the strategy your Group will have to follow to get the Quest Points  $\triangle$ .

It is up to you whether you want to include easy to complete Quest Cards that award fewer  $\triangle$  or build the Deck with more complicated Quests Cards that award more  $\triangle$ .

There are more than 50 different Quest Cards in the *Harry Potter Miniatures Adventure Game*

Wizarding Duels core box and they are divided into 9 Types (Each Quest Card has the symbol of its corresponding Type).

The Quest Deck must consist of 9 Quest Cards. Choosing 1 card from each of the Types.

This is the maximum number of Quest Cards you can include in your Quest Deck and the maximum number of Quest Cards you can complete during the game to get the .

The 9 types of Quest cards are:

-  - **Minor Challenge Control**
-  - **Major Challenge Control**
-  - **Challenge Collection**
-  - **Leader's Missions**
-  - **Control of Arrival Spaces**
-  - **Making Impacts**
-  - **Missions for the Group**
-  - **Control the Terrain**
-  - **Various**

### Mulligan rule


Before starting the first round, after you draw the 3 Quest Cards, you can do a Mulligan: Discard any number of those Quest Cards and draw Quest Cards until you have 3 again. These 3 cards form your initial Active Quest Cards.

Always place your Active Quest Cards in a visible area of the table (Active Quest Zone).

### SPELL CARDS

Spells are one of the most representative parts of the Wizarding World of Harry Potter. Cast powerful Spells to protect yourself or attack your Opponent 's Models.


There are non-combat Spells and casting them is up to you. After applying all modifiers to the test to cast the Spell, if you have 1 or more successes, the Spell will be successfully cast. If you have 0 or less successes the Spell will not be cast.

For Combat Spells (marked with the symbol ) a Faced Clash is required, in which the Opponent may attempt to defend himself to nullify the effect.

*You can see in more detail the Spells and how to cast them in the page 19.*

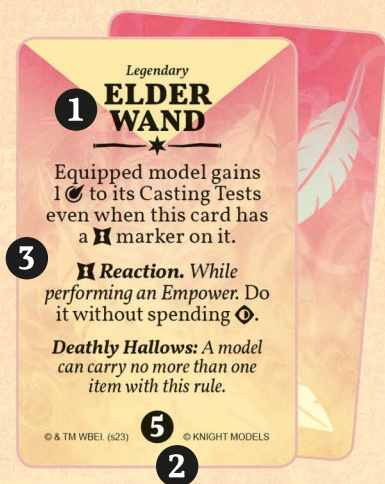


## ARTIFACT CARDS

Artifacts grant new abilities or enhance existing ones to Models. You must pay their cost in Galleons when you Set Up the Group (see page 29), and take into account the number of  in the Character Card in order not to exceed that number of equipped Artifacts.




Some Artifacts can be weapons and grant the ability to attack with them.

Some Artifacts may ask you to Remove them when used. An Artifact that is Removed is no longer in the Game Board and must be unassigned from the Model to which it was assigned. This Artifact will no longer have any effect on the game.




**1. Name** – The name of the Artifact. Some Artifacts can only be assigned to certain Models (For example, *Crookshanks* can only be assigned to *Hermione*).

**2. Cost in Galleons** – The number of Galleons you must spend when Setting Up the Group if you want to assign this Artifact to a Model.

**3. Abilities** – The abilities that this Artifact grants to the Model equipped with it. In case the Artifact is an attack, it will have a number of additional values such as Attack Bonus value , Damage , Range  etc. *You can see in more detail the attacks in the page 18.*

### Common and Legendary Artifacts




You can assign any number of Common Artifacts to a single Model, as long as you do not exceed the number of . But you can only assign one Legendary Artifact to each Model.

## Deathly Hallows

Some artifacts have the keyword *Deathly Hallow* on their card.

Each Model can only have one Artifact with the *Deathly Hallow* keyword assigned to it.

### Lock markers


Some artifacts may require you to place a  on them in order to be used. An artifact with a  is considered to have no effect on the game until the  is removed from it in the Start Phase.

## POTION CARDS

Potions are one of the most characteristic elements in the Wizarding World. With a wide range of effects, in *Wizarding Duels* all Groups will have at their disposal a Stock of Potions that will help them to achieve victory. Each player will choose their Potions in the Group configuration phase (see page 29).



**1. Name** – Name of the Potion.


**2. ** – The distance this Potion can be thrown.

**3. Potion Level** – The level can vary between 0 (The most basic Potions) and 3 (The most advanced Potions).

**4. Effect** – What happens when the Potion is used.

**5. X Value** – Any “X” we see on a Potion card refers to the “Potioneer” level of the user (in case the user does not have the “Potioneer” Trait, X will be considered as 0)

# ROUND SEQUENCE

In *Wizarding Duels* the games are played in 3 Rounds, after those 3 Rounds the player with the most  will be the winner.

Each of the 3 Rounds of play are divided into 3 main phases to be played in order:

1. Start Phase.
2. Activation Phase.
3. End Phase.

Within each main phase there are different sub-phases. Below we detail the main phases with their sub-phases in an orderly fashion as an example of a game Round.

## 1. START PHASE

A new Round begins. Sometimes, some effects must be resolved in this phase. Start phase contains 4 sub-phases, this is detailed below.

Once all sub-phases are completed (Initiative, Refill Clash Cards, Pay Upkeep Costs and Advance Cooldown Clock) we will move on to the Activation Phase.

### 1a. Initiative

Flip a coin each Round to determine which player will be the Starting Player. The Starting Player will be the first to Activate a Model in the Activation Phase.

### 1b. Refill Clash cards

Both players will draw Clash Cards until they have 3 in their hand (If a player already has 3 Clash Cards in their hand, they will not draw any card).

### 1c. Pay Upkeep cost

Starting with the Starting Player, players will decide whether to place enough Power Markers from their Power Reserve to pay the Upkeep Cost of their Spells.

If a player does not have enough Power Markers in their Power Reserve to pay the Upkeep Cost of any of their Spells (or does not want to pay it) the Spell that is not Upkept is Disabled, will cease to have effect and will go into cooldown.

## 1d. Advance Cooldown Clock and Refresh Artifacts.

### • Advance Cooldown Clock.


Spells are subject to a “Cool Down” period when cast, which means that the Spell cannot be used again immediately once cast. To represent this after casting a Spell (whether successfully or unsuccessfully) a Cooldown Clock will be placed with the number indicating the Cooldown value of the Spell.



In the Advance Cooldown Clock phase, the Cooldown Clock of all Spells will be reduced by one.

If any Cooldown Clock reaches 0 the Spell will become available again and will be placed back in the Spell Book of the group.

### • Refresh Artifacts.

Removes all  Markers from the Artifacts.

## 2. ACTIVATION PHASE

The player who was selected as the Starting Player, now chooses one of their Models to activate. Next, players alternate activations of their Models (one Model on one side, one Model on the other side, and so on), and all of their Actions must be completed before moving on to the next Model. Once both players have used 3 Activation Markers each, players move on to the End phase.

### Activating a model

As soon as a player designates a Model to activate, it becomes “active”. That Model can now perform Actions in any order, and/or use its special traits and other abilities. Some Actions, such as “Move”, can be performed by any Model. Others can only be performed if a Model has a specific Artifact equipped, or a certain trait (“Use Potion”, for example, depends on having any unused Potions left in the Stock of Potions).

