

Elementalism

Range: Combat Casting On: 7+

1. Flaming Sword Assailment

Any Fight Combat sub-phase

A single enemy unit the caster is engaged in combat with suffers D6+1 Strength 3 hits, each with an AP of -. These hits have the Flaming Attacks special rule.

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Range: 15" Casting On: 9+

5. Wind Blast Conveyance

Your Remaining Moves phase

The target enemy unit suffers D3+3 Strength 5 hits, each with an AP of -1. Once these hits have been resolved, the unit must Give Ground.

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Range: 21" Casting On: 9+

2. Plague of Rust Hex

Your (Strategy) Conjuration sub-phase

Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its armour value. This spell may target an enemy unit engaged in combat.

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Range: 9" Casting On: 10+

6. Travel Mystical Pathways Conveyance

Your Remaining Moves phase

If the target friendly unit is not fleeing and has not already moved during this Movement phase, you may immediately remove it from the battlefield and replace it anywhere completely within 12" of its original location, but not within 6" of any enemy models. The target friendly unit cannot move again during this Movement phase.

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Range: 15" Casting On: 9+

3. Summon Elemental Spirit Magical Vortex

Your Shooting phase

Remains in Play. Place a small (3") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as difficult terrain over which no line of sight can be drawn. 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 4 hits, each with an AP of -1.

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Range: 12" Casting On: 7+

Storm Call Hex

Your (Strategy) Conjuration sub-phase

Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Movement and Initiative characteristics (to a minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

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Range: 15" Casting On: 9+

4. Earthen Ramparts Enchantment

Your (Strategy) Conjuration sub-phase

Until your next Start of Turn sub-phase, the target friendly unit gains a 5+ Ward save against any wounds suffered and counts as being behind a defended low linear obstacle if charged. However, whilst this spell is in play the target unit cannot march or charge.

Signature Spell

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