

General

Turn

A standard game lasts for 6 **Game Turns**, each divided into two **Player Turns**. Each Player Turn is divided into five phases, performed in the following order:

- 1 Charge Phase
- 2 Movement Phase
- 3 Magic Phase
- 4 Shooting Phase
- 5 Melee Phase

Priority of Modifiers

Priority Step	Modifier
1	Values set to a certain number and values set to another model's value. If the other model's Characteristic is modified, apply these modifiers before setting the Characteristic.
2	Multiplication and division. Round fractions up.
3	Addition and subtraction.
4	Rolls always or never succeeding or failing on certain results, and Characteristics always or never set to a certain value or range of values.

When several modifiers within a group are to be applied to a value or dice roll, apply them in the order that results in the lowest value or success chance of the dice roll.

Model Type and Height – related Model Rules

Infantry	Beast	Cavalry	Construct
None	Swiftstride	Cannot be Stomped Swiftstride Tall	Cannot use Stomp Attacks Chariot

	Standard	Large	Gigantic
Model Rules	None	Stomp Attacks (1)	Fear Massive Bulk Stomp Attacks (D6) Terror Towering Presence
Full Ranks	5	3	1
Supporting Attacks	1	3	5

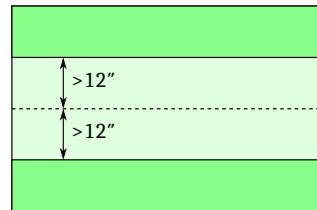
Pre-Game

Pre-Game Sequence

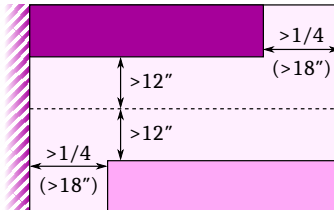
- 1 Decide on the size of the game
- 2 Share your Army List with your opponent
- 3 Build the Battlefield
- 4 Determine the Deployment Type
- 5 Determine the Secondary Objective
- 6 Determine the Deployment Zones
- 7 Select Spells
- 8 Declare Special Deployment (Ambush, Scout)
- 9 Deployment Phase

Deployment Types

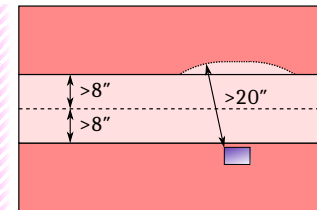
1 – Frontline Clash



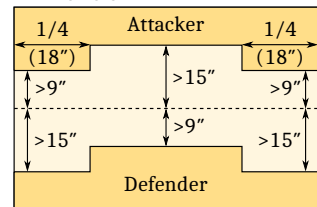
2 – Dawn Assault



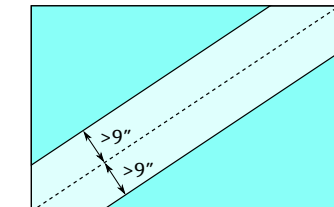
3 – Counterthrust



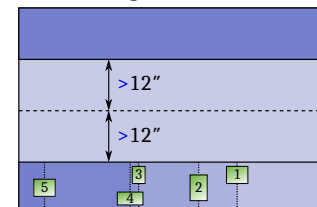
4 – Encircle



5 – Refused Flank



6 – Marching Columns



Deployment Phase Sequence

- 1 Determine who deploys first
- 2 Take turns deploying units
- 3 Declare intent to go first or second
- 4 Deploy remaining units
Deploy Scouting units (starting with the player who completed their normal deployment first)
- 5 Move Vanguarding units (starting with the player who completed their normal deployment last)
- 6 Other rules and abilities
- 7 Roll for First Turn

The player who chooses the Deployment Zone also chooses the short Board Edges for 2, who is the attacker for 4, and the diagonal for 5.

2 – Dawn Assault: Players may choose up to two units as Ambushers coming from their short Board Edge.

3 – Counterthrust: Players must only deploy a single non-Character unit during their first 3 turns. Units must be deployed more than 20" away from enemies.

6 – Marching Columns: Players must only deploy a single unit during their first 3 turns other than Character, War Machine or War Platform. Each unit must be farther from the short Board Edge chosen by the owner than the previous friendly units (War Machines, War Platforms, Characters, and Scouts ignore and are ignored for this). Possibility to make units Delayed.

Secondary Objectives

1 – Hold the Ground

Have more Scoring Units than your opponent within 6" of the centre of the board at the end of a Game Turn (other than the first) to gain a counter.

2 – Breakthrough

Be the player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game (up to 3).

3 – Spoils of War

Three markers on the Centre Line that can be picked up by Scoring Units by being in contact with them at the start of their Player Turn. At the end of the game, be the player with the most units carrying markers.

4 – King of the Hill

After Spell Selection, each player chooses a non-Impassable Terrain Feature not entirely in their Deployment Zone. At the end of the game, have Scoring Units inside your opponent's Terrain Feature.

5 – Capture the Flags

Destroy more Scoring Units than your opponent. Each player must have at least 3 Scoring Units; else, the opponent marks non-Scoring Units to destroy.