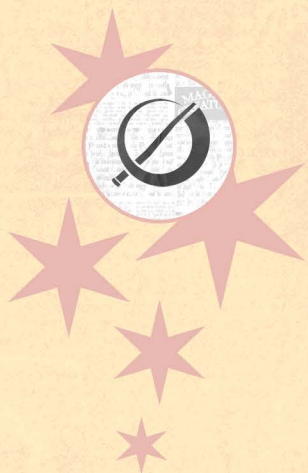
Unless the Character Card indicates otherwise, all Models can perform 1 Move Action, 1 Advanced Action and 1 Quick Action each Activation (unless the activated Model already has an Activation Marker) and any number of Free Actions.

The desired Action must be fully executed, before declaring another Action. Almost any combination is allowed (move then attack, use a Potion then cast a Spell, cast a Spell then move, etc.), as long as you have enough Actions left to carry them out. Once the Model has spent all its Activation (or the player decides not to do any more Actions) place an Activation Marker on the Character Card of the Model you have activated and the activation ends. The next player chooses a Model from their group to activate following the same procedure.

### Activation marker

If a Model you decide to activate has on its Character Card at least one Activation Marker it will not have available the 3 Actions (Movement, Advanced and Quick) it will only be able to perform one of the three Actions and the Free Actions. For example, they will be able to move and use a Free Action, but they will not be able to attack or cast a Spell with that same activation.

In the End Phase of the Round, all Activation Markers are removed from the Character Cards, so that the following turn they can have full activations.



## ACTIONS THAT MODELS CAN PERFORM DURING AN ACTIVATION

While some Models have unique Actions available, or are granted special Actions through their Traits, Spells or Artifacts, the standard set of available Actions is summarized below.

### 1. Movement Action

### 2. Advanced Actions

- 2a. Attack
- 2b. Cast Spell
- 2c. Draw Quest Card
- 2d. Draw Clash Card

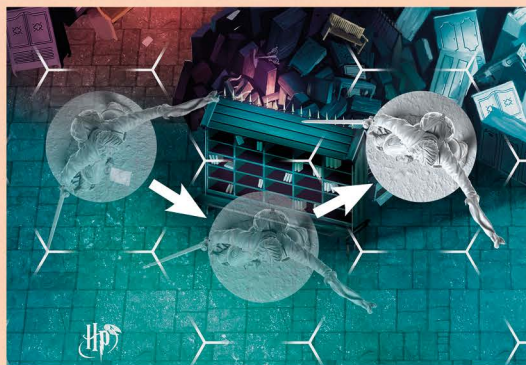
### 3. Quick Actions

- 3a. Use Potion
- 3b. Hide/Unveil

### 4. Free Actions

### 1. Movement Action

When performing a Movement Action, a Model can move up to 3 Spaces. It can move less Spaces if it wishes, but cannot exceed 3 unless a special rule allows it.



*The Ron's Model performs a Movement Action and moves 2 Spaces. The Ron's Model can end its movement now, or move one more Space if the player wishes.*

Models can move through other Models when they move, but they cannot end their movement in the same Space as another Model.

If a Model is pushed (as an effect of a Spell for example) or is forced to move for any other reason than its Movement Action, even in

this way, it is still unable to end its movement in a Space occupied by another Model or in an Impassable Terrain. The Model must stop its movement in the adjacent Space.

You can find the complete Terrain rules on page 24.

## 2. Advanced Actions

### 2a. Attack

Although most offensive Actions in *Wizarding Duels* are carried out with magic, many creatures, Muggles and even magicians can resort to physical Attacks. An Attack is an Advanced Action. Some Attacks appear on a Model's Character Card. Others are granted through the use of an Artifact, such as a sword, or special equipment. You can find the complete rules for attacking enemies on the page 18.

### 2b. Cast Spell

A Model must have at least one Spell Card or Innate Spell to be able to perform a Cast Spell Action. A Spell can only be cast if it does not have Cooldown Clock on it and is found in the Spell Book (see page 20). You can find the complete rules for casting Spells on page 21.

### BASIC COMBAT SPELL

In addition to Spell Cards from the Spell Book and Innate Spells all Models able to cast a Spell can cast a *Basic Combat Spell*.

This *Basic Combat Spell* does not require any Spell to be assigned on the Character Card and can be cast once for each activation of a Model.



### 2c. Draw Quest card

Usually you will prefer to use your Advanced Action to make an Attack or Cast a Spell, but sometimes you will not be interested in doing any of the above Actions and some of your Quest Cards may be very difficult or impossible to score this Round.

In these situations, you can use the Advanced Action "Draw Quest Card".

If you perform this Action you must put in the Quest Discard pile one of your Active Quest Cards, then draw a new Quest Card and place it in the Active Quest Zone.

### 2d. Draw Clash card

Another option to spend your Advanced Action is to Draw a Clash Card. You can only perform this Action if you have less than 3 Clash Cards in your Hand.

## 3. Quick Actions

There are two types of Quick Actions: **Use Potion** and **Hide/Unveil**.

### 3a. Use Potion

On each activation, the Model you are activating can use a Quick Action to use a Potion.

Each time a Model performs the Use Potion action, follow these simple steps:

1. Choose the Target of the Potion. The Target Model must be within range and Line of Sight. If the Target is the Model itself or a friendly Model, resolve the effects of the Potion. If the Target is an Opponent Model, go to step 2.
2. If the target is an Opponent Model, make a Faced Clash. Add 1 [Potion icon] for each Potioneer Level the User has. The Defender makes their Defense Test as they would against any other Faced Clash. If the attacker has at least one Success, after the target's Defense Test, the effects of the Potion apply.
3. Then turn the Potion Card Face Down to represent that the Potion has been spent. (Some special abilities can refill your Potions. To refill a Potion, turn the Potion Card to be refilled Face Up.)

**3b. Hide / Unveil**

On each activation, the Model you are activating can use a Quick Action to make the Hide/Unveil Action.

In *Wizarding Duels* the Overlays we place on the Game Board, both, Terrain and Challenge Overlays, have two sides.

The backside of a Terrain or Challenge Piece is known as a "Mystery Piece" and as long as the Piece is on its Mystery side it will have no effect on the game, Terrain will not apply its effect and Challenges will not be used to score Quest cards as long as they are on their Mystery side.

With the Quick Action Hide, you can Flip a Terrain or Challenge Piece to its Mystery side.

With the Quick Action Unveil, you can Flip a Mystery Piece to its Terrain or Challenge side.

Some Game Boards have special rules for Mystery Overlays.

**4. Free Actions**

A Model can perform any number of Free Actions during its activation.

**3. THE END PHASE**

In this phase, players will resolve any effects of Spells, Potions and other abilities, then check if they meet the conditions to score any Quest Cards. - Afterwards If the limit of rounds has not been reached, the game continues and a new round begins.

The End Phase is divided into 3 steps (4 In the final Round of the game).

**3. The End Phase.**


- 3a. Resolve Status.
- 3b. Check Quest Cards.
- 3c. Remove Activation Markers from Character Cards.
- 3d. Determine Winner (Round 3 of play only).

**3a. Resolve status**

Starting with the player who was the starting Player in the activation phase, players resolve any Status their Models have and any effects that indicate that they are resolved at the end of the turn.

**3b. Check Quest cards**

After Resolving the Status effects, we check if there are Quest Cards to Score (*see page 9*).


If the conditions of any of the Quest Cards are met, we will earn as many  as the scored card indicates and put that card in the Scored Quest pile.

**3c. Remove Activation markers from Character cards**

To end the Round, remove the Activation Markers from the Character Cards that have any.

- If it is not Round 3, a new Round is played and a new Start Phase begins.
- If it is Round 3, the next phase is played.

**3D. Determine winner (round 3 of play only)**

In this Round, the player who scores the most  is checked to determine the winner.

