1. Apprentice Spell

Fireball

CV	*Type*	*Duration*
5	Hex Missile Damage Replicable Range 36	Instant

Effect

The target suffers #1D3 (2)~hits with Str~4, AP~0, Flaming Attacks, Magical Attacks.%

2. Adept Spell

Flaming Swords

CV	*Type*	*Duration*
8	Augment Range 18	One Turn

Effect

The target gains +1 to wound, Magical Attacks (Melee \& Shooting), Flaming Attacks (Melee \& Shooting).%

3. Adept Spell

Dragon's Roar

CV	*Type*	*Duration*
9	Augment Range 18	One Turn

Effect

Choose a single model part in the target unit when casting the spell. This model part gains Breath Attack (Str~4, AP~0, Flaming Attacks,Magical Attacks) and Grind Attack) (#1D6 (2), Str~4, AP~0, Flaming Attacks, Magical Attacks, Unmodifiable)}. %alphasorting not working for some reason

4. Adept Spell

Pyroclastic Flow

CV	*Type*	*Duration*
9	Hex Missile Damage Range 24	Instant

Effect

The target suffers #1D3 (5)~hits with Str~4, AP~0, Flaming Attacks, Magical Attacks.%

5. Master Spell

Pillars of Fire

CV	*Type*	*Duration*
11	Augment Range 18	One Turn

Effect

Standard Melee Attacks from Rank-and-File models in the target are always Str~4 and AP~0, and gain Flaming Attacks,Magical Attacks, Automatic Hits, Fight in Extra Rank.

6. Master Spell

Tidal Flame

CV	*Type*	*Duration*
10	Hex Missile Damage Range 24	Instant

Effect

The target suffers 1 hit with Str 3, AP 0, Area Attack (55), Direct Hit (Str 6, AP 2, Multiple Wounds (2)), Flaming Attacks, Magical Attacks.

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FANTASY BATTLES

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