6 – Secure Target

Both players place a marker more than 12" from their Deployment Zones and at least 24" away from the other marker. Control a marker by having more Scoring Units within 6" of it. Be the player controlling most markers at the end of the game.

The player who chooses the Deployment Zone also starts choosing or placing in 4, 5, and 6.

Charge Phase

Charge Phase Sequence

- 1 Start of the Charge Phase (and start of the Player Turn)
- 2 The Active Player chooses a unit and declares a Charge
- 3 The Reactive Player declares and resolves their Charge Reaction
- 4 Repeat steps 2–3 of this sequence until all units that wish to declare a Charge have done so
- 5 The Active Player chooses a unit that declared a Charge, then rolls for Charge Range, and moves the unit
- 6 Repeat step 5 of this sequence until all units that declared a Charge have moved
- 7 End of the Charge Phase

Maximising Contact

Charge Moves must be made so the following conditions are satisfied as best as possible, in decreasing priority order.

- 1st priority: Make contact with no enemy units other than the one that was Charged. If it will be unavoidable to make contact with more than one enemy unit, make contact with as few enemy units as possible. Follow the rules for Multiple Charges.
- 2nd priority: Maximise the total number of Charging units that make contact (note that this is only applicable when multiple units Charge the same unit).
- 3rd priority: Avoid rotating the Charged unit. If it is unavoidable, rotate the unit as little as possible. Remember that units Engaged in Combat cannot be rotated.
- 4th priority: Maximise the number of models (on both sides) in base contact with at least one enemy model (including models fighting across gaps).

Movement Phase

Movement Phase Sequence

- 1 Start of the Movement Phase
- 2 Rally Fleeing units and perform any Flee Moves
- 3 Select one of your units and a type of move (Advance, March, Reform), then move the unit
- 4 Repeat step 3, each time choosing a new unit that has not yet moved in the Movement Phase
- 5 End of the Movement Phase

Chances to Pass a Charge Range Roll

Probabilities (in percentage) to pass a Charge Range roll depending on the remaining distance (i.e. the total distance minus the Advance Rate Characteristic):

	2	3	4	5	6	7	8	9	10	11	12
Charge	100	97	92	83	72	58	42	28	17	8	3
Charge + Swiftstride	100	99	98	95	89	81	68	52	36	20	7
Charge + reroll	100	99	99	97	92	83	66	48	31	16	5
Charge + Swiftstride + reroll	100	99	99	99	99	96	90	77	59	36	14

Terrain

Dangerous Terrain Tests

Dangerous Terrain (DT) Test during March, Charge, Failed Charge, Flee, Pursuit, or Overrun Moves. 1 hit with Armour Penetration 10 that wounds automatically for each failed roll.

	Number of D6 rolled				
	Standard	Large	Gigantic	Chariot	
	1	2	3	+1	
	Infantry	Beast	Cavalry	Construct	Notes
Forests			DT (1)	DT (1)	DT (1) for Flying Movement
Ruins	DT (1)*	DT (1)*	DT (2)*	DT (2)*	*Unless Skirmisher
Water Terrain	DT (1)**	DT (1)**			**Standard Height and on foot only
Walls				DT (2)	

Other Terrain Rules

Cover and Line of Sight rules described in Shooting Phase.

	Rules (not including Cover and Line of Sight)
Fields	None
Forests	No Steadfast Infantry with Light Troops are Stubborn (unless Towering Presence or Fly)
Hills	Reroll failed Charge Range rolls when Charging from a Hill
Impassable Terrain	Models cannot move into or through
Ruins	None
Walls	Units with Front Facing in contact gain Distracting against Charging enemies
Water Terrain	No Steadfast Lose Flaming Attacks when attacking from or into it with Melee Attacks

Magic Phase

Magic Phase Sequence

- 1 Start of the Magic Phase
- 2 Draw a Flux Card
- 3 Siphon the Veil
- 4 Cast a spell with one of your models (see "Spell Casting Sequence")
- 5 Repeat step 4 for each spell the Active Player wishes to cast
- 6 End of the Magic Phase

Spell Casting Sequence

- A Casting Attempt. If failed, skip steps B–F
- B Dispelling Attempt. If successful, skip steps C–F
- C In case of Broken Concentration, skip steps D–E and go directly to step F
- D Resolve the spell effect
- E If applicable, choose target(s) for the Attribute Spell and resolve its effect
- F If applicable, apply the Miscast effect

Casting Attempt

- 1 The Active Player declares which Wizard is casting which spell and how many Magic Dice will be used. If applicable, they also declare which version of the spell is used and what its targets are. Between 1 and 5 dice from the Active Player's Magic Dice pool must be used.
- 2 The Active Player rolls the chosen number of Magic Dice from the Magic Dice pool and adds the results of the rolled dice and any Casting Modifiers together. This total is referred to as the total casting roll.
- 3 The Casting Attempt is passed if the total casting roll is **equal to or greater** than the spell's Casting Value. The Casting Attempt fails if the total casting roll is less than the spell's Casting Value. Note that the Casting Attempt may Fizzle if 2 or more dice were used (see "Fizzle").

