

<div><div>Hammerhand</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+</td><td>Range Combat</td><td>Instant</td></tr></table><div>Effect</div><p>A single enemy unit the caster is engaged in combat with suffers 2D3 Strength 4 hits, each with an AP of -2.</p></div>	CV	Type	Duration	7+	Range Combat	Instant	<div><div>1. Apprentice Spell</div><div>Fireball</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Range 24"</td><td>Instant</td></tr></table><div>Effect</div><p>The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -. This spell has the Flaming Attacks special rule.</p></div>	CV	Type	Duration	8+	Range 24"	Instant	<div><div>2. Adept Spell</div><div>Curse Of Arrow Attraction</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+</td><td>Range 21"</td><td>Instant</td></tr></table><div>Effect</div><p>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.</p></div>	CV	Type	Duration	7+	Range 21"	Instant	<div><div>3. Adept Spell</div><div>Pillar Of Fire</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+</td><td>Range 12"</td><td>Remains in Play</td></tr></table><div>Effect</div></div>	CV	Type	Duration	9+	Range 12"	Remains in Play
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<div><div>4. Adept Spell</div><div>Arcane Urgency</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+</td><td>Range 15"</td><td>Instant</td></tr></table><div>Effect</div><p>If the target friendly unit is not fleeing and has already moved during this Movement phase, it may immediately move again.</p></div>	CV	Type	Duration	10+	Range 15"	Instant	<div><div>5. Master Spell</div><div>Oaken Shield</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+</td><td>Range Self</td><td>Instant</td></tr></table><div>Effect</div><p>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.</p></div>	CV	Type	Duration	7+	Range Self	Instant	<div><div>6. Master Spell</div><div>Curse Of Cowardly Flight</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+</td><td>Range 15"</td><td>Instant</td></tr></table><div>Effect</div><p>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.</p></div>	CV	Type	Duration	9+	Range 15"	Instant							
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CROWN OF THE
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Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a direction of the caster's choosing during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D3+3 Strength 3 hits, each with an AP of -2. These hits have the Flaming Attacks special rule.