



CHILL WIND

A deathly chill blows upon the foe numbing the bodies of the living and stopping the beat of their hearts.

Range: 20"

Target: One enemy unit within range and LOS

Effect: *Deathly Chill* (ignore armour) attack D3 + Magic Level hits at SV1



PECULIAR PORTAL

A wizard open a dimensional portal that sucks one opponent unit from battlefield and deposit it way back and out of harm's way!

Range: Tabletop

Target: One enemy unit on tabletop

Effect: Unit is removed from current position and repositioned by the owning player at the player's edge.



ENDOW STRENGTH

A wizard channels magical powers to boost the fighting prowess of friends nearby

Range: 10"

Target: All friendly units within 10" in HtH

Effect: Str bonus of +1 per Magic Level

Duration: Lasts until end of the turn, or until wizard moves/tries to dispel spell or is killed.



ENCHANTED SHIELD

This spell creates a magical barrier over one friendly unit, protecting it from missile attacks

Range: 10" per Magic Level

Target: One friendly unit within range

Effect: Any ranged attack (Acc) upon the unit will automatically miss on any roll other than 1

Duration: Lasts until end of the turn



AURA OF COURAGE

The wizard casts an aura of resolve and confidence that lifts the hearths of all friends within its ambience!

Range: 10"

Target: All friendly units within 10"

Effect: D6 + Magic Level PINS removed in total from friendly units within range



AURA OF TIMIDITY

The wizard casts an aura of timidity and diffidence that fills the hearts of enemies with dread!

Range: 10" per Magic Level

Target: All enemy units within range

Effect: D6 + Magic Level PINS distributed in total to all enemy units in range



WAKE THE DEAD

Allows caster to raise fresh undead troops to augment the undead forces.

Range: 10" per Magic Level

Target: One friendly warrior unit of skeletons or zombies that have 5 models or fewer in range

Effect: D6 + Magic Level warriors added to the unit



SORCERER'S SHIELD

This spell enables a wizard to create a magical shield that protects all friendly units within range from missile fire.

Range: 10" per Magic Level

Target: All friendly units within range

Effect: Any ranged attack (Acc) upon the unit will automatically miss on any roll other than 1

Duration: Lasts until end of the turn, or until wizard moves/tries to dispel spell or is killed.



SURGE

This spell fills its subject with miraculous vigour, inspiring warriors to redouble their efforts under the marvelous influence of magical energy.

Range: 10" (Undead wizard/necromancer 10" per Magic Level)

Target: One friendly unit within range that has one or more order dice played already

Effect: Return one order dice to the bag



LIGHTNING BOLT

The wizard calls down a lightning bolt of 5 billion joule energy to one unlucky model!

Range: 30"

Target: One unit and one model within range

Effect: Magic missile, one hit. SV D3 + Magic Level. Unit must take break test!



BAMBOOZLE BEASTIE

No self-respecting wizard wants to be bettered by a beastie no matter how repellent. This is the spell to put down giant, dragon, or any other big-ugly in its right and proper place.

Range: 10" per Magic Level

Target: One enemy monster or monstrosity unit within range and LOS

Effect: Take remaining order dice(s) from bag and give **down** order(s). Affects also dice already on table!



ENFEEBLE FOE

This spell makes any foe feeling weak and helpless.

Range: 10"

Target: All enemy units within range and in HtH

Effect: Str penalty -1 per Magic Level. Only 1x HtH

Duration: Lasts until end of the turn, or until wizard moves/tries to dispel spell or is killed.



SORCEROUS BATTLE!

The wizard engages a rival in sorcerous battle of wills! Bolts of raw magic shoot across the darkening sky and an angry wind scatters all before it.

Range: 10" per Magic Level

Target: Opposing wizard in range

Effect: Each wizard roll D6 + Magic level. Loser get one PIN. Winner can decide to push further or end the spell. Goes on until spell ended or wizard broken.



FIERY BALLS

The wizard hurls sorcerous fire to the enemy

Range: 20"

Target: One enemy unit within range and LOS

Effect: Magic missile, D3 + Magic Level hits SV 1
fire attack (extra PIN if hit)