Dispelling Attempt

- 1 The Reactive Player declares how many Magic Dice will be used from their pool. The Reactive Player must use at least 1 dice for a Dispelling Attempt. Note that there is no maximum number of Magic Dice allowed to be used for a Dispelling Attempt.
- 2 The Reactive Player rolls the chosen number of dice and adds the results of the rolled dice and any Dispelling Modifiers together, to get the total dispelling roll.
- 3 The Dispelling Attempt is successful if the total dispelling roll is **equal to or greater** than the total casting roll. If so, the spell is dispelled and the spell is not cast. The Dispelling Attempt fails if the total dispelling roll is less than the total casting roll. If so, the spell is successfully cast. Note that the Dispelling Attempt may Fizzle if 2 or more dice were used (see "Fizzle").

Bound Spell Casting Attempt

- 1 The Active Player declares which model will cast which Bound Spell, and whether they will use 2 or 3 Magic Dice. If applicable, the Active Player also declares the targets of the spell. The spell is always cast with the basic version as Bound Spells cannot be Boosted.
- 2 The Active Player removes the chosen number of Magic Dice (2 or 3) from their Magic Dice pool (do not roll them).
- 3 The Casting Attempt is always passed.

Fizzle

When a Casting Attempt or Dispelling Attempt is failed for which 2 dice or more were used, any Magic Dice that rolled a natural '1' are returned to the Magic Dice pool they were taken from. Note that this does not apply to passed Casting Attempts that are then dispelled.

Flux Cards

Flux Card	1	2	3	4	5	6	7	8	
Magic Dice	4	5	5	5	5	6	6	7	
Veil Tokens	3	2	5	7	9	5	7	7	
Miscast Modifiers	+1							-1	

Miscast

Three of a kind: 000 or lower	Miscast Effects (after resolving the spell and Attribute effects, unless 111) No effect.
111	Broken Concentration The Casting Attempt fails (apply Fizzle as normal).
222	Witchfire The Caster's unit suffers D6 hits with Armour Penetration 2, Magical Attacks, and a Strength equal to the number of Magic Dice that were used for the casting roll.
333	Magical Inferno The Caster's unit suffers 2D6 hits with Armour Penetration 2, Magical Attacks, and a Strength equal to the number of Magic Dice that were used for the casting roll.
444	Amnesia The Caster cannot cast the Miscast spell anymore this game.
555	Backlash The Caster suffers 2 hits that wound on 4+ with Armour Penetration 10 and Magical Attacks.
666	Implosion The Caster suffers 4 hits that wound on 4+ with Armour Penetration 10 and Magical Attacks.
777 or higher	Breach in the Veil The Caster's model is removed as a casualty (no saves of any kind allowed).

Shooting Phase

Shooting Phase Sequence

- 1 Start of the Shooting Phase
- 2 Select one of your units and perform a Shooting Attack
- 3 Repeat step 2 with a different unit that has not performed a Shooting Attack during this phase yet
- 4 When all units that can (and want to) shoot have done so, the Shooting Phase ends

To-Hit Modifiers

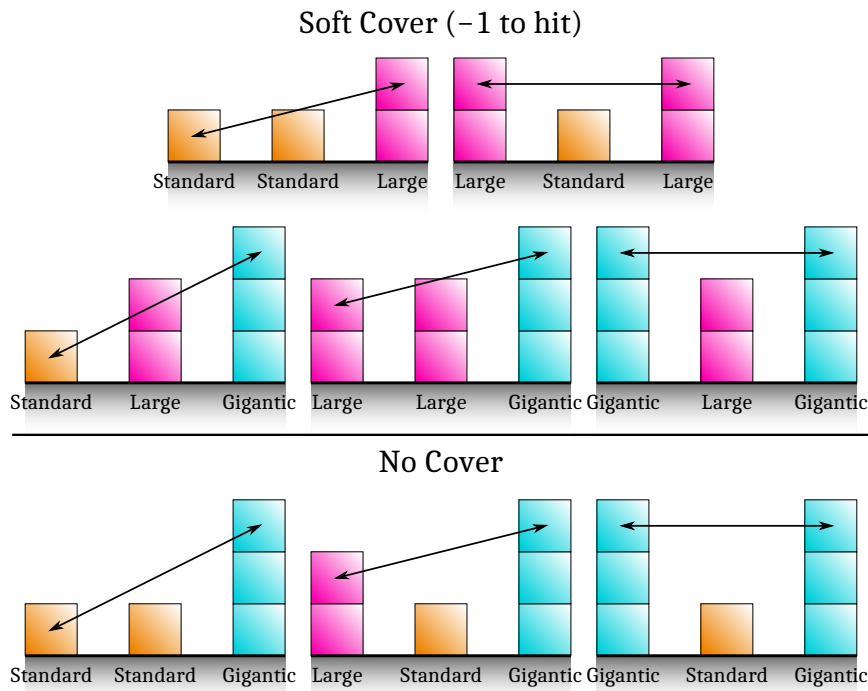
Long Range (if Accurate)	-1	Stand and Shoot Soft Cover	-1
Moving and Shooting (if Quick to Fire)	-1	Hard Cover Hard Target (X)	-2
(if Unwieldy)	-2		
(if both)	-1		

Line of Sight and Cover

Determine Line of Sight, range, and Cover for each shooting model. A model is considered to have Line of Sight to a unit if it can draw Line of Sight (endpoint in the unit's Front Arc) to any model inside that other unit or to any part of the other unit's Unit Boundary.