# CLASH

In *Wizarding Duels* several Actions require a test to determine if the action is successful. We will call these tests “Clash”. Clash are performed with the Clash Deck (see page 6).

Clash can be of two types:

- **Individual Clash.** In which only the player performing the Clash is involved.
- **Faced Clash:** In which the Opposing player will try to defend himself so that the test does not succeed.

Below, we describe how to perform an Individual Clash and a Faced Clash.

## INDIVIDUAL CLASH

To make an Individual Clash the Player performing the Action reveals the top card of their Clash Deck.

Once the Clash Card is revealed, the player can discard it and play a Clash Card from their hand (if they have one). This new Clash Card will replace the Card revealed.

Your Clash Card will have a value that varies between 0 and 3, this value will be added to other factors such as, the ☞ granted by the Mastery, Artifact bonuses etc. (which will add successes) or the Modifier to cast a particular Spell (which will add or subtract ☞).

After adding and subtracting all the modifiers to the Individual Clash, if the result is at least 1 Success, the action will be performed.

If, on the other hand, the result is 0 or less Successes, the action will fail.

After the Individual Clash all the Clash Cards used will go to the Clash Discard Pile.

## FACED CLASH

To make a Faced Clash the Player performing the action reveals the top card of their Clash Deck.

Their Faced Clash card will have a value varying between 0 and 3, this value will be added to the



Harry Potter attempts to cast “Protego Maxima” on himself, as it is not a Combat Spell, he must perform an Individual Clash to determine if the Spell is cast correctly.

Harry reveals the top Card of his Clash Deck and the Modifier of the revealed card is a +1.

The player controlling Harry makes a quick calculation:  
 +1 ☞ from the Clash Card.  
 +3 ☞ from Harry's Mastery.  
 -5 ☞ of the modifier of the Spell “Protego Maxima”.

The Individual Clash total would be -1 and the Spell would not be cast. But the Player controlling Harry has 3 Clash Cards in his hand and one of them is a +3. The player wants his powerful “Protego Maxima” to be cast correctly and decides to exchange the revealed Clash card (+1) for the Clash Card in their hand (+3).

We see that now the result would be:  
 +3 ☞ from the Clash Card.  
 +3 ☞ from Harry's Mastery.  
 -5 ☞ of the modifier of the Spell “Protego Maxima”.

The Individual Clash total is now +1 and the Spell is cast successfully.

other factors (such as Attack Bonus) to determine the number of ☞ you will use in the test.

The target then makes a Defense Test, revealing the top card of their Clash Deck and adding the number of shield symbols in their Defense Characteristic to their total ☞. Each ☞ in the Defense Test negates one of the attacker's ☞ in the Faced Clash.

Once the Clash Cards are revealed, both players (starting with the defender) can discard them and play a Clash Card from their hand face down (if they have one). This new card will replace the Clash Card they revealed.

Once both players have decided whether or not to change the Clash Card, the action is resolved.



If the attacker has at least one Success left after subtracting the defender's Defense Test successes, the target Model suffers the number of Impacts and/or effects indicated in the Attack or Spell.

Additionally, in a Faced Clash both Players can activate the Lower part of the Clash Cards. Almost all of the effects of the Lower part of the Clash Cards are resolved at the end of the action being attempted (such as pushing the Opponent or regaining some Power Markers), although some may happen earlier (such as bonuses to the Faced Clash in exchange for Power Markers or increasing the Damage of a spell Being cast).

After the Faced Clash all the Clash Cards used will go to the Clash Discard Pile.

## ADVANTAGE AND DISADVANTAGE

Some Traits, or Spells can grant an "Advantage (X)" or "Disadvantage (X)" value.

These effects are cumulative, i.e., if you receive two different effects that give a Model "Advantage (1)" that Model will be considered to have "Advantage (2)". The same will happen with Disadvantages.

Otherwise, if you receive an Advantage effect and a Disadvantage effect, the effects will be subtracted. For example, if a Model has "Advantage (2)" and receives an effect that also gives it "Disadvantage (1)", it will be considered to have "Advantage (1)" in total.

When a Model with "Advantage (X)" performs a Clash, it will reveal X extra Clash Cards and must choose one of them which will count as the revealed card. The rest will be discarded.

When a Model with "Disadvantage (X)" performs a Clash, it will reveal X extra Clash Cards and must choose the one with the least ☹ of them (In case of a tie, the player controlling the Model will decide which Card to choose.). It will count as the revealed card. The rest will be discarded.

In order to determine which cards have more ☹ the order will be:

+2☹ > +3☹ > +2☹ > +1☹ > 0☹



Lord Voldemort attempts to cast on the Opponent Hermione Granger "Rictusempra". Being a Combat Spell ☹ he must perform a Faced Clash to determine if the Spell is cast successfully.

Lord Voldemort reveals the top card of his Clash Deck and the modifier of the Revealed Card is +2. Hermione attempts to defend against the Spell and reveals her Clash Card revealing a +3.

Both players are satisfied with their Clash Card and decide not to exchange it with any of the Clash Cards in their hand.

Lord Voldemort's modifier for the test is:  
 +2 ☹ from his Clash Card.  
 +3 ☹ from Voldemort's Mastery (Only applies in Spells).  
 +1 ☹ from Voldemort's "Master Wizard" Ability.  
 +1 ☹ from the Modifier of the Spell "Rictusempra".

Voldemort has a total bonus to the test of +7.

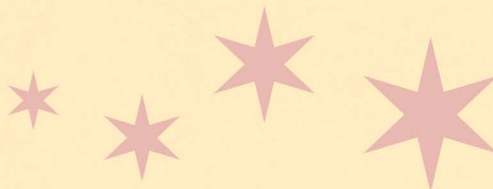
For her part Hermione's Defense Test is:  
 +3 ☹ of her Clash Card  
 +2 ☹ of her Defense

Hermione will apply a -5 to the test.

7-5 = 2☹.

As Voldemort has achieved more than one success in the Faced Clash, "Rictusempra", affects Hermione.

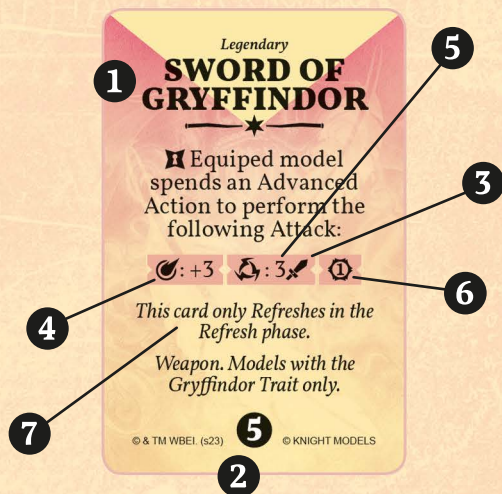
As it is a Faced Clash both players can resolve the Lower Part in their Clash Cards starting with the defender. The Lower Part in the Clash Card used by Hermione makes her group regain 2 Power Markers. The Lower Part in the Clash Card used by Voldemort allows him to move ☹.



# ATTACKS

Here you will find the complete rules for Attacking and Defending. These rules also apply to other parts of the game, so they are collected here for easy reference.

The Attacks are represented by the following profile:



- 1. Name** – The name of the weapon with which the attack will be made (e.g. “Crossbow”).
- 2. Cost** – The cost in Galleons of the Artifact that grants you the Attack (It will not be present in the Innate Attacks, since its cost is considered in the Character Card itself).
- 3. Damage Type** – The type of damage inflicted (Physical or Magical ). Some Models have resistances or weaknesses to a specific Damage Type.
- 4. Attack Bonus** – The Modifier you will apply to the Faced Clash if you perform an attack with this weapon.
- 5. Damage** - The amount of Impact Markers the Opponent Model will receive if the Attack Action is successful.
- 6. Range** – This value is the maximum distance in Spaces that the Target of the Attack can be.
- 7. Special Rules** – Any special rules or effects will be explained here.

