Domaine de la Magie de Bataille	Domaine de la Magie de Bataille	Domaine de la Magie de Bataille	Domaine de la Magie de Bataille
0 Hammerhand	1 Fireball	2 Curse Of Arrow Attraction	3 Pillar Of Fire
7+ Portée 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+ Portée 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+ Portée 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.	Portée 12"  Remains in Play  Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a direction of the caster's choosing during every Start of Turn subphase. Any unit (friend or foe) the moving template touches or moves over suffers D3+3 Strength 3 hits, each with an AP of -2. These hits have the Flaming Attacks special rule.
Domaine de la Magie de Bataille  4 Arcane Urgency 10+ Portée 15" Instant	Domaine de la Magie de Bataille  5 Oaken Shield  7+ Portée Self Instant	Domaine de la Magie de Bataille  6 Curse Of Cowardly Flight  9+ Portée 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.