Choose a point on the shooting model's Front Facing. From the chosen point, check how large the fraction of the Target Facing is that is behind obstructions. If half or more of the Target Facing is obscured, the target benefits from Cover.

Models always ignore their own unit and the Terrain Feature they are inside for Cover purposes.



All other Height combinations yield either Hard Cover or no Line of Sight, depending on whether the target is completely obscured by the intervening model or not.

	Line of Sight	Cover
Fields	Covering (inside)	Soft Cover for non-Towering Presence
Forests	Covering (inside or behind)	Soft Cover
Hills	Opaque Terrain Covering (behind)	Soft Cover if partially on Hard Cover if entirely off
Impassable Terrain	Opaque Terrain	Hard Cover
Ruins	Covering (inside)	Hard Cover for non-Towering Presence
Walls	Covering (behind and Defending)	Hard Cover for non-Towering Presence

Selection of Shooting Rules

Each unit can only shoot once per phase. All models in the same unit must shoot at the same target. Only models in the first and second rank may shoot. All R&F models except Champions must use the same type of Shooting Attack. In case of Multipart Models, each model part can make a Shooting Attack in the same phase.

Hopeless Shots: In order to hit on 7+, hit on 6+ and then roll 4+.

Misfire Table for Artillery Weapons

Result	Misfire Effect
0 (or less)	Explosion! All models within D6" of the Misfiring model suffer a hit with Strength 5 and Armour Penetration 2. The shooting model is then destroyed and removed as a casualty.
1-2	Breakdown The model cannot shoot with the weapon for the rest of the game.
3-4	Jammed The Artillery Weapon may not shoot in the owner's next Player Turn. If the model is a War Machine, the model is Shaken until the end of the owner's next Player Turn instead.
5+	Malfunction The shooting model loses a Health Point with no saves of any kind allowed.

Melee Phase

Melee Phase Sequence

- 1 Start of the Melee Phase
- 2 Apply any No Longer Engaged
- 3 The Active Player chooses a combat that has not already been fought during this Melee Phase
- 4 Fight a Round of Combat
- 5 Repeat steps 2–4
- 6 Once all units that were Engaged in Combat at the start of the phase have fought, the Melee Phase ends

Combat Score Summary

Health Points Lost by Enemy Units	+1 for each Health Point
Overkill Charge	+1 for each Health Point (maximum +3)
Rank Bonus	+1 for each Full Rank after the first (maximum +3)
Standard Bearer	+1 for each Standard and Battle Standard Bearer
Flank Bonus	+1 or +2
Rear Bonus	+2 or +3

Round of Combat Sequence

- 1 Start of the Round of Combat
- 2 Choose a weapon
- 3 Make Way
- 4 Issue and accept Duels
- 5 Determine the Initiative Order
- 6 Roll Melee Attacks, starting with the first Initiative Step:
 1. Allocate attacks
 2. Roll to hit, to wound, saves, and remove casualties
 3. Repeat 1. and 2. for the next Initiative Step
- 7 Calculate which side wins the Round of Combat. Losers roll Break Tests
- 8 Roll Panic Tests for units within 6" of friendly Broken units
- 9 Decide to Restrain or to Pursue
- 10 Roll Flee Distances
- 11 Roll Pursuit Distances
- 12 Move Fleeing units
- 13 Move Pursuing units
- 14 Post-Combat Pivots and Post-Combat Reforms
- 15 Combat Reforms
- 16 End of the Round of Combat. Proceed to the next combat

Post-Game

Battle Points

Victory Point Difference Percentage of Army Points	(if playing with 4500 Army Points)	Battle Points	
		Winner	Loser
0–5%	0–225	10	10
>5–10%	226–450	11	9
>10–20%	451–900	12	8
>20–30%	901–1350	13	7
>30–40%	1351–1800	14	6
>40–50%	1801–2250	15	5
>50–70%	2251–3150	16	4
>70%	>3150	17	3
Winning Secondary Objective		+3	-3

Scoring Victory Points

Enemy unit	VP provided
Removed as a casualty	100% of Point Cost
Fleeing	50% of Point Cost
Shattered	50% of Point Cost
Shattered and Fleeing	100% of Point Cost
General or BSB removed as casualties	100% of Point Cost plus 200 VP each

Shattered: Units at 25% or less of their starting number of Health Points at the end of the game. Characters are counted separately from the units they have joined.