## MAKING AN ATTACK

A Model can use the Advanced Action “Attack” to perform an Attack if it has any among its Innate Abilities and its Artifacts. You must first determine if the Model sees the Target (*see Line of Sight, page 6*). And if the Attack is within Range. Once the Target is established, the Models must perform a Faced Clash (*see page 16*).

If the Attacker has at least one Success in the Faced Clash, the Target Model receives the number of Impact Markers indicated in the attack and effects (if any apply).

Some Attacks can only be used once per round, to represent this the Attack Card will ask you to place a Marker after attacking with it.

## IMPACTS

When a Model receives a successful attack, (or damaging Spell) it will receive as many Impact Markers as indicated by the “Damage” attribute of the attack.

A Model can have up to 4 Impact Markers. The moment a Model would have more than 4 Impact Markers this Model will be removed from the game (unless a special Trait or Rule indicates otherwise).

## MODELS REMOVED FROM THE GAME

When a Model receives more than 4 Impact Markers it is Removed from the Game. We will remove its miniature from the Game Board and it cannot be activated.

Any Spells that were assigned to the Removed Model will return to the Group’s Spellbook, keeping any Cooldown Clock it had.

If the Removed Model was Upkeeping any Spells, the Spell immediately is disabled and goes to the Spellbook with the appropriate Cooldown Clock placed on it.

If at any time a player’s last Model is removed from the game, the game is over. At that point a final “End Phase” will be made and the player who has scored the most Quest Points wins the game.



Ron Weasley attempts to attack with the “Sword of Gryffindor” at the Opponent’s Death Eater II. He must perform a Faced Clash to determine if the Attack will succeed.

Ron reveals the top card of his Clash Deck and the Modifier of the revealed Card is a +1. Dark Eater II tries to Defend himself from the Attack and reveals his Clash Card revealing a +0 (Not very lucky). Both Players have no Clash Cards in their hand, so they cannot change the revealed cards.

Ron’s modifier for the test is:

+1 from his Clash Card.

+3 from the Attack Bonus.

Ron has a total bonus to the Faced Clash of +4.

Death Eater II’s defense is:

+0 of his Clash Card.

+1 of his Defense.

Death Eater will apply a -1 to the Faced Clash.

4-1 = 3.

As Ron has achieved more than one “Sword of Gryffindor” manages to damage Death Eater II.

“Sword of Gryffindor” makes 3 hits if he manages to damage the Opponent, so Death Eater 1 receives 3 Impact Markers on his Character Card.

Being a Faced Clash both players can resolve the Lower part in their Clash Cards starting with the defender. The Lower part of the Clash Card used by Death Eater II has “1 Jinxed Card added to the Opponent’s Clash Deck”. The Lower part in the Clash Card used by Ron allows him to move .

# MAGIC

Here you will find the Spell rules, one of the most important aspects of the *Wizarding Duels*.

## SPELL CARDS



1. **Name** – Spell Name.
2. **Range** – The distance you can cast this Spell.
3. **Modifier** – Numerical value to be added or subtracted in the Clash when casting this Spell.
4. **Empower Cost** – Amount and type of Power Markers we must spend to Empower the Spell (see page 22) These Power Markers can be and .
5. **Upkeep Cost** – Amount of Power Markers that must remain on the Spell if you want to Upkeep the Spell when the Clash Deck is Refilled and At the Start Phase of the turn (see page 22).
6. **Combat Spell** – If the Spell has these symbols it means that it is a combat spell and therefore the Opponent will be able to make defensive check to cancel its casting.
7. **Effect** – What happens if the Spell is successfully cast.
8. **Cooldown Clock** – Number of turns the Spell will be on Cooldown until it becomes available again in the Spell Book.

## UNFORGIVABLE CURSES

The Unforgivable Curses are the three most powerful, sinister and darkest Spells in the Wizarding World. The Unforgivable Curses are the Killing Curse, Avada Kedavra; the Cruciatius Curse, Cruciio; and the Imperius Curse, Imperio.



For game purposes the Unforgivable Curses are used in the same way as the rest of the Spells, but only Models with the "Dark Arts" trait can cast them.

## COMBAT SPELLS ⚡

Spells may be (or may not be) Combat Spells. A Combat Spell will be marked with the symbol ⚡.

In an attempt to cast a Combat Spell, the Opponent may attempt to defend against the Spell. To represent this when a Model attempts to cast a Combat Spell it will perform a Faced Clash.

Non-combat Spells do not target Opposing Models and therefore the Opponent cannot make defense rolls to avoid them. Non-combat spells are cast with an individual Clash. (See page 16 for more information about Clashes).

## LIGHT AND DARK

When choosing Spell Cards, it is easy to see at a glance if the Spell is Light (⬤), Dark (⬢) or Neutral (⬤). The Empower Cost of the Spell will be the appropriate color.

For game purposes Light, Dark and Neutral spells are the same, but if you want to empower when casting them you must spend Power Markers of the indicated color (see "Empower a Spell", page 22).



## THE SPELLBOOK

The Spell Cards available to the Models during the game are collectively known as the "Spellbook".

Spells have no "Galleons" cost so you can freely choose your favorite Spells to create a unique Spellbook capable of giving you an advantage during the game.

The Spells that make up your Spellbook are not assigned (yet) to your Models, simply choose your spells and place them in a visible area of the table. When one of your Models performs the Advanced Action "Cast Spell", they can choose one of the Spells from the Spellbook and assign it to him. When the cooldown clock for that spell runs down, the Spell card will return to your Spellbook and will be available again to any of your Models capable of casting a Spell.

You can include in your Spellbook a number of Spells equal to the sum of the Mastery value of all the Models in you Group. Innate Spells do not count when calculating the amount of Spell Cards, you can choose for your Spellbook.

Let's take an example. Imagine that your Group is composed of:

- Lord Voldemort (Mastery 3)
- Nagini (Mastery 0)
- Death Eater 1 (Mastery 2)
- Death Eater 2 (Mastery 2)

The sum of the Mastery value of your entire Group is 7 (3+0+2+2) So you can include 7 Spell Cards in your Spellbook (In addition to your Spellbook you will have at your disposal the Innate Spells of each character and the Basic combat Spell).

## ASSIGNING SPELLS TO YOUR MODELS

When you Cast a Spell with one of your Models, you must remove the Spell from the SpellBook and assign it to the Model that is casting it.

The maximum number of Spells a Model can have assigned to it at one time is equal to its Mastery.

Spells will remain assigned to their caster as long as they have a Cooldown Clock. Once the Cooldown Clock is removed from a spell, it will return to the Spellbook leaving more free Space in the Model and allowing another Model (or the same one) to cast it again.

## CASTING SPELLS

A Model can use the Advanced Action “Cast Spell” to cast any Spell card (Innate or in the SpellBook). If the chosen Spell requires a Target within a certain range and/or Line of Sight, these conditions must be met and the Target must be selected before attempting to cast the Spell.

