Lore of Battle Magic

0	Hammerhand	
7+	Range Combat	Instant
A sin 2.	gle enemy unit the caster is engage	ed in combat with suffers 2D3 Strength 4 hits, each with an AP of -
	Lore of Battle Magic	
1	Fireball	
8+	• Range 24"	Instant
The rule.	target enemy unit suffers 2D6 Stren	gth 4 hits, each with an AP of This spell has the Flaming Attacks special
	Lore of Battle Magic	
2	Curse Of Arrow Attraction	
7+	• Range 21"	Instant

Until your next Start of Turn sub-phase, you may re-roll any rolls To Hit of a natural 1 when shooting at the target enemy unit.

Lore of Battle Magic

	Lore of Buttle Magio		
3	Pillar Of Fire		
9+	• Range 12"	Remains in Play	
dange	rous terrain. The template moves D6" in	plate so that its central hole is within 12" of the caster. Whilst in play, the template n a direction of the caster's choosing during every Start of Turn sub-phase. Any u suffers D3+3 Strength 3 hits, each with an AP of -2. These hits have the Flaming	nit (friend or foe)
	Lore of Battle Magic		
4	Arcane Urgency		
10+	• Range 15"	Instant	
If the tagain.	-	s already moved during this Movement phase, it may immediately move	
	Lore of Battle Magic		
5	Oaken Shield		
7+	Range Self	Instant	

Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 5+ Ward save against any wounds suffered.

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6 Curse Of Cowardly Flight

9+ • Range 15" Instant

The target enemy unit must immediately make a Panic test. If the target unit automatically passes any Panic tests it is required to make for any reason, it must still make this test and, should it fail, it will Give Ground.













