

Defensive Spells - Armor

Armor can be used when a spellcaster is hit by an attack or damaged in any way, **except** for damage taken as a result of a failed saving throw. A defensive spells cast counts against the levels of spells that the spellcaster has available to cast on the unit's next turn, and cannot exceed the level of the caster.

Multiple Deflect spells can be cast without paying the penalty for casting multiple spells, but this does count as a spell cast for casting other spells. For example, a 4th level mage can cast two level 1 Armor spells, but then has to pay a penalty of a spell level before casting a different spell (at level 1) on his turn.

The caster knows both the to-hit and damage numbers before deciding to cast.

Armor

For a single attack, a magical force tries to stop the blow. Replace the first To-Wound number of the caster with the following number:

Spell Level	To-Wound
1	4 plus size modifier*
2	5 plus size modifier*
3	6 plus size modifier*
4	7 plus size modifier*
5	8 plus size modifier*
6	9 plus size modifier*

*Size modifier is -1 for Small, 0 for Medium or Cavalry, +1 for Large, and +2 for Huge.

To get the second To-Wound number, add the last number in the To-Wound rating (the one with the '+') to the one given by the spell. For example, a mage with a To-Wound rating of 3/7/+4 who casts a 2nd level Armor spell would have a To-Wound of 5/9/+4 against a single attack.

Standard Spells

Standard spells are cast during a spellcaster's turn. The exact step during the turn when a spell can be cast is listed next to each spell. If more than one step is listed then you can cast that spell in any of those.

Level: Each turn a caster can cast no more levels worth of spells than the unit's Spellcasting Level. Normally this would be a single spell cast at the Spellcasting Level, but would be lower if the unit used Defensive Spells since its last turn.

Example: Alfonso the Fabulous has a Spellcasting Level of 5. On the previous turn, an archer shot an arrow at Alfonso, rolling an 8 to hit for 7 damage. Alfonso cast a Level 2 Deflect to raise his Ranged Defense from a 6 to a 9, making the shot miss. Since Alfonso used 2 levels for defensive spells, he can only use 3 of his 5 spell levels on his turn. He has to give up one spell level as the penalty for casting multiple spells (see below), so he chooses to fling a Level 2 fireball at the group of archers.

Casting multiple spells: You can break up your spell levels to cast multiple, lower level spells. Any additional spell cast after the first count one more against your total levels cast. For example:

A mage with a Spellcasting Level of 3 can cast two Level 1 spells, as the second spell counts as 2 levels.

A mage with a Spellcasting Level of 5 can cast two Level 2 spells (as the second one counts as 3), OR can cast three Level 1 spells (1 for the first, 2 for the second, and 2 for the third).

Spell List:

Bless (Ranged, cast in Spellcasting step)

Call Lightning (Ranged, cast in Ranged Attack step)

Fireball (Ranged, cast in Ranged Attack step)

Flame Aura (Projection, Cast in Melee step)

Flaming Hands (Projection, Cast in Melee step)

Heal (Ranged, cast in Spellcasting step)

Immolation (Ranged, cast in Ranged Attack step)

Lightning Blast (Projection, cast in Melee step)

Lightning Bolt (Projection, cast in Melee step)

Strengthen (Ranged, cast in Spellcasting step)

Wall of Fog (Ranged, cast in Ranged Attack step)

Web (Ranged, cast in Ranged Attack step)

Thorn Growth (incomplete)

Grasping Earth (incomplete)

Rain of Stones (incomplete)

Bless (Ranged, cast in Spellcasting step)

Magically enhance the accuracy of your allies' attacks. You give blessings to a number of targets in range. Each blessing is used for an attack made by that target, and gives a bonus to that to-hit roll. A unit can be given multiple blessings by the same spellcaster or by another, but these do not "stack" and must be used for separate attacks. All unused blessings are lost at the beginning of the player's next Spellcasting step.

Ranged troops: A ranged, single target attack (such as a bow) requires two blessings to get the bonus.

Area attacks: A ranged attack with the Area quality (such as a catapult) requires a number of blessings equal to the greater of two or the size of the area.

Siege Engines: If the attack is from a siege engine, only the engine itself needs to be blessed, not the crew.

Level	Effect
1	Grant 5 blessings (+1 bonus) to units within 4" of the caster, OR Grant 2 blessings (+1 bonus) to units within 6" of the caster.