### Summary of the procedure for Casting a Combat Spell:

1. Select a Spell to cast. The Spell must not have any Cooldown Clock. All conditions for casting the spell must be met before proceeding.
2. Declare the Cast Spell Action using an Advanced Action. If the Spell to be cast is part of the SpellBook, remove the Spell Card from the SpellBook and assign it to the Character Card of the Model performing the action.
3. Resolve the Opponent’s Reactions (if they have any). If they have no Reactions, continue.
4. Declare whether to Empower the Spell (see “Empower” below). In case you want to empower the Spell, pay the corresponding cost of Power Markers and place the first Card of the Clash Deck face down in a visible place. (We will call this card “Empowerment Card”).
5. Make a Faced Clash (page 16). To determine if the Spell is successful. If it’s successful, continue. If the caster fails, the action ends and places the Cooldown Clock on the Spell.
6. If the Spell was successfully cast resolve its effects and place the Cooldown Clock on it. (If it is a Spell that has Upkeep, the Cooldown Clock is not placed until it is no longer Upkept.)

## POWER POOL

Each player keeps a magic reserve, represented by a “pool” of Power Markers. Players must keep their Power Markers next to their group’s cards, so that their Opponent can see how many Power Markers they have left, and whether they are Light or Dark.

We will call this reserve of Power Markers the “Power Pool”.

Power Markers serve to Empower the casting of Spells and to maintain its effects, in case it is a Spell with Upkeep. Some Clash Cards may require the use of Power Markers to use their Lower part.

### Generating a Power Pool

To generate the Power Pool each player must take as many Power Markers as the Cunning of the Models in your Group.

Remember that there are three types of Cunning:

- Light Cunning ◊ (Generates white Power Markers).
- Dark Cunning ◐ (Generates black Power Markers)
- Neutral Cunning ◑ (The player chooses whether to generate white or black Power Markers)

*For example, a Group composed of Nagini (Cunning 4 Dark), Death Eater 1 (Cunning 2 Dark), Death Eater 2 (Cunning 2 Dark) and Lord Voldemort (Cunning 1 Neutral + One Trait) will generate 4+2+2 Black Power Markers, 1 White or Black + The special Trait “Adoration”.*

*Let’s say the player decides to generate 9 Black Power Markers, and Lord Voldemort has the “Adoration” rule that allows him to generate an additional black Power Marker for every other Model in his Group with Dark Cunning, as there are 3 Models with Dark Cunning, Lord Voldemort generates 3 additional Black Power Markers, making a total of 12 Black Power Markers for this player’s Power Pool.*

All the Power Markers we use will go to the Spent Power Zone (This Zone must be visible to both players).

### Refill the Power Pool

The Power Pool will be refilled at the end of an action in which the Opponent has had to Refill their Clash Deck. For this we will put all the Power Markers from the Spent Power Zone back into the Power Pool (If you want to pay the Upkeep cost any Spell you will have to leave the corresponding Power Markers on the Upkept Spell. See page 22).



## EMPOWER A SPELL

It is possible to empower the casting of a Spell and the attempt to defend against it.



Just before revealing the Clash Card when Casting the Spell players, (both the Active Player and the defender, starting with the defender) can pay the amount of Power Markers indicated on the Spell Card. (The player attempting to cast the Spell must use Power Markers of the color indicated by the Spell. The defending player may use Power Markers of any color to Empower their defense).

Players who have decided to Empower the casting or defense will place face down the first card of their Clash Deck (this will be the Empowerment Card) before Revealing their Clash Card for the test. The Empowerment Card will be secret to both players until the Test is resolved.

The Empowerment card will add its modifier to the test (Only the modifier, the Lower part of this card will not have any effect).

It is possible to use the Empower in both, Faced Clashes and Individual Clashes (In Individual Clashes, only the Active Player can Empower).

## COOLDOWN CLOCK

The Cooldown Clock is a special double-sided Marker that we use to measure the “Cooldown” rate of a given Spell: the time it takes to gather the energy to cast the same Spell again. Some Spells, such as “Apparition”, are cast relatively quickly and take only one turn to lose the Cooldown Clock.

Others, such as the Imperius Curse, are more exhausting and take longer. A Spell can only be cast if it does not have a Cooldown Clock.

The Cooldown Clock must be placed on the Spell right after determining whether the casting was successful or failed.

At the Start of a Round, In the Advance Cooldown Clock Phase (see page 12) advance one all Cooldown Clocks. (Those on 2 go to 1, those on 1 are removed from the Spells).

## UPKEEPING A SPELL, THE UPKEEP

Some Spells in *Wizarding Duels* have an effect that lasts over time, not ending immediately after resolving the Spell in question.

These effects can be very varied, from granting an improved defense to an ally to summoning a powerful fire creature that will stay on the game table doing damage to the Opponent’s Models as long as we pay its “Upkeep”.

The Upkeep Cost (if any) is located on the upper right side of the Spell Cards, below the Empower cost.



A Spell with Upkeep is considered to have its effects active at all times from the moment it is successfully Cast until its Upkeep cost is not paid (either because there are not enough Power Markers in the Power Pool or because it no longer wants to be Upkept).

A spell with Upkeep does not receive a Cooldown Clock until the player decides not to pay its Upkeep cost (or is unable to pay it). At that moment the Cooldown Clock will be placed as in any other Spell.

## When and how should Upkeep be paid?

There are two occasions when a spell may require that its Upkeep is paid:

1. At the start of a round, in the Start Phase of the turn.
2. Before the player who has the Spell Upkept refills their Power Pool.

To pay the Upkeep the player must place as many Power Markers from their Power Reserve on the Spell as the Spell's Upkeep Cost indicates. The color of the Power Markers must be the same color that would be used to "Empower" that Spell.

As long as those Power Markers are placed on top of the Upkept Spell its effects will continue to apply.

It is not necessary to pay for the Upkeep of a Spell more times if it already has Power Markers placed on it, for example, a player wants to keep the Spell "Expecto Patronus" at the start of a turn and places two of their Power Markers from the Power Pool on top of the Spell Card. If later in the game the Upkeep is required to be paid again (Because of a new turn or because the Player has refilled their Power Pool) they do not need to place more Power markers, they can leave the two they already have and the Upkeep will be considered paid. (If their refill their Power Pool and still Upkeeping the Spell, their Group will have two less Power Markers, as these are placed on top of the Spell).

## How to stop Paying Upkeep?

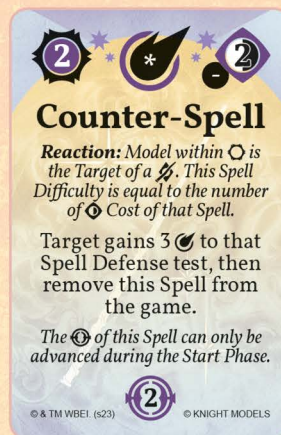
At the beginning of the Round or before Refilling the Power Pool the Upkeep must be paid. If the player is unwilling or unable to pay it, the Spell will immediately Disable and all the Power Markers it may have had will go to the Spent Power Zone.

If a Model is Removed from the game (see page 18) and was Upkeeping a Spell, the Power Markers on the Spell will go to the Spent Power Zone and the Spell is Disabled and will go to the Spellbook with the Cooldown Clock indicated on the Spell Card.

# REACTIONS

Some Traits, Spells or Potions will be used as a Reaction to an Opponent's Action.

For example, the Spell "Counter-Spell" will grant us 3 in Defense against a Spell that targets one of our Models and is used as a reaction.



If you want to use a Reaction you must use it when its condition is met (if you don't use the reaction then, you must wait until the next time the condition is met to be able to use it).

# POTIONS

There are 4 levels of Potions that represent the power of your Potions (Level 0, 1, 2 and 3). But not all characters are able to brew the most powerful Potions.

Each player can choose 6 Potions of level 0 and add them to their Stock of Potions.

Potions do not cost Galleons.

All groups will start the games with 6 Potions in their Stock, no matter the number of Models in the Group.