Attacks

Attack Sequence

- 1 Attacker allocates attacks if applicable.
- 2 Determine number of hits.
- 3 Attacker distributes hits if applicable.
- 4 Attacker rolls to wound; if successful, proceed.
- 5 Defender makes Armour Save rolls; if failed, proceed.
- 6 Defender makes Special Save rolls; if failed, proceed.
- 7 Defender suffers unsaved wounds.
- 8 Defender loses Health Points.
- 9 Defender removed casualties.
- 10 Defender takes Panic Tests if necessary.

Close Combat To-Hit Table

Offensive Skill minus Defensive Skill	Needed roll to hit
4 or more	2+
1 to 3	3+
0 to -3	4+
-4 to -7	5+
-8 or less	6+

To-Wound Table

Strength minus Resilience	Needed roll to wound
2 or more	2+
1	3+
0	4+
-1	5+
-2 or less	6+

Armour Saves

Armour minus AP	Needed roll to disregard the wound
0 or less	No save possible
1	6+
2	5+
3	4+
4	3+
5 or 6	2+

Psychology

Panic Test Triggers

- A friendly unit is destroyed within 6" of the unit (including Fleeing off the board).
- A friendly unit Breaks from Combat within 6" of the unit.
- A friendly unit Flees through the unit's Unit Boundary.
- In a single phase, the unit suffers Health Point losses equal to or greater than 25% of the number of Health Points that it had at the start of the phase. This does not apply to single model units that started the game as a single model (i.e. with a starting number of 1 model on the Army List).

Units that fail a Panic Test Flee directly away from the closest enemy unit, or from the enemy unit which caused the Panic Test (Centre to Centre). Units do not take Panic Tests if they are Engaged in Combat, if they are already Fleeing, or if they already passed a Panic Test during this phase.

Shaken

A Shaken model cannot perform any of the following actions:

- Declare Charges
- Pursuit
- Overrun
- Advance Move
- March Move
- Reform (it can Combat Reform and Post-Combat Reform)
- Random Movement
- Shooting Attack

Fleeing

When a unit is Fleeing, it cannot perform any voluntary actions (a voluntary action is an action that a unit would have the option to not perform). This includes (but is not limited to):

- Declare Charges
- Charge Reactions other than Flee
- Move in any way other than a Flee Move
- Shoot
- Channel
- Cast spells or activate One use only Special Items which need to be activated voluntarily

Models cannot receive Commanding Presence or Rally Around the Flag from a Fleeing model.

Decimated

Units at 25% or less of their starting Health Points (the number taken from the Army List), including joined Characters, are referred to as Decimated. Decimated units must take their Rally Test at half their Discipline, rounding fractions up.

Probabilities

Chances to Pass a Discipline Test

Probabilities (in percentage) to pass a Discipline Test depending on the Discipline value of the unit (after modifiers) and the available rules:

Discipline	2	3	4	5	6	7	8	9	10
2D6	3	8	17	28	42	58	72	83	92
2D6 + reroll	5	16	31	48	66	83	92	97	99
2D6 + Minimised	7	20	36	52	68	81	89	95	98
2D6 + Minimised + reroll	14	36	59	77	90	96	99	99	99
2D6 + Maximised	1	2	5	11	19	32	48	64	80
2D6 + Maximised + reroll	1	4	10	20	35	54	73	87	96

Chances to Successfully Cast a Spell

Mind that these probabilities slightly change when there are special Miscast Modifiers, depending on which triple leads to an automatic failure.

Probabilities (in percentage) to successfully cast a spell depending on the Casting Value of the spell (after any modifiers to the casting roll) and on the number of Magic Dice:

Casting Value	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+	17+	18+	Miscast
1D6	67	50	33	17	0	0	0	0	0	0	0	0	0	0	0	0	0
2D6	97	92	83	72	58	42	28	17	8	3	0	0	0	0	0	0	0
3D6	99	99	98	95	91	84	74	63	50	38	26	16	10	5	2	1	3
4D6	98	98	98	98	98	97	94	90	84	76	66	56	44	34	24	16	10
5D6	100	100	100	99	99	99	99	98	97	94	90	85	78	70	60	50	21

With Thaumaturgy:

Casting Value	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+	17+	18+	Miscast
1D6	78	58	39	19	0	0	0	0	0	0	0	0	0	0	0	0	0
2D6	99	99	94	85	73	57	38	23	11	4	0	0	0	0	0	0	0
3D6	99	99	99	99	98	95	89	80	68	54	39	36	15	7	3	1	4
4D6	100	100	99	99	99	99	98	97	95	90	84	75	64	52	39	27	14
5D6	100	100	100	99	99	99	99	99	98	97	96	94	91	86	80	71	30

Paths

TYPES A: Augment – Da: Damage – Di: Direct – F: Focused – G: Ground – H: Hex – M: Missile – U: Universal.

RANGE A: Aura. DURATION Inst: Instant – OneT: One Turn – Perm: Permanent.