2	Grant 5 blessings (+1 bonus) to units within 6" of the caster OR Grant 2 blessings (+1 bonus) to units within 8" of the caster.
3	Grant 5 blessings (+1 bonus) to units within 8" of the caster.
4	Grant 5 major blessings (+2 bonus) to units within 4" of the caster, OR Grant 2 major blessings (+2 bonus) to units within 6" of the caster.
5	Grant 5 major blessings (+2 bonus) to units within 6" of the caster OR Grant 2 major blessings (+2 bonus) to units within 8" of the caster.
6	Grant 5 major blessings (+2 bonus) to units within 8" of the caster.

Call Lightning (Ranged, cast in Ranged Attack step)

Cause bolts of lightning to strike your foes from above. Pick a target location within range to place the area affected, then roll to hit and damage individually for each target within the zone. Subtract range penalties from the caster to the target unit as if it were a normal ranged attack. Cover bonuses apply as normal as you need to direct the lightning to hit the targets.

Level	To-hit Bonus	Range	Area Size	Damage
1	1	5/10/15	1	d6+1
2	2	6/12/18	2	d6+1
3	2	6/12/18	3	d6+1
4	2	6/12/18	3	d6+2
5	2	7/15/23	3	d6+2
6	3	8/16/24	3	d6+2

Fireball (Ranged, cast in Ranged Attack step)

You hurl a flaming ball towards your foes, which erupts in flame. This is a ranged Area attack. Roll to hit the target location, and apply deviation on a miss. Targets within the area take damage as listed below.

Since no to-hit roll was made against the targets' defenses, shields give a +1 bonus to the first To-Wound number. Any cover bonuses increase this as well.

Level	To-hit Bonus	Range	Area Size	Damage
1	0	6/12/18	2	d6+0
2	1	6/12/18	3	d6+0
3	0	6/12/18	3	d6+2
4	1	6/12/18	4	d6+1
5	1	7/14/21	4	d6+1
6	0	8/16/24	4	d6+2

Flame Aura (Projection, Cast in Melee step)

You engulf the area around you in flames. All spaces within the aura's Size distance from the caster are affected, and all units in those spaces are hit and take damage. Roll separately for each target.

Since no to-hit roll was made, shields give a +1 bonus to the first To-Wound number. Any cover bonuses increase this as well.

Level	Aura Size	Damage
1	1	d6
2	1	d6+2
3	2	d6+1
4	2	d6+2
5	3	d6+1
6	3	d6+2

Flaming Hands (Projection, Cast in Melee step)

Place a 90 degree fan template on the board, with the origin in the spellcaster's square. All targets laying under the template are hit. Roll damage individually for each target.

Since no to-hit roll was made, shields give a +1 bonus to the first To-Wound number. Any cover bonuses increase this as well.

Spell Level	Fan Template Length	Damage
1	2"	d6
2	3"	d6+1
3	4"	d6+1
4	5"	d6+1
5	6"	d6+1
6	7"	d6+1

Heal (Ranged, cast in Spellcasting step)

This spell removes wounds from target units. Each unit has a "Heal" value on the troop card that indicates how much healing energy is required to remove one wound from that unit. The heals provided by the spell can be divided among multiple targets within range.

Units within 8" of the caster can be Healed, but double the to-heal score of any unit further than 4" away from the caster.

The caster requires line of sight to the target. If there is cover between them, each full -2 of cover bonus the target has adds .5 to the Heal value of the unit. This is added after doubling for range, if applicable.

Siege engines cannot be affected by this spell.

For example, a 3rd level casting of Heal would remove:

One wound from each of three units with a Heal score of 1 within 4", OR

One wound from a single unit with a Heal score of 3 within 4", OR

One wound each from two units with a Heal score of 1, one within 4" and the other 5"-8" away.

Immolation (Ranged, cast in Ranged Attack step)

You surround a single foe with elemental fire. One target within range takes the specified damage.

Since no to-hit roll was made, shields give a +1 bonus to the To-Wound numbers. Any cover bonuses increase this as well.

Spell Level	Range	Damage
1	5"	d6+1
2	8"	d6+2
3	9"	d6+3
4	13"	d6+3
5	13"	d6+4
6	16"	d6+4

Lightning Blast (Projection, cast in Melee step)

Spray lightning from your fingertips. Place a 45 degree cone template on the board, with the origin in the spellcaster's square. All targets laying under the template are hit. Roll damage individually for each target.