Each player chooses their Stock of Potions in secret. Once both players have chosen their Stock of Potions, they will place them in a visible area of the Game Board.



You can see how to use a Potion in page 14.

# CHALLENGES

In *Wizarding Duels* the Challenges represent important relics in the saga of the Wizarding World. They are central parts of many of the adventures of Harry Potter and his companions and controlling these relics can be crucial for both the Hogwarts characters and the Death Eaters.

There are 6 different Challenges Overlays, to be placed on the Game Board at the start of the game:



• The Sword 🗡️



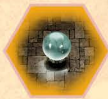
• The Ring 💍



• The Book 📖



• The Egg 🥚



• The Orb 🌟



• The Cup 🏆

During the game, their strategic value is fundamental to win the game as several of the Quest Cards in the Quest Deck (the only way to score ⚔️ in *Wizarding Duels*) are scored by controlling one or more of the Challenges Overlays.

The Player who has one of their Models placed on a Space with a Challenge Piece is considered the controller of that Challenge.

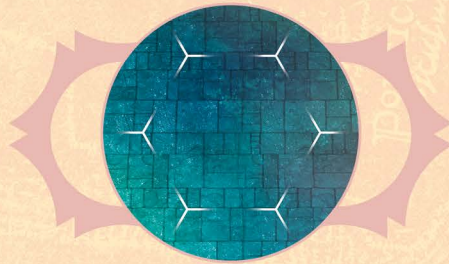
# TERRAIN

The environment of the Wizarding World is diverse: from rolling hills to castle dungeons, from snowy peaks to cobblestone streets. As you might expect, the terrain of the Board Game affects the movement of Models and their Lines of Sight, and plays an important role in the game.

Most terrain is considered “Open” (Other rules may refer to Open Space as “Free Space”) - normal Spaces through which a Model can move without penalty. The rest of the Terrain is classified into 4 types: Difficult Terrain, Impassable Terrain, Obscuring Terrain and Dangerous Terrain.

## Open Terrain (Thin white line)

Streets; Corridors; Halls. All Terrain that does not have a special feature is considered Open Terrain and does not have any special rules assigned to this Space.



## Difficult Terrain (White points at the vertices of the Space)

Forest and thick undergrowth; hedges and fences; streams and fords; thick snow, loose rocks and debris; etc.

Miniatures can enter a Space of Difficult Terrain, but doing so requires spending 2 of the Model's movement. Difficult Terrain does not block line of sight.



## Impassable Terrain (Thick solid white line)

Deep water; high rocky outcrops; towers or stone pillars; cars in the middle of the road and other inaccessible areas.


No Model can move through or over an Impassable Terrain Space, nor be placed on such a Space. No markers can be placed on Impassable Terrain. Impassable Terrain blocks Line of Sight.





**Obscuring Terrain (Black gradient)**

Alleyways in the shadows, Closets to hide in, Secret places, anywhere where it is difficult to detect you are in a good hiding place.

A Model that is inside an Obscuring Terrain Space is considered to have +1  for any Clash.

**Dangerous Terrain (Red gradient)**

Lava, fire pits or other objects that can harm you.

If a Model moves through or over a Dangerous Terrain Space or is placed over such a Space it receives an Impact Marker.

**MARKERS**

Markers have many uses in *Wizarding Duels*, whether representing prophecies and other artifacts, or simply helping to keep track of the many magical effects in play.

While many Markers are placed on the Character Card to remind you of ongoing effects, such as Impacts or poison, there are many other Markers that are placed on the Game Board during the game to remind you of special rules, or mark the position of some Active Spell.

A Model can be placed on the same Space as a Marker and can move freely on them (unless otherwise stipulated). A Marker can share a Space with another Marker unless otherwise stated.

**SPECIAL RULES**

In this section, we take a look at the special rules that make your Models and Artifacts truly unique. They are divided into two types: Traits and Status.




**TRAITS**

Traits represent the many skills, quirks, strange powers and attributes of *Wizarding Duels*. Traits are an exception to the basic rules and always take precedence over them in case of conflict.

Traits appear on a Model's Character Card. Some Traits require you to spend a variable number of actions of specific types to activate its ability. If there is an associated cost, it will usually be indicated next to the Trait Name in the list below, as well as on the Character Card.

Each Trait has its own rules, described below:





**Animagus**

At the start of this Model's Activation, it can change to its Animal Form until the end of the Round. While in Animal Form, it gains +1  and when making Movement action, it moves  instead of , but cannot take the Cast Spell and Use Potion actions, neither take attack Action provided by Artifacts.

**Apprentice**



This Model cannot change the Clash Card revealed in a Clash for a Clash Card from your hand. During its activation, this Model reduces the cost of the Empower you make in 1

**Brave**

Whenever this Model takes enough  to be removed from the game, make a Defense Test instead. You can't change the revealed Clash Card. If you get at least 3 , the Model remains in play with 4 . If you get less than 3 , the Model is Removed from the Game as normal.

**Chosen One**

This Model has Advantage 1 in its Defense tests.


In addition, this Model gains +1  in its Defense Tests against  cast by Voldemort.

**Dark Arts**

A Model with this Trait can cast Unforgivable Curses.

### Dark Lord

Once per game, this Model can exchange a Spell Card from the Spellbook for any other Spell card from your collection.

Once per game, before performing a Clash you can declare that you use this ability. Consider that the Clash Card revealed has the symbol . Ignore “Advantage” and “Disadvantage” for this Clash.

### Duelling

When a Model with this Trait is in a Faced Clash it has a benefit depending on whether it is the Active Player or the defender.


- **If it is the Active Player:** If the Defender decides to change the revealed Clash Card for one from their hand, they must play the changed Clash Card face up.
- **If it is the defender:** Instead of being the first to decide whether to change the revealed Clash Card to one from the hand, it will be the Active Player who will decide first if they want to change the Card and do so.

### Elf

This Model can only have a single Spell assigned to it and cannot gain or cast other Spells by any means. The Spell card must be assigned from the group’s Spellbook in the normal way and cannot be an Unforgivable Curse.

When performing the Cast Spell Action, this Model can Empower the Spell without paying the Empower Cost and will place 2 Empower Cards instead of 1. (Both Cards add their modifier to the test).

While this Model is Casting a Spell, if the Spell’s Modifier is negative, treat it as if it were 0.

While this Model is Casting a  Spell the only modifiers affecting the casting will be those of the Spell itself and the Clash Cards involved in the casting.

### Elite Fighter

Once per round, in one of its activations, this Model can perform 1 Attack Action (*page 18*) as a Free Action.

### Expert Wizard

Once per round, in one of its activations, this Model can perform 1 Cast Spell Action (*page 21*) as a Free Action.


### Fast

This Model can move 1 additional Space during a Movement action.

### Fly

This Model can ignore Terrain Rules when it is going to be affected by them (but cannot end a Move in an Impassable Terrain Space).

### Gryffindor

When a friendly Model is Removed from the Game 1 of the Models with this Trait can Move .

### Herbology Expert

Once per game, this Model can exchange an Unspent Potion from the Stock of Potions for another Potion card from your collection with the same level.

### Horde


When you Set Up your Group, you can include any number of Models with this Trait, even if they have the same name. (You must pay the cost of Galleons for all of them and you cannot exceed the maximum of 6 Models per Group).

### Horcrux Maker

This Model cannot assign Artifacts marked with the Keyword “Horcrux”.

At the start of the game before the “Place Models in the Arrival Spaces” Phase (*see page 30*) separate all Artifacts with the Keyword “Horcrux” that you have not assigned to your Models.

