



### 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*'(pg 82)ignores armour bonuses) attack D3 + Magic Level hits at SV1

Note: Necromancers and wizard with undead or spectral undead only.



### 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.

Note Casting Value -1 for every 10"to target



### ENDOW STRENGTH

*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 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

Note:Necromancers and wizard with undead or spectral undead only.



### 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 downorder(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.



### 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



### 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.



### 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)



### 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.