Stone Skin

Target a friendly unit within 8 inches. This unit gains +2 threshold (TH) until the end of the round.

Also until the end of the round, any rend (RD) an enemy may have against the target unit is reduced by -1

Quicksand Trap

Place a 120mm oval quicksand token on the battlefield within 12 inches of the caster. This quicksand token may be placed underneith any unit.

Earthen Grasp

Target any unit within 12 inches of the caster. This units owning player must discard a mana or the unit becomes stunned and cannot make any charges for the remainder of the round.

This unit cannot be moved by any ability, token or spell until the end of the round.

Rockslide

Target an enemy unit within 15 inches of the caster. This unit suffers a magical attack with the following profile:

6 AT | 1 RD

Special Rules:
- Hits of 9+ gives Bleed
- Hits of 10+ gives Bleed and Stunned

Tremor

Target all unit within 12 inches of the caster. Push all unit affected 5 inches directly away from the caster.

If any unit hits another unit, or impassable terrain they stop an inch away and suffer 3 damage and become stunned.

Rock Solid Will

Target any friendly unit within 18 inches. This unit becomes immune (Blaze, Bleed, Frostbite, poison, Stunned) until the end of the round.

Roots of Entanglement

Target an enemy unit within 15 inches of the caster. This units next action must be the rest action. Also this unit gains -2 MV and has their threshold (TH) reduced by -3 until the end of the round.

Units which cannot rest must pay 1 extra mana of own choice to activate.

Earthquake

Give all enemy units within 15 inches of the caster 4 damage and 3 stress. (damage can be saved).
Then push all units within 10 inches of the caster 3 inches any direction.

Then create 3 40mm ravine tokens within 15 inches of the caster not hitting any units.

Inferno Blast

Target a unit within 15 inches. This unit gains Blaze.

The target unit must then make a succesful armour save or lose 3 health.

Flame Shield

Target the caster, all friendly units within 8 inches. Gains +2 threshold.

This spell wares of at the end of the round.

Fireball

Target a unit within 12 inches. This unit gains Blaze.

The target unit must then suffer a shooting attack with the following profile: 4 AT, 2 RD

Special Rules:
Hits of 9+ give 2 damage instead of 1

Burning Aura

Target a friendly unit within 12 inches, this unit is now protected by the flames of the burning aura.

Until the end of this round whenever an enemy unit comes within 2 inches of this unit. That enemy unit suffers Blaze.

Phoenix Rebirth*

Spawn a Mighty Phoenix unit within 6 inches of the caster. The Mighty Phoenix is removed at the end of the round.

10 MV
7+ TH
7+ AR
10 HP
3 SL
2+ CP

Mighty Phoenix

- Sergeant - Monster (1) -

Equipment

Fiery Claws: 3 AT, 2 RD

Special Rules: unsaved hits of 10+ gives Blaze

Abilities

Fly (12)
Immunity (Blaze)

AC

* only one Mighty Phoenix may be cast onto the battlefield at a time (per player)

Scorched Earth

Create 2 Fire tokens within 10 inches of the caster.

Firestorm

Target all units within 10 inches of the caster.

All units within range must then suffer a magic attack with the following profile:

10 AT, 2 RD

Special Rules:
Hits of 9+ give 2 damage instead of 1.
All units hit gains Blaze.

Infernal Conflagration

Target a Fire token on the battlefield within 15 inches of the caster. Replace this token with a 120mm oval Fire token on the center of this point. All units within 8 inches of this Fire token suffers 3 unsaveble damage and gains Blaze.

For the next 3 rounds, at the start of the round, the Fire token spits out more Fire onto the battlefield. Place 1 32mm Fire token within 8 inches of the original token.
After 3 turns remove the large Fire token.

If this spell is cast while a 120mm oval Fire token is already in play, this 120mm oval Fire token must be the target.

Tidal Wave

Target all enemy units within 15 inches of the caster. These enemy units suffer a magic attack with the following profile:

1 AT | 0 RD

Special Rules:
- Removes Blaze -

After resolving the attack push all enemy units up to 5 inches in any direction.

Healing Waters

Target any unit within 12 inches of the caster. Heal 3 HP and remove 2 stress from this unit. Also removes Blaze.

Ice Shard

Target an enemy unit with 15 inches of the caster. This enemy unit suffers a magic attack with the following profile:

4 AT | 1 RD

Special Rules:
- Hits of 8+ gives Frostbite-

Mist Veil

Target a friendly unit within 8 inches of the caster. Until the end of the round this unit gains +1 threshold. Also this unit cannot be targeted by ranged attacks from beyond 12 inches away.

Hydroblast

Target a enemy unit within 10 inches of the caster. This enemy unit suffers a magic attack with the following profile:

8 AT | 1 RD

Special Rules:
- Removes Blaze -

After resolving the attack push the enemy unit up to 2 inches in any direction.

Aqua Shield

Target a friendly unit within 8 inches. This unit gains +2 to any armour roll and is immune to Blaze until the end of the round.

Frost Nova

Target all enemy units within 10 inches of the caster. All enemy units suffer 3 unsavable damage and becomes stunned

Torrential Rain

Select a point on the battlefield within 18 inches of the caster. Place a 40mm water token on the point. Remove any Fire Token and all Blaze within 10 inches of the water token.

Until the end of the round all units within 8 inches of this water token gets -3 when attempting to make a ranged attack. Units within 8 inches may not use the Fly ability and starting movement is reduced by -3 to a minimum of 1.

Gale Force

Target a point on the battlefield within 12 inches of the caster.
All units within 8 inches of that point are pushed 3 inches directly away from the point.

Swift Strike

Target a friendly unit within 10 inches of the caster. Until the end of the round this unit gains the Swift Retreat ability and +3 movement.

