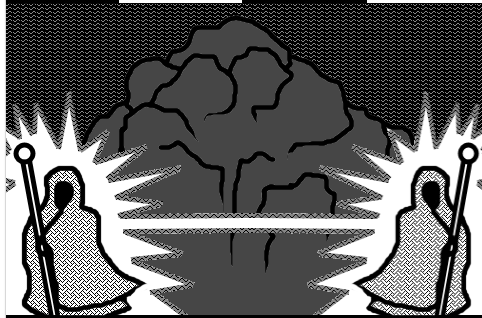


MAGIC LEAP

2

TYPE: MAGE

DV: OFF (5)



EFFECT

You or an adjacent allied unit may immediately move directly to an open, unoccupied tile of your choice

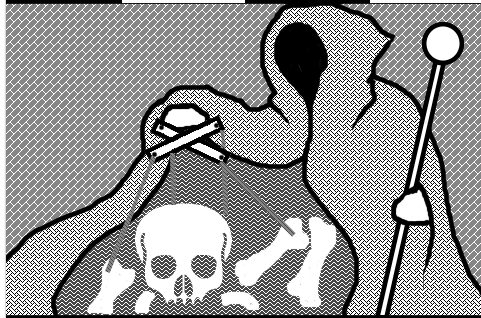
SPELL

MENTAL DOMINATION

2

TYPE: MAGE

DV: OFF (5)



EFFECT

Choose an enemy unit up to 2 tiles away: unless that unit succeeds at an Arcane DEF test (5), it will become part of your force until it has been captured or otherwise leaves the map


SPELL

PHANTASMAL SCOURGE

3

TYPE: MAGE

DV: OFF (6)



EFFECT

Each enemy unit currently on the map must succeed at an Arcane DEF test (6) or be returned to reserves

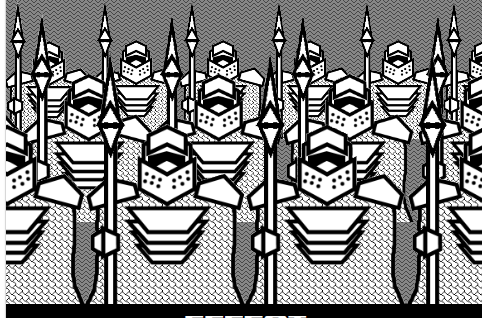
SPELL

PHANTOM LEGION

2

TYPE: MAGE

DV: OFF (4)



EFFECT

(Play when the caster or an allied unit up to 2 tiles away enters an assault) For the duration of the assault, all unoccupied, adjacent tiles will count as containing allied units for the purpose of calculating situational re-rolls

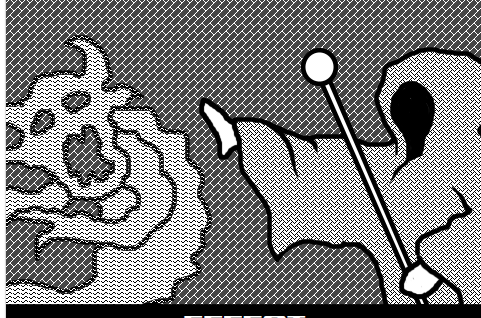
SPELL

REPEL

1

TYPE: MAGE

DV: OFF (4)



EFFECT

You may force an adjacent unit to make an Arcane DEF test (6) and, unless they succeed, immediately return them to reserves

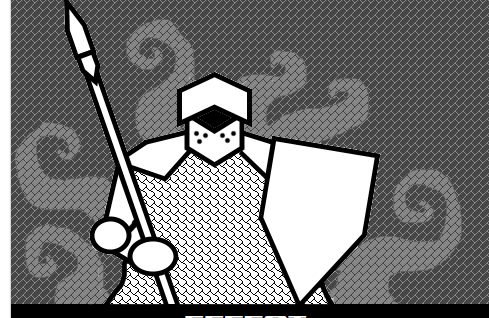
SPELL

SUMMON ALLY

2

TYPE: MAGE

DV: OFF (5)



EFFECT

(Play at the end of an opponent's turn) You may immediately deploy an allied unit from reserves or sideboard into an adjacent, open tile

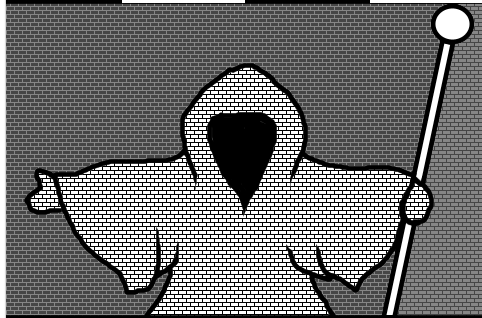
SPELL

STONE SKIN

1

TYPE: MAGE

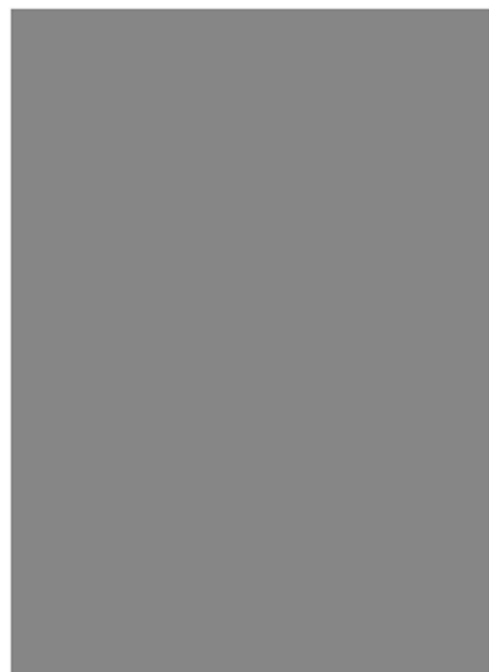
DV: DEF (4)



EFFECT

(Play at before any test is made) Grant yourself or an allied unit up to 2 tiles away a kicker (6) to either Melee or Ballistics DEF until the end of the turn

SPELL



**POCKET
TACTICS**
SPELL CARD

**POCKET
TACTICS**
SPELL CARD

**POCKET
TACTICS**
SPELL CARD

**POCKET
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**POCKET
TACTICS**
SPELL CARD