Since no to-hit roll was made, shields give a +1 bonus to the To-Wound numbers. Any cover bonuses increase this as well.

Spell Level	Cone Template Length	Damage
1	2"	d6+1
2	3"	d6+2
3	4"	d6+2
4	6"	d6+2
5	7"	d6+2
6	8"	d6+2

Lightning Bolt (Projection, cast in Melee step)

A bolt of lightning streaks from your hands in a direction you specify. Pick an origin point on one of the caster's squares and draw a straight line of the given length. The line must be the full length unless it hits a solid terrain feature, in which it ends there. All targets in squares under the line are attacked. Roll to hit and damage individually for each target.

Special: Even though this is a Projection attack, use the "target is in melee" ranged attack rule if the target is next to any of its foes (i.e. -2 to hit and possibly hit an adjacent target instead).

Spell Level	To-Hit Bonus	Line Length	Damage
1	+0	5"	d6+1
2	+1	7"	d6+2
3	+2	11"	d6+2
4	+2	17"	d6+2
5	+2	17"	d6+3
6	+2	21"	d6+3

Strengthen (Ranged, cast in Spellcasting step)

Magically enhance the damage of your allies' attacks. Similar to Blessings, you give magical damage bonuses to a number of targets in range. Each bonus is used for an attack made by that target, and gives a bonus to that damage roll. A unit can be given multiple bonuses by the same spellcaster or by another, but these do not "stack" and must be used for separate attacks. All unused bonuses are lost at the beginning of the player's next Spellcasting step.

Ranged troops: A ranged, single target attack (such as a bow) requires two bonuses to get the extra damage.

Area attacks: A ranged attack with the Area quality (such as a catapult) requires a number of bonuses equal to the greater of two or the size of the area.

Siege Engines: If the attack is from a siege engine, only the engine itself needs to be cast on, not the crew.

Level	Effect
1	Grant 4 damage bonuses (+1) to units within 4" of the caster, OR Grant 2 damage bonuses (+1) to units within 6" of the caster.
2	Grant 4 damage bonuses (+1) to units within 6" of the caster OR Grant 2 damage bonuses (+1) to units within 8" of the caster.
3	Grant 4 damage bonuses (+1) to units within 8" of the caster.
4	Grant 4 major damage bonuses (+2) to units within 4" of the caster, OR Grant 2 major damage bonuses (+2) to units within 6" of the caster.
5	Grant 4 major damage bonuses (+2) to units within 6" of the caster OR Grant 2 major damage bonuses (+2) to units within 8" of the caster.
6	Grant 4 major damage bonuses (+2) to units within 8" of the caster.

Wall of Fog (Ranged, cast in Ranged Attack step)

You call a line of fog to appear within range. This fog provides cover (-1 per inch of fog) but does not block line of sight. To lay down the line, each part of it must be within range, and each segment (inch) of wall must be adjacent to another segment. If a line is more than one inch thick, lay down the first line by the previous rule, then put down the additional thickness on one side of the first, with the same number of segments.

The fog lasts until the end of the Ranged Attack step in the casting player's next turn unless the casting unit maintains the spell.

Spell Level	Range	Line Length	Width
1	4"	3"	1"
2	6"	4"	1"
3	8"	5"	1"
4	6"	4"	2"
OR	8"	6"	1"
5	8"	4"	2"
OR	9"	7"	1"
6	8"	5"	2"
OR	10"	8"	1"

Web (Ranged, cast in Ranged Attack step)

You hurl a ball of sticky goo that spreads out as it flies. All targets in the squares it lands on are Entangled. The Save Modifier applies to all saving throws made by units attempting to escape the web.

Spell Level	To-hit	Range	Area	Save Mod
1	0	3/6/9	2"	0
2	0	4/8/12	3"	0
3	+1	5/10/15	3"	0
OR	+2	4/8/12	2"	-1
4	+2	6/12/18	3"	0
OR	+2	4/8/12	3"	-1
5	+0	6/12/18	4"	0
OR	+1	6/12/18	3"	-1
OR	+1	5/10/15	2"	-2
6	+1	6/12/18	4"	0
OR	+2	6/12/18	3"	-1
OR	+2	4/8/12	3"	-2