ALCHEMY	A Alchemical Fire	18"	H	OneT	Flammable against Melee Attacks	
	1 Quicksilver Lash	7+ 24"	Da, H, M	Inst	D3+1 hits with Flaming, Magical, AP 10, always wound on "7 – target's Arm"+	
	2 Word of Iron	5+/9+ 24"/18"	A	OneT	(+1) {+2} Armour	
	3 Glory of Gold	8+ 18"	A	OneT	+1 AP, Flaming, Magical	
	4 Silver Spike	6+/9+ 18"/36"	Da, H, M	Inst	1 hit Str 4 [6], AP 10, Magical, [MW (D3)], Area Attack (1×5)	
	5 Corruption of Tin	8+ 36"	H	Perm	-1 Armour	
6 Molten Copper	7+ 24"	Da, H, M	Inst	D3+4 hits Str as target's Arm, AP 4, Flaming, Magical		
COSMOLOGY	Duality	Two versions: Cosmos (first) and Chaos (second). If spell successful, next Cosmo spell, if opposite version, gets CV -1				
	1 Altered Sight	5+ 24"	A/H	OneT	+2/-2 Off, Aim improved/worsened by 1	
	2 Truth of Time	5+ 24"	A/H	OneT	Charge, Flee, Pursuit, Overrun: 2 times Maximised/Minimised Roll	
	3 Ice and Fire	8+ 24"	Da, H, M	Inst	2D6 hits Str 4, AP 0, Magical, reroll successful Special/Armour Saves	
	4 Perception of Strength	8+ 24"	A/H	OneT	+1/-1 Str and AP	
	5 Unity in Divergence	9+ 24"	A	OneT	All models in the unit: Aegis (5+)	
6 Touch the Heart	7+ 24"	Da, Di, H	Inst	Each model in the unit: 1 hit Str 3, AP 0, Magical		
DIVINATION	The Conclave	Divination Spells: +3" (up to +9") range for each add. friendly Wizard within 12" of the Caster				
	A Guiding Light	12"	A	OneT	Discipline Tests: Minimised Roll (only one instance per Magic Phase)	
	1 Know Thine Enemy	7+/12+ 18"/6"A	A	OneT	+2 Off, +2 Def, +2 Agi	
	2 Fate's Judgement	5+/9+ 18"	Da, H, M	Inst	(D3) {D6} hits that wound automatically, AP 0, Magical, no Special Saves allowed	
	3 Scrying	7+/12+ 18"/6"A	A	OneT	Distracting and Hard Target (1)	
	4 The Stars Align	8+/12+ 18"/6"A	A	OneT	Divine, must reroll failed to-hit rolls with Close Combat (and Shooting) Attacks	
5 Unerring Strike	9+/12+ 18"	Da, H, M	Inst	2D6 {with Maximised Roll} hits that wound on 4+, AP 1, Divine, Magical		
6 Portent of Doom	8+ 24"	H	Perm	-X Combat Score with X = number of Characters in + 1 if at least a R&F		
DRUIDISM	Nature's Call	Wizards that know at least one non-Bound Druidism spell know the 0 spell in addition to their other spells				
	A Fountain of Youth	18"	A, F	Inst	(Recovers) (Raises) 1 HP (max. 1 HP per model and per phase)	
	0 The Oaken Throne	4+ Caster		Perm	Use () and ignore (). No attribute. Remove a dice after Siphon the Veil to dispel	
	1 Healing Waters	7+/6+ 18"	A	OneT	Fortitude ((5+) (4+)). Can cast from Water Terrain	
	2 Master of Earth	6+/5+ 18"	Da, Di, H	Inst	D6 hits Str (4) (5), AP (1) (2), Magical. Can cast from Impassable Terrain	
	3 Entwining Roots	6+/5+ 12"	H	OneT	(-1) (-2) Off, (-1) (-2) Def, (-1) (-2) to hit with Shooting. Can cast from Forest	
4 Summer Growth	11+/10+ 24"	A	Inst	Raise (4) (6) HP if Standard Inf/Beast, 1 HP if Towering, (2) (3) HP else		
5 Stone Skin	10+/9+ 12"	A	OneT	(+2) (+3) Res. Can cast from Hill		
6 Spirits of the Wood	7+/6+ 12"	U	OneT	Forest on the target's Unit Boundary. If friendly, Strider (Forest) (if Engaged enemy: no effect)		
EVOCATION	A Evocation of Souls			Inst	Gain 1 Veil Token if you have less than 3 in pool (max. 1 per phase)	
	1 Spectral Blades	6+/9+ 18"	A	OneT	Reroll failed to-wound with Melee Attacks {and gain Lethal Strike}	
	2 Whispers of the Veil	8+ 24"	H	OneT	-1 Res and -1 Dis (for one or more instances)	
	3 Hasten the Hour	7+/10+ 24"/18"	Da, Di, H	Inst	(1) {up to 3} models in target unit: 1 hit that wounds automatically, AP 10, Magical	
	4 Ancestral Aid	6+/7+ 12"/18"	A	OneT	Reroll failed to-hit with Close Combat Attacks	
	5 Touch of the Reaper	7+/9+ 24"/18"	Da, Di, H, {F, M}	Inst	D3 hits Str 10, AP 10, Magical, wound against Discipline	
6 Danse Macabre	6+/9+ 18"/9"A	A	Inst	(12") {6"} Magical Move with Ghost Step		
OCCULTISM	The Sacrifice	Sacrifice X HP in a unit within 24" to get () (before Dispelling Attempt). X = 3/2/1 if Dis without modifiers = 0-4/5-7/8-10				
	1 Breath of Corruption	6+/9+ Cast./12"	F, {A}	OneT	Breath Attack (Magical, Toxic) (18" range). {Target: 1 model unit/Char./Chp.}	
	2 Hand of Glory	6+/8+ Cast./12"	F, {A}	OneT	Target: {1 model unit/Char./Champ.} (all models). Aegis (6+) and (+1, max. 3+)	
	3 The Rot Within	6+ 24"	H	Perm	-1 Off and Def. (Caster +1 Off and Def)	
	4 Pentagram of Pain	5+/6+ 24"/12"A	(H), {U}	Inst	D6 hits Str 4, AP 1, Magical. {Caster's unit unaffected.} (Caster Recovers 1 HP if unsaved wounds caused)	
	5 Marked for Doom	9+ 24"	Da, Di, H	Inst	1 hit Str 10, AP 10, Magical, MW (D3). (Within 12": choose a Char./Champ. in unit: it suffers the hit)	
6 The Grave Calls	11+ 12"	Da, Di, H	Inst	2D6 hits Str 5 (+1), AP 2 (+1), Magical		
PYROMANCY	A Blaze	24"	Da, H, M	Inst	1 hit Str 5, AP 2, Flaming, Magical	
	1 Fireball	4+ 36"	Da, H, M	Inst	D6 hits Str 4, AP 0, Flaming, Magical	
	2 Cascading Fire	5+/8+ 24"/12"	H	Inst	D6/2D6 hits Str 4, AP 0, Flaming, Magical	
	3 Flaming Swords	8+/11+ 18"/6"A	A	OneT	Gains Flaming and Magical. Melee and Shooting Attacks: +1 to-wound modifier	
	4 Pyroclastic Flow	7+/10+ 24"/12"	Da, H, M	Inst	2D6/3D6 hits Str 4, AP 0, Flaming, Magical	
	5 Scorching Salvo	8+ 24"A	Da, H	Inst	D3+1 hits Str 4, AP 0, Flaming, Magical	
6 Enveloping Embers	9+ 24"	Da, Di, H	Inst	Each model: 1 hit Str 3, AP 0, Flaming, Magical		
SHAMANISM	A Scarification	Caster		OneT	Can never be wounded on better than 5+ by Melee Attacks	
	1 Awaken the Beast	6+/7+ 18"	A	OneT	Gains (+1 Str and AP) (+1 Res)	
	2 Swarm of Insects	5+/8+ 24"/48"	Da, H, M	Perm	5D6 hits Str 1, AP 0, Magical. If unsaved wounds, -1 to hit with Shooting until move	
	3 Savage Fury	5+/8+ 12"/24"	U	OneT	Gains Battle Focus, Fearless, and Frenzy	
	4 Chilling Howl	6+/10+ 36"	H	OneT	Units within (6") (12") when spell cast: -1 to wound with (Shooting) (Ranged)	
	5 Totemic Summon	10+/12+ 96"	G	Inst	Summon a Totemic Beast within (1") (10") of the Board Edge	
6 Break the Spirit	9+/11+ 18"/36"	H	OneT	-1 to-hit modifier; treats all Terrain (including Open) as DT (2)		

