


ARCANE BOLT 1

TYPE: **MAGE** DV: **OFF (3)**



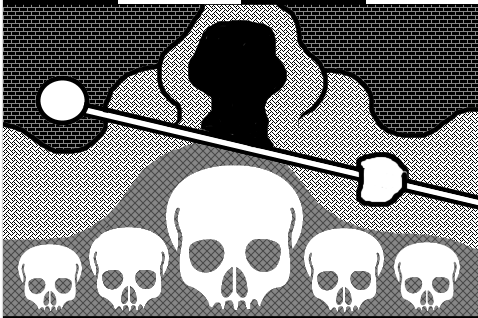
EFFECT

You may immediately make a ranged Arcane assault against an enemy unit up to 2 tiles away and gain a bonus kicker (4) to Arcane OFF

SPELL

BANE PLAGUE 4

TYPE: **MAGE** DV: **OFF (6)**



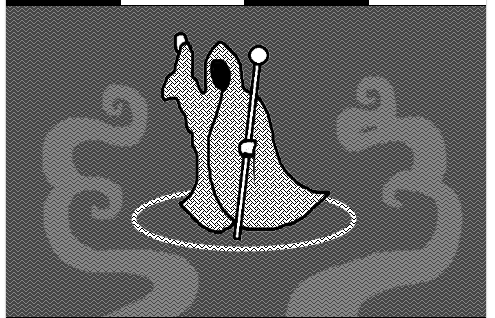
EFFECT

Choose a type: All units currently on the map that possess the chosen type must immediately succeed at an Arcane DEF test (4) or be sent to enemy captures

SPELL

CIRCLE OF PROTECTION 1

TYPE: **MAGE** DV: **DEF (4)**




EFFECT

(Play in response to being assaulted) Before assault rolls are made, you may force the unit initiating the assault to make an Arcane DEF test (6) and, if they fail, the assault is negated

SPELL

CURSE 1

TYPE: **MAGE** DV: **OFF (4)**



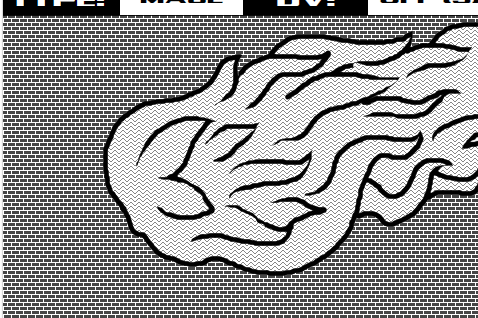
EFFECT

(Play in response to a test being rolled) After a test has been made, you may choose a single die and turn its value down by one

SPELL

FIREBALL 3

TYPE: **MAGE** DV: **OFF (5)**




EFFECT

Choose an enemy unit up to 3 tiles away: that unit and all units adjacent to it must succeed at an Arcane DEF test (5) or be sent to enemy captures

SPELL

GHOSTWALK 1

TYPE: **MAGE** DV: **DEF (4)**



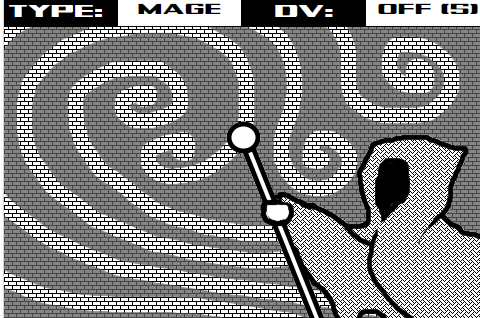
EFFECT

You or an adjacent allied unit may make an immediate move action and, during this move, may move through tunnel tiles in any direction, ignore hazard effects, or hop over an enemy unit as if they were an ally

SPELL

GUST 2

TYPE: **MAGE** DV: **OFF (5)**



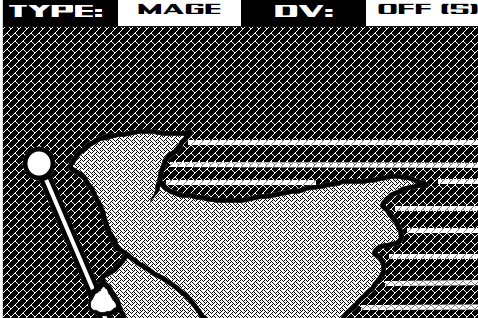
EFFECT

Choose an adjacent unit: move that unit up to three times, counting all other units as allies while doing so and, after the moves, the unit must succeed at a Melee DEF test (4) or be sent to enemy captures

SPELL

HASTEN 2

TYPE: **MAGE** DV: **OFF (5)**



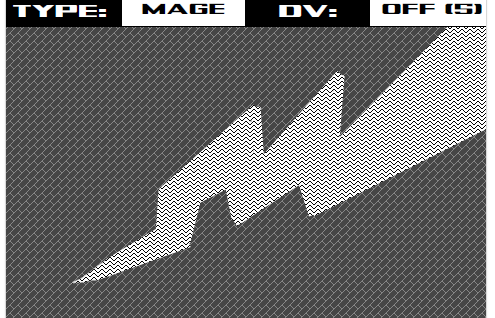
EFFECT

Choose an allied unit up to 2 tiles away: you may immediately perform two consecutive activations with that unit

SPELL

LIGHTNING BOLT 2

TYPE: **MAGE** DV: **OFF (5)**



EFFECT

You may make a ranged Arcane assault against an enemy up to three tiles away and, if you win, continue to make assaults against adjacent units until you lose

SPELL

**POCKET
TACTICS**
SPELL CARD

**POCKET
TACTICS**
SPELL CARD

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