



IMMUNITY FROM POISON

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	2	3"	-

This spell may be cast on caster or any single model within 3". It takes effect immediately and gives the bearer complete immunity from the effects of poisons and poisonous gases for the remainder of the game.



PART WATER

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	3	12"	-

This spell may be cast on any stream or river within 12", driving the waters apart and creating a 4" wide gap. This lasts until the caster moves or casts another spell. It may be dispelled any time! Exposed river bed counts as *difficult ground*.



STRENGTH OF COMBAT

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	4	PERSONAL	-

This spell allows caster to increase any one of following characteristics by +1:

WS, BS, S, T, W, I, A.

Effect lasts for the remainder of the battle. If cast a second or subsequent time the older spell is dispelled instantly.



STEAL MIND

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	4	12"	YES

This spell may be cast on any single model within 12". Target gets Magic Save. If affected the target becomes utterly mindless, unable to do anything but sit upon the ground, gibber and eat grass. Effect lasts D6 target's turns. Target cannot defend itself and suffers *free hack*. May be dragged at half pace. If riding, target can be moved by fellow unit members at normal pace.



CAUSE ANIMOSITY

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	4	24"	YES

Cast against any enemy unit within 24" making it subject to *Animosity* against any one friendly unit nominated by the caster. The nominated unit must also be within 24" of caster.

Animosity - Take animosity test if target unit is within 12" at the start of turn, unless:

- There are enemy troops within 12" or charge reach.
- There are *Hated* enemy in sight.
- Unit is already in close combat because of animosity.

To make the test roll D6 (- Leader's Ld bonus):

- +1 if target unit is in front of and within charge reach
- +1 no enemies in sight.
- +1 if target unit is different race.

Result of 5 or less is PASS (no effect).

Result of 6 is FAIL (fire any missile weapons,no charge, no close combat but move as close as possible).

Result of 7+ is DISASTER (charge if within range, otherwise move close as possible, fire missiles).



DISPIRIT

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	2	24"	YES

Cast against any enemy unit within 24". Affected unit suffer -1 Ld for the remainder of the battle. This spell will not affect character models associated with unit. This spell can be cast only once per unit.



LEG BREAKING

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	3	24"	YES

Cast against any individual model with T4 or less. Target leg is broken and movement is halved. Ordinary trooper will be removed as casualty. 2 legged Character model model hit twice is immobile. 4 legged needs to be hit 3 times to render immobile.



CURE LIGHT INJURY

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	3	TOUCH	-

Spell may be used to heal either the caster or any other single model by touch. Spell restore immediately 1 wound. Will not work on models suffering more than 1 wound or dead. Wizard who fails to cast this spell cause 1 wound. No save on miscast. May not be cast on target in H2H combat.



AURA OF RESISTANCE

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	2	PERSONAL	-

This aura spell increase caster armour saving throw by +1 if he already has armour. Unarmoured characters get armour saving throw of 5+. Aura can be dispelled by some magic and magic weapons. Caster may dispel aura at any time. Only one aura can be active at any time.



FLIGHT

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	3	24"	-

Caster may immediately fly to a position in battlefield within 24". Cannot fly through solid objects, walls etc. Can carry up to half own body weight (for example halfling).



FIREBALL

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	1 PER FB	24"	-

Caster may throw one fireball per ML against same target unit. This happens during *Magic Phase*. Normal targeting rules apply. Fireball hits automatically causing D3 S3 hits (Against flammable S4). No armour save unless mounted, then save 6+. Creatures which dislike fire need to roll Panic.



ENTHUSE

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	2	24"	-

Cast against any friendly unit within 24". Affected unit gain +1 Ld for the remainder of the battle. This spell will not affect character models associated with unit. This spell can be cast only once per unit. Max Ld is 10.



HAMMERHAND

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	2	PERSONAL	-

Casters attacks in H2H combat are **doubled** with **S5**. Spell lasts until caster suffers a wound.



IGNITE MISSILES

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	1	12"	-

Spell may be cast on any friendly unit of missile troops or war engine within 12". Next time unit shoots its arrows (etc.) burst into flames and cause damage as flaming missiles (S+1 against flammable targets).



WIND BLAST

BATTLE MAGIC	LEVEL	MP	RANGE	SAVE
	1	2 + 1/R	24"	-

Spell creates terrific blast of wind, aimed at single unit within 24". Blast emanates from caster and there must be a clear LOS to target. Unit or model hit by the blast is knocked to the ground and cannot fire missiles. Unit or model can only move if test against it **S** is successful (roll D10).

Unit or model may retreat without any test. Wind blast continues as long as caster remains stationary and spends 1 MP per round. Spell ends if caster engages H2H or casts another spell. Unit with frontage of at least 5 models and moving between caster and target will block the wind and suffer the effects. Smaller unit does not block effect but suffers the effects. If cast into H2H all wounds caused are halved and rounded down.