Domaine de la Magie de Bataille

0 -	lammerhand	
7+	Portée Combat	Instant
A sing 2.	gle enemy unit the caster is engaged	d in combat with suffers 2D3 Strength 4 hits, each with an AP of -
ı	Domaine de la Magie d	e Bataille
1 F	Fireball	
8+	Portée 24"	Instant
The ta	arget enemy unit suffers 2D6 Streng	th 4 hits, each with an AP of This spell has the Flaming Attacks specia
ļ	Domaine de la Magie d	e Bataille
2 (Curse Of Arrow Attraction	
7+	Portée 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.

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	Domaino do la magio a		
3	Pillar Of Fire		
9+	Portée 12"	Remains in Play	
dan	gerous terrain. The template moves D6 moving template touches or moves ove	emplate so that its central hole is within 12" of the caster. Whilst in play, the temporal in a direction of the caster's choosing during every Start of Turn sub-phase. A er suffers D3+3 Strength 3 hits, each with an AP of -2. These hits have the Flam	ny unit (friend or foe
	Domaine de la Magie d	de Bataille	
4	Arcane Urgency		
10+	Portée 15"	Instant	
If th	•	nas already moved during this Movement phase, it may immediately move	
	Domaine de la Magie de	e Bataille	
5	Oaken Shield		
7+	Portée 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.

Domaine de la Magie de Bataille

6 Curse Of Cowardly Flight

9+ • Portée 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.













