

Lore of Battle Magic

0 Hammerhand

7+ • Gamma Combat

Instant

A single enemy unit the caster is engaged in combat with suffers 2D3 Strength 4 hits, each with an AP of -2.

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1 Fireball

8+ • Gamma 24"

Instant

The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -. This spell has the Flaming Attacks special rule.

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2 Curse Of Arrow Attraction

7+ • Gamma 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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3 Pillar Of Fire

9+ • Gamma 12" Remains in Play

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.

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4 Arcane Urgency

10+ • Gamma 15" Instant

If the target friendly unit is not fleeing and has already moved during this Movement phase, it may immediately move again.

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5 Oaken Shield

7+ • Gamma 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+

- Gamma 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.



WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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