Lore of Battle Magic	Lore of Battle Magic	Lore of Battle Magic	Lore of Battle Magic
0 Hammerhand	1 Fireball	2 Curse Of Arrow Attraction	3 Pillar Of Fire
7+ Alcance Combat Instant A single enemy unit the caster is engaged in combat with suffers 2D3 Strength 4 hits, each with an AP of -2.	8+ Alcance 24" Instant The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of This spell has the Flaming Attacks special rule.	7+ Alcance 21" Instant Until your next Start of Turn sub-phase, you may re-roll any rolls To Hit of a natural 1 when shooting at the target enemy unit.	Remains in Play Remains in Play Remains in Play Remains in Play Remains in Play Remains in Play Remains in Play Remains in Play Remains in Play Remains in Play Remains in Play Remains in Play
Lore of Battle Magic	Lore of Battle Magic	Lore of Battle Magic	
4 Arcane Urgency	5 Oaken Shield	6 Curse Of Cowardly Flight	
10+ Alcance 15" Instant	7+ Alcance Self Instant	9+ Alcance 15" Instant	

If the target friendly unit is not fleeing and has already moved during this Movement phase, it may immediately move again.

Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 5+ Ward save against any wounds suffered.

The target enemy unit must immediately make a Panic test. If the target unit automatically passes any Panic tests it is required to make for any reason, it must still make this test and, should it fail, it will Give Ground.