- If a Model with the Name “Harry Potter” is included in the Opponent Group, assign to it the Artifact “Harry Potter Horcrux” ignoring the maximum number of Artifacts this Model can assign.
- If the Opposing Group does not include a Model with the Name “Harry Potter” remove the “Harry Potter Horcrux” Artifact from the game.

Now we must select up to 3 allied Models, other than Voldemort himself, capable of assigning themselves an Artifact (that has at least one 

on its Character Card) or 2 allied Models if the Opposing Group includes Harry Potter.

Randomly assigns one of the separate Artifacts to each of the selected Models, ignoring the maximum number of Artifacts those Models can be assigned.

If this Model were to be Removed from the Game, you must instead remove all Impact Markers it has and Remove from the Game one of the Horcruxes you have assigned with this rule (Models with Horcruxes assigned with this rule cannot have been removed from the game).

If your group contains a Model with the name “Nagini” that Model will count as one of the Horcruxes assigned with this rule (for the purposes of being removed from the game so that Voldemort is not removed from the game).

### **Hufflepuff**

This Model ignores the Disadvantage rule inflicted by the Opponent.

If this Model starts the Round controlling a Challenge, it gains Advantage in the next Test it performs this Round.

### **Instinctive Casting**

Each Round, during the “Advance Cooldown Clock” phase (see page 12), this Model may choose one of its assigned Spells and advance it one extra time.

### **Large X**

A Model with Large (X) may receive (X) Impact Markers before being Removed from the Game. (For example, a Model with Large 7, may have 7 Impact Markers and not be Removed from the Game. The moment it receives an eighth marker it would be Removed from the game).

### **Leadership**

Once per round before an allied Model within ② or less of a Model with this Trait performs a Clash, you may look at the top 3 Cards of the Clash Deck and return them to the top in any order.

### **Lightning Fast**

This Model can move 2 additional Spaces during a Move action.


### **Magical Immunity X**

Opponent Models targeting this Model with a Combat Spell suffer Disadvantage X.



### **Magical Mastery**

This Model has Advantage 1 when performing a Clash when casting a spell.

### **Master of Death**

This Model can be assigned more than one Artifact with the “Deathly Hallows” Keyword and ignores the  limit (page 11), when assigning “Deathly Hallows”.

### **Master Wizard**

Once per round, in one of its Activations, this Model can perform “Cast Spell Action” as a Free Action. In addition, this Model adds 1  to its Defense tests against  Spells.

### **Muggle / Beast**

This Model cannot assign Spells to itself or cast them under any circumstances.

### **Patriarch of the Malfoy Family**

This Model assigned artifacts cost 3 Galleons less in total when setting up the group.

### **Physical Resistance X**

This Model adds X successes to its defense Test when defending against physical damage.

### **Professor**

Allied Models with the Apprentice Trait within ② from this Model has Advantage 1 when performing a Clash when casting a spell.

### **Potion Mastery X**

Once per Round, this Model can make the Use Potion action as a free action to use a Potion of level X or lower.

### **Potioneer X**


For each Model with the skill “Potioneer X” in your Group, you can choose a Potion of level X or lower instead of one of the level 0 Potions when you are choosing the Potions for your Stock of Potion at the beginning of the game.

*For example, if we decide to include Hermione Granger in our Group, we will have a “Potioneer 2” on our side, so when selecting our Stock of Potions we can choose 5 level 0 Potions and one level 2 Potion (OR 5 level 0 Potions and one level 1) (OR 6 level 0 Potions).*

**Ravenclaw**

Once per round, in one of its activations, if this Model controls a Challenge, this Model can perform 1 Draw Quest Card Action (see page 14) as a Free Action.

**Resistance X**

The player controlling this Model may discard up to X Clash Cards from their Clash Hand to reduce by X the  received by any Attack, Spell or Potion.

**Small X**

A Model with Small (X) can only receive (X) Impact Markers before being Removed from the Game. (For example, a Model with Small 2, can have 2 Impact Markers and not be Removed from the Game. The moment it received a third Impact Marker it would be Removed from the Game).

**Scout**

This Model treats Difficult Terrain as if it were Open Terrain.

**Slytherin**

If this Model is Controlling an Overlay, it can spend a Quick Action to gain Advantage 1 on its next Test this activation.

**Supreme Mugwump**

When this Model Empowers a Spell, it reduces the Empower Cost by 1.

**Tactician**

Once per turn, a Model with this Trait may perform the Advanced Action "Draw Quest Card" (page 14) as a Free Action.

**STATUS**


On many occasions, when a Model has been targeted by an Attack or Spell, it will suffer a Status in addition to or instead of Impacts. Effects are always applied after any Impacts have been inflicted. Some Statuses persist over time, lasting until they are successfully removed, or until the duration specified in the Status description expires - in these cases, place an appropriate marker next to the affected Model's Character Card for the duration as a reminder.

A Model cannot be subject to the same Status twice. However, if multiple Statuses of the same type (such as Poison) apply, then you must apply the higher value (e.g., a Model with a Poison Marker is damaged by a Poison Attack 2 - the Model now has 2 Poison markers instead of 1).

**Burning **

The target Model receives a Burning Marker. While the marker is in play, the target must subtract 1 Success from all its Defense rolls. In addition, at the end of the affected Model's activation, it receives 1 Impact Marker. No more than one Burning Marker can be accumulated at any time. The marker is removed at the end of the affected Model's activation.

**Concealment X **

When targeting this Model, if this Model is not adjacent to the Model that is targeting it, this Model gains X  for that test.

**Poison X **

The target Model receives X Poison Markers. At the end of the turn in the "Resolve Status" phase the affected Model receives one Impact Marker. Then remove a Poison Marker.

**Slow X **

The number of Spaces this Model can move when performing a Movement Action is reduced by X Spaces. This Status lasts until the end of the affected Model's activation.

**Push X **

The Target Model moves X Spaces away from the attacker - the Pushed Model must increase its distance from the attacker with each Space moved, If it comes into contact with another Model, an Impassable terrain Space or the edge of the Game Board, the target stops immediately.

# ORGANIZING YOUR GROUP

Now that you are familiar with the rules of the game, it is time to Set Up your Group.



## SET UP YOUR GROUP

Before starting a game in *Wizarding Duels* you must go through three phases of Group Configuration to make sure you are as prepared as possible for the confrontation. The phases are:

**A** - Model Selection, Artifact Selection and Spellbook Configuration.

**B** - Quest Deck Configuration.

**C** - Potion Selection.

Next, we explain in detail how to carry out these Group Configuration phases.

### A1. Model Selection

Before starting the game, you must determine how many “Galleons” each player will have available to make their Group (We recommend games with groups of 50 “Galleons”, but feel free to experiment games with more expensive or cheaper Groups).

All Models and Artifacts have an assigned cost in “Galleons” that are indicated on their cards (Spells do not have cost in “Galleons”).


When selecting your Models, you must keep in mind 4 rules.

- All Models must share affiliation.

- You cannot exceed the cost in “Galleons” agreed for the game.
- You cannot include more than one model with the same name.
- Your Group can have a maximum of 6 Models.

Once you have selected your Models you must place them in a visible area of the Game Board and designate one of them as the “Leader” of your Group.

### A2. Artifact Selection.

Once you have chosen your favorite Models you can choose Artifacts and assign them to your Models taking into account not to exceed the number of “Galleons” agreed between Models and Artifacts. Also, remember the amount of  that Character Cards have for Artifacts and the restrictions they may have when assigning them (For example, *Crookshanks* can only be assigned to *Hermione*).

### A3. Configuration of the Spell-Book.

After the selection of Models and Artifacts we must create our SpellBook (*see page 20*).

