

Battle Magic

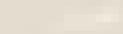
Range: 24"

Casting On: 8+

1. Fireball Magic Missile

Your Shooting phase

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



Battle Magic

Range: 21"

Casting On: 7+

2. Curse of Arrow Attraction Hex

Your (Strategy) Conjuration sub-phase

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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Range: 12"

Casting On: 9+

3. Pillar of Fire Magical Vortex

Your Shooting phase

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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 difficult terrain. The template scatters D6" during every Start of Turn sub-phase. Any enemy unit that moves through the template, or that the template 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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Range: 15"

Casting On: 9+

4. Arcane Urgency Conveyance

Your Remaining Moves sub-phase

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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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Range: Self

Casting On: 7+

5. Oaken Shield Enchantment

Your (Strategy) Conjuration sub-phase

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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Range: 15"

Casting On: 8+

6. Curse of Cowardly Flight Hex

Your (Strategy) Conjuration sub-phase

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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.

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Range: Combat

Casting On: 7+

Hammerhand Assailment

Any Fight Combat sub-phase

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

Signature Spell

Battle Magic



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