		Judgement on High				Casting non-Bound Thaumaturgy spells: reroll Magic Dice resulting in '1' (unless causing Miscast), +1 Miscast modifier	
THAUMATURGY	1	Hand of Heaven	5+/8+	24"	Da, H, M	Inst	(D6) {D6+1} hits Str (D6) {D6+1}, AP (2) {3}, Magical
	2	Smite the Unbeliever	6+/9+	24"	H	OneT	(Randomise) {Choose} -1 Res OR -1 Str and AP
	3	Speaking in Tongues	7+	18"	U	OneT	If target is friendly, unit may reroll failed Discipline Tests. If target is an enemy unit, the target can never reroll failed Discipline Tests
	4	Cleansing Fire	5+/8+	Cast./18"	F, {A}	OneT	Breath Attack (Str D3+2, AP 1, Magical). {Target: 1 model unit/Char./Champ.}
	5	Wrath of God	12+	96"	G	Perm	Place a counter. End of each subsequent Magic Phase: 1-3 add counter, 4-6 all units within (2D6+X)": 2D6 hits Str 5, AP 2, Magical. X = number of counters
	6	Trial of Faith	7+/10+	24"/18"	Da, Di, H, {F, M}	Inst	Caster rolls D3+1, target rolls D3. If Caster rolls higher, difference = number of hits that wound automatically with AP 10, Magical
WITCHCRAFT	A	Evil Eye		24"	U	OneT	Friend: +1 Adv, +2 Mar. Enemy: -1 Adv, -2 Mar (min. 3/6). Two max. per unit
	1	Raven's Wing	7+/9+	18"	A	Inst	(8") {12"} Magical Move with Fly and Light Troops. Sweeping Attack: D6 hits Str 4, AP 1, Magical
	2	Deceptive Glamour	4+/6+	24"	H	OneT	(-1) {-2} Off, Def, and Agi
	3	Twisted Effigy	6+/8+	36"	H	OneT	Target cannot use Shooting Attacks {and -2 to its casting rolls}
	4	The Wheel Turns	8+/10+	24"	H	OneT	Melee Attacks from {and against} R&F in target are set to wound on 4+, CC Attacks from {and against} R&F in target are set to hit on 4+ (before any modifiers)
	5	Will-o'-the-Wisp	8+	18"	U	OneT	Target gains Random Movement (2D6") or (3D6")
	6	Bewitching Glare	8+/12+	18"	H	OneT	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls

Hereditary Spells

BH	Echoes of the Dark Forest	4+/8+	18"/36"	A	OneT	The target gains Fear, Fearless, and Terror. Enemy units in base contact with the target suffer -1 Dis
DE	Curse of the Phantom Queen	7+		Caster	OneT	If causing HP losses within 18", enemy unit suffers D3+1 hits, Str 4 AP 2, Magical for every discarded Veil Token
DL	Spear of Infinity	4+	24"	Da, H, M	Inst	Target suffers 1 hit Str 2 [5], AP 2, Area Attack (1x5), [Multiple Wounds (2)]. Hits gain +1 Str for each previous non-Attribute Spell successfully cast
EoS	Liberal Magics	Learned Spell #1 from a Path available other than the chosen one				
HE	Favour of Meladis	10+		Caster	OneT	Gain one Veil Token. When a friendly unit within 18" of the Caster would lose a Health Point, you may discard a Veil Token instead (before Special Saves): the loss is ignored. Attack with Multiple Wounds inflict one less wound. For Standard Infantry, 2 HP losses are ignored per token (if they are simultaneous). Max. 2 per phase. Max. 1 per Character and Gigantic model per phase
ID	Curse of Nezibkesh	6+/7+	36"/18"	H	OneT	+1 Incendiary marker; -1 Off and Def {and additional -1 for each Incendiary marker on the target up to -3}
KoE	Breath of the Lady	7+		Caster	Inst	Add two Orison Tokens to your Orison Token pool
OK	Children of Umi	7+/10+	18"	A	OneT	All Melee Attacks against the target suffer -1 to wound. {In addition, all Shamans in the target unit gain +1 Res}
OnG	Bring the Pain	8+	18"	H	OneT	Failed to-hit rolls with CC Attacks against the target must be rerolled
SA	Spark of Creation	6+/9+	30"/18"	Da, H, M	Inst	Target suffers D6 hits Str (5) {6}, AP (2) {3}, Magical
SE	Forest Embrace	4+/7+	18"	A	OneT	Place a Forest underneath the target. This Forest always extends to the edges of the target's Unit Boundary. {Enemy units in base contact with the target must reroll natural to-hit rolls of '6'}
UD	Death is only the Beginning		Special	A	Inst	Attribute Spell cast when a non-Attribute non-Bound Spell of type Augment is successfully cast and augmented (+2 CV). Same target as trigger spell. Target Raises the Res value of the R&F models of the unit in HP. Or a Character in the unit Recovers its Res value in HP. No more than 2 HP per phase for Characters and models with Towering Presence
VC	Arise!	4+/8+ 11+	18"/6" 12" A	A	Inst	Either the R&F part of target Raises its Res value in HP, either one Character within target Recovers its Res value in HP. Models with Towering Presence cannot Recover more than 2 HP per phase
VS	The Awakened Swarm	5+/8+	12"/24"	G	Inst	Summon a Rat Swarm on the targeted point; range measured from Caster or Tunnel Marker
WDG	Hellfire	6+/10+	18"	Da*, Di, H	Inst	Target suffers (2D3) {2D6} hits Str 6, AP 0, Magical. *Can target enemy in base contact with Caster's Front Facing

DH Battle Runes

Battle Runes are Bound Spells with Power Level (5/8). If taken by a Runic Smith they have Range 18", and if taken by an Anvil of Power they have Range 36".

BATTLE RUNES	Rune of Gleaming	5/8	18"/36"	A	OneT	Target gains Distracting and Hard Target (1)
	Rune of Oaths	5/8	18"/36"	A	OneT	Target must reroll failed to-wound rolls with its Melee Attacks
	Rune of Reckoning	5/8	18"/36"	A	OneT	Target must reroll failed to-hit rolls with its CC Attacks
	Rune of Resilience	5/8	18"/36"	A	OneT	All to-wound rolls against the target suffer a -1 modifier
	Rune of Resolve	5/8	18"/36"	A	Inst	Target may perform an 8" Magical Move and with Light Troops
	Rune of Revocation	5/8	18"/36"	U	OneT	The effects of all other spells with duration One Turn affecting the target immediately come to an end. In addition, the next successfully cast enemy spell which targets the unit, including Aura and Attribute Spells, is automatically dispelled