With this we would have already completed the Model Selection, Artifact Selection and SpellBook Configuration.

### B. Set up the Quest Deck.

Choose your Quest Cards. Form your Quest Deck and place it face down on the Game Board (*more information on page 9*).

### C. Potion Selection.

After both players put on the Game Board their Character Cards, Artifact Cards and SpellBook (and after having the Quest Deck ready).

We have almost everything ready to start playing, we only have one last step left before starting the game, select the Potions that we will use during the game (*more information on page 23*).

Once we have the Stock of Potions ready we will have our Group perfectly prepared to start the game.

## SETTING UP THE GAME BOARD BEFORE STARTING A GAME

### 1. Board Configuration

The two Groups are ready and it is time to start the Duel. Before starting the first Round of play, the Game Board must be Set Up for play.

The first thing to do is to make a coin flip. The player who wins the coin flip chooses on which Map the game will be played, the other player chooses how to place the Maps and their Zone (see page 5).

Once you have placed the two halves of the board and chosen the halves that correspond to each player to place their Models, it is time to place the Challenge Pieces.

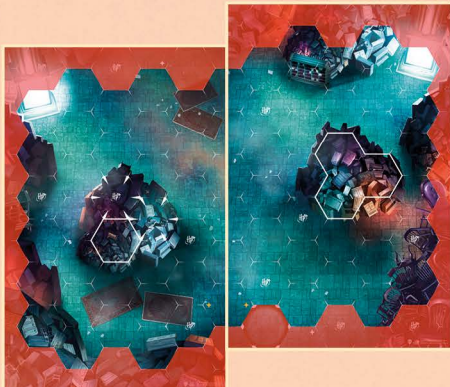
### 2. Placement of Challenge Overlays and Terrain Overlays

Starting with the player who won the coin Flip, the Challenge Overlays are placed on the Game Board alternately until all 6 have been placed.

They must be placed by their Mystery Side and without the players knowing which of the Challenges is underneath.

To place the Challenge Pieces players must follow three rules.

- They must be placed in an Open Space (there can be neither Terrain, Overlay or an arrival Zone).
- They cannot be placed on the Spaces next to the outer edges of the Map.



- There must be at least two Spaces between the Challenge Overlays. (In case it is not possible to place the Challenge Overlays leaving at least two Spaces between them, they can be placed leaving only one Space between them, but if it is possible to leave two, always do so).

After placing the six Challenge Overlays following these three rules, each player following the same order must place a Terrain Overlay of their choice by its Mystery Side.

The Terrain Overlay must only follow one rule to be placed.

- It must be placed in an Open Space.

Once all the Challenge Overlays and Terrain Overlays have been placed, they are all Unveiled.

### 3. Draw Quest Cards

The map is ready, the Challenge Overlays and the Terrain Overlays are in place. It is time to draw the initial selection of Quest Cards by following these steps.

- Shuffle your Quest Deck thoroughly and draw 3 Cards.

After drawing your 3 Quest Cards in this step, you can do a Mulligan: Discard any number of those Cards and draw new Quest Cards until you have 3 again. These 3 Cards from your initial Quest Card selection.

- Place your selection of Quest Cards in a visible area of the table (the Active Quest Zone). All Quest Cards in the Active Quest Zone, are considered "Active Quest Cards"

### 4. Place the Models on the Arrival Spaces

Starting with the player who won the coin flip in the Board Setup phase, the players will alternately place their Models one at a time on an empty Arrival Space on its side of the Map.

It is possible for each player's Group to be composed of a different number of Models. If a player has placed all their Models the opposing player will place all the remaining models consecutively.

## 5. Generate Power Pool

Generate as many Power Markers for your Power Pool as the sum of the “Cunning” of your Models (*more information on page 21*).

## 6. Clash Cards

Both players must shuffle their Clash Deck and draw 3 Clash Cards.

### QUICK REFERENCE TO PREPARE THE GAME

1. Select and Place Map
2. Challenge Overlays and Terrain Overlays
3. Draw Quest Cards
4. Place Models
5. Generate Power Pool
6. Draw Clash Cards

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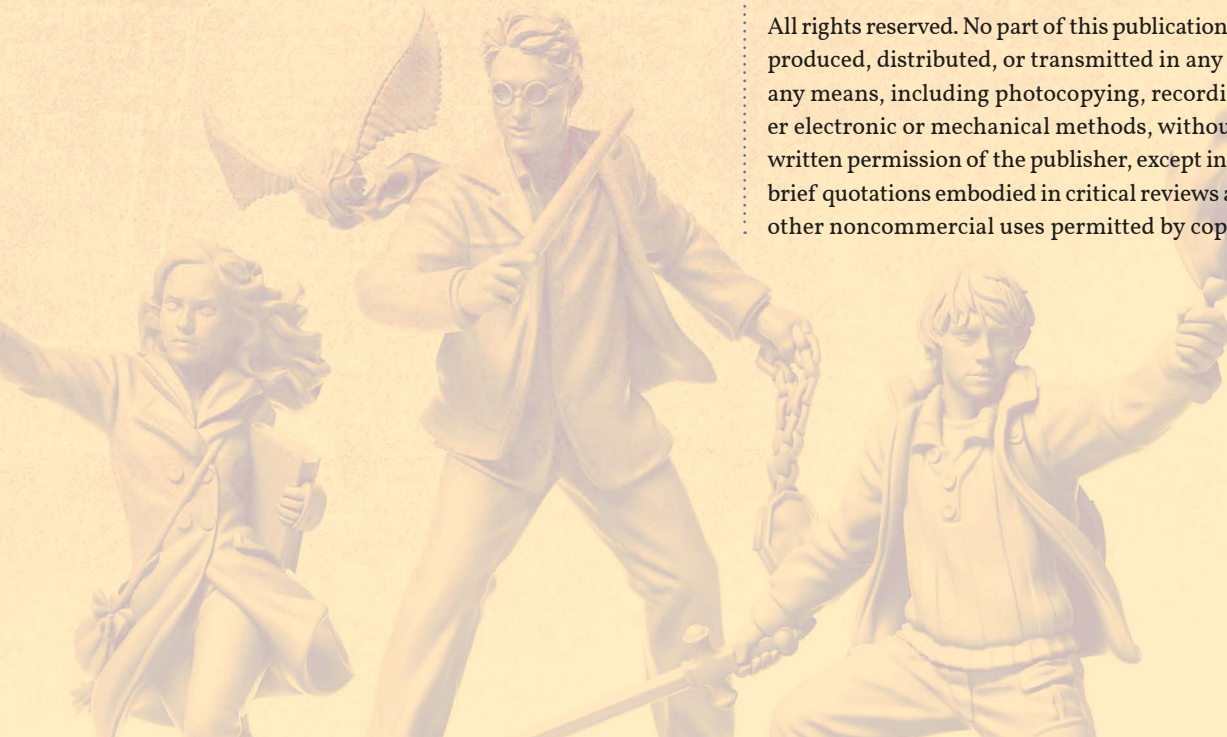
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# Pen forest forbidden

## CONTACT THE MINISTRY IF YOU HAVE ANY INFORMATION

**YOU-KNOW-WHO'S  
FINGER**

**W**

The Ministry of Magic has received reports of a dark presence in the Pen Forest. It is believed that a powerful wizard is using the forest as a base of operations. The Ministry is currently investigating the matter and has requested any information from the public.

**H**

**Full Name:**

**M**

**MI**

**EXTRACURRICULAR  
ACTIVITIES**

**IT'S HERE...  
Nimbus  
2000**



**APPROXIMATELY  
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**MAGICAL  
CREATURES**



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