Cyclone

Target an enemy unit within 12 inches of the caster. Create a 32mm Storm Token in base contact with this unit. Push the target unit up to 3 inches directly away from the Storm Token. The unit then suffers 2 unsavable damage and gains Poison +2.

Aerial Assault

Spawn Enchanted Birds unit within 6 inches of the caster. Enchanted birds are removed at the end of the round.

12 MV
9+ TH
11+ AR
2 HP
8 SL
4+ CP

Enchanted Birds

– Private – Infantry (3) –

– Equipment –

Beak and Claws — 3 AT — 0 RD

Special Rules: –none–

– Abilities –

Falcon Eyes*

Fly (14)

AC

* Whenever a friendly unit is within 6 inches of this unit, It may draw line of sight and shoot from this unit when targeting enemy units.

Zephyrs Grace

Target a friendly unit within 10 inches. This unit may immediately activate without spending any mana the unit activates with +2 movement (MV).

Tempest

Target enemy unit within charge range of the caster. Immediately charge the enemy unit.
Before striking any blows even if the charge failed the enemy unit is hit with the following magical attack:

5 AT — 2 RD

Special Rules:
– If any succesful hits the enemy becomes stunned –

Whirlwind

Target any enemy unit within 18 inches that unit must make a composure test with –2 if the unit makes the test it suffers 2 unsavable damage.

If the unit fails the test it suffers 5 unsavable damage, 3 stress and becomes stunned.

Ethereal Passage

Target a friendly unit within 6 inches. Place this unit anywhere there is room on the battlefield within 18 inches of the caster, or anywhere on the battlefield in base contact with a rift token.

Then create a 40mm Rift token within 10 inches of the teleported unit and more than 6 inches from any other Rift token.

Lore Of Earth

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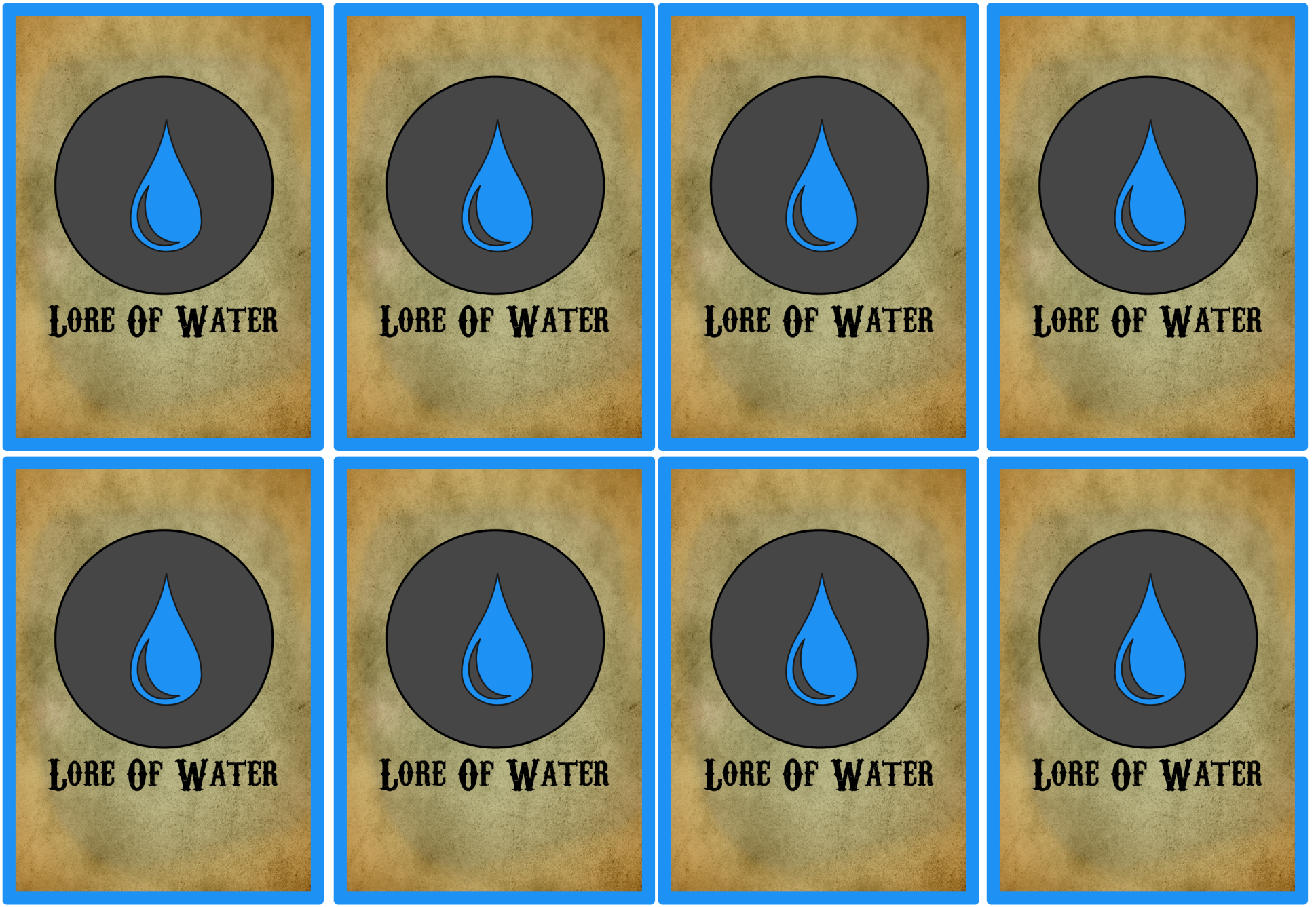
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