Iceshard Blizzard

CV	*Type*	*Duration*
7+	Range	Inst.

Effect

Iceshard Blizzard is a hex with a range of 24". The target suffers a -1 modifier to all To Hit rolls (both shooting and close combat) and to its Leadership until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 10+.

1. Apprentice Spell

Harmonic Convergence

CV	*Type*	*Duration*
6+	Range	Inst.

Effect

Harmonic Convergence is an augment spell with a range of 24". Until the start of the caster's next Magic phase, the target re-rolls all To Hit, To Wound and armour save rolls of 1. The caster can choose to have this spell target all friendly units within 12". If he does so, the casting value is increased to 12+.

2. Adept Spell

Wind Blast

CV	*Type*	*Duration*
7+	Range	Inst.

Effect

3. Adept Spell

Curse of the Midnight Wind

CV	*Type*	*Duration*
10+	Range	Inst.

Effect

Curse of the Midnight Wind is a hex with a range of 24". The target must re-roll all 6s when rolling to hit, to wound and armour saves until the start of the caster's next Magic phase. The Wizard can instead choose to have this spell target all enemy units within 12". If he does so, the casting value is 20+.

4. Adept Spell

Urannon's Thunderbolt

CV	*Type*	*Duration*
10+	Range	Inst.

Effect

Urannon's Thunderbolt is a magic missile with a range of 24" that causes D6 Strength 6 hits. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. Master Spell

Comet of Casandora

CV	*Type*	*Duration*
12+	Range	Inst.

Effect

6. Master Spell

Chain Lightning

CV	*Type*	*Duration*
15+	Range	Inst.

Effect

Chain Lightning is a direct damage spell with a range of 24". Chain Lightning causes D6 Strength 6 hits. Once the damage has been resolved, roll a D6: on a 3 or more, choose an enemy within 6" of the initial target – the lightning leaps to that unit, which suffers D6 Strength 6 hits. Keep rolling for further victims (each within 6" of the last target struck), until the roll is failed or there are no more viable targets (a unit can only be the target of Chain Lightning once per Magic phase).


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Wind Blast is a magic missile with a range of 24". The target is 'pushed' D3+1" directly away from the caster (it does not change facing). If the target unit comes into contact with impassable terrain it stops 1" away and suffers D6 Strength 3 hits. If the target unit comes into contact with another unit it stops 1" away and both units suffer D6 Strength 3 hits. Targets that cannot move are not pushed back at all, but still suffer D6 Strength 3 hits. The caster can choose to summon a more powerful wind that pushes the target back D6+2", rather than D3+1". If he does so, the casting value is increased to 14+.

This spell is cast upon any fixed point on the tabletop. Place a suitable marker over the exact spot affected – a small coin is ideal for this. For as long as the spell lasts, the player rolls a D6 at the start of each player's following Magic phase. On a score of 1-3 nothing happens, but place another marker on the first. On the score of a 4-6 the comet strikes the spot. All units from either side that are within 2D6" are struck by the comet. Each unit struck by the comet takes 2D6 hits, +1 hit for each marker on the comet, at a Strength equal to 4 plus the number of markers on the comet. Once cast, the comet cannot be dispelled. The Wizard can choose to cast this spell so that the comet starts with two counters rather than one, and two counters are added each time the comet fails to land. If he does so, the casting value is increased to 24+.