

Spells

Spell Name	Description	Range	Point Cost	Random Allocation (d10)
Raise the Dead	When successfully cast, this spell creates one base of skeletons that touches the witch or wizard's base. This skeleton base gets its own command die. The skeleton base may be combined with other skeleton bases in contact with the wizard or witch to create a "regiment" of skeletons. The witch or wizard may not have more than five skeleton bases in the game at the same time.	Contact	10	N/A
Poppies	The wizard creates a six-inch square field of poppies. Any unit that passes through the field moves at half speed as the soldiers fight the desire to go to sleep. The wizard or witch may only have one poppy field on the table at any time. If he or she casts another poppy field, the previous one is removed.	6"	6	1
Fire Ball	The witch or wizard projects a fireball at an enemy unit. The fireball results in the caster rolling two ten-sided dice as if he had a Marksmanship of 6 against the unit. The unit makes a normal Reaction Test for receiving fire.	12"	4	2
Confusion	The target unit moves at half speed during its next activation.	8"	4	3
Fear	The target unit reduces its Elan or Resolve (at the spell caster's choice) on its next activation	10"	2	4
Fleet Feet	The target unit gets an extra ten-sided die of movement during its next activation.	Contact	2	5
Phantom Allies	The target unit gets two extra dice of Melee in its next activation. These dice use the unit's normal Melee number. Only one unit can have phantom allies at the same time. If the witch or wizard casts this spell on another unit, the previous unit loses its phantom allies.	8"	2	6
Transport	The target unit moves up to ten inches in a direction of the witch's or wizard's choice, ignoring any intervening terrain. The unit remains in its starting formation, but it can be placed so that it faces in any direction of the player's choice. This takes a lot out of the wizard or witch, so it loses its next activation as he or she recovers.	Contact	8	N/A
Uncanny Marksmanship	The target unit adds two to its Marksmanship attribute during its next activation. Only one unit can have uncanny Marksmanship at the same time. If the witch or wizard casts this spell on another unit, the previous unit loses its uncanny Marksmanship.	8"	3	N/A
Rally	The target unit automatically passes its "... a routed unit tries to rally" Reaction test on its next activation. "Pass" means looking in the "< Elan" column, not the "< 1/2 Elan" column.	16"	1	7
Blood Lust	The target unit automatically pass its "... a unit tries to close with the enemy" Reaction Test on its next activation. "Pass" means looking in the "< Elan" column, not the "< 1/2 Elan" column.	12"	1	8
Poor Luck	The target unit must re-roll its next successful die roll, regardless of the reason for the die roll. It keeps the second die roll, whether it was successful or not. Only one unit can have poor luck at the same time. If the witch or wizard casts this spell on another unit, the previous unit loses its poor luck.	12"	1	9
Good Luck	The target unit must re-roll its next unsuccessful die roll, regardless of the reason for the die roll. It keeps the second die roll, whether it was successful or not. Only one unit can have good luck at the same time. If the witch or wizard casts this spell on another unit, the previous unit loses its good luck.	12"	1	10
Heal	A base, whether a wizard, witch, leader, or unit recovers all casualties on a single base. As an example, if a base has taken three casualties, the spell caster can replace those three figures. The caster must replace all casualties on the base and may not elect to heal just one or two figures. This spell requires significant exertion, so the witch or wizard loses a subsequent activation equal to the number of casualties that were healed. For instance, if the witch or wizard healed two casualties, it loses its next two activations.	Contact	6	N/A

Spell Failure

Die Roll	Result
2	The spell succeeds, but at double effect. In addition, the nearest friendly unit increases its Elan and Resolve by one. Roll randomly for the caster to gain an additional spell for the remainder of the game.
3	The spell succeeds, but the caster suddenly finds himself with unfamiliar new powers. Roll randomly to replace all its spells with new ones. Re-roll any duplicates.
4	The spell succeeds, but the caster has temporarily turned themselves into a marble statue. The figure may not move or cast spells until the next turn.
5	The spell succeeds, and the caster emits a strange battle cry. Any friendly unit within 6" of the spellcaster now Elan and Resolve are increased by one.
6	The spell fails and your opponent may remove one magic card from your hand.
7	The spell fails and the nearest inanimate unit (cannon, wagon, etc.) achieves sentient life. It decides that it has had enough of this battle and walks off the field.
8	The spell fails, but the caster's Luck and Spell are increased by one.
9	The spell succeeds, but the caster mispronounces one of the words in the spell incantation, doubling the strength and range/area of effect. The caster has now forgotten the spell and cannot attempt it for the rest of the game.
10	The spell fails, otherwise no effect.
11	The spell fails, and now the caster is deathly afraid of water and may not move within 6" of any rivers, lakes, or ponds.
12	The spell fails. Instead of the spell intended, the caster accidentally summons a swarm of bees, that immediately attack the original target. Roll two Melee die rolls with a Melee value of 6.
13	The spell succeeds, but the caster has also conjured nine tiny, mouse-sized piglets. The caster must move 12 inches in a random direction as he attempts to gather them back up.
14	The spell fails, but a friendly unit of woodland creatures joins the players army at the start of the following turn.
15	The spell succeeds, but the caster and any attached unit is teleported 24" in a random direction.
16	The caster mistakenly transfers his spell energy to an opposing wizard. Your opponent may now put into play one of their own spells as if it was already cast successfully. Resolve effects as normal.
17	The spell succeeds, but the caster's Spell attribute is now reduced by one for the remainder of the game.
18	The spell succeeds, and the caster emits a loud bestial roar. Any enemy units within 6" of the spellcaster reduce their Elan and Resolve by one.
19	The caster's magical energies well up within, causing ALL its spells to fire at once. Roll randomly for target of each spell. The caster cannot cast for the rest of the game.
20	Catastrophic failure: The spell-caster's head explodes into a cloud of straw, bran, pins, and needles, killing him or her instantly. Remove the model from play.