

MESBG Quick Reference Guide

Missile Weapon Chart

Name	Range	Strength
Blowpipe	12"	2
Bow	24"	2
Crossbow	24"	4
Dwarf Bow	18"	3
Dwarf Longbow	24"	3
Elf Bow	24"	3
Esgaroth Bow	24"	3
Great Bow	24"	4
Longbow	24"	3
Orc Bow	18"	2
Short Bow	18"	2
Sling	12"	1
Throwing Spear	8"	3
Throwing Weapon	6"	3
Uruk-hai Bow	18"	3

To Wound Chart

		Defense									
Strength		1	2	3	4	5	6	7	8	9	10
	1	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+	-	-
	2	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+	-
	3	3+	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+
	4	3+	3+	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+
	5	3+	3+	3+	4+	4+	5+	5+	6+	6+	6+/4+
	6	3+	3+	3+	3+	4+	4+	5+	5+	6+	6+
	7	3+	3+	3+	3+	3+	4+	4+	5+	5+	6+
	8	3+	3+	3+	3+	3+	3+	4+	4+	5+	5+
	9	3+	3+	3+	3+	3+	3+	3+	4+	4+	5+
	10	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+

Heroic Actions

Heroic Move (Generic/Move): A Hero moves before all other models. If shouting "With Me!", all friendly models within 6" of the Hero can move as part of the action. If the declaring model is charged before the Heroic Move is resolved the action is canceled and the Might point is lost.

Heroic Channeling (Move): A Hero who declares Heroic Channeling will count the result of their next Casting Test this turn as a 6. As a result, they do not need to roll the dice for the Casting Test but will still need to spend a Will Point to Cast the Magical Power as normal.

Heroic March (Move): A Hero with the Infantry, Chariot, or War Beast keyword adds 3" to their Move Value for that Move Phase. A Hero with the Cavalry keyword or Fly special rule adds 5". If shouting "At the Double", all friendly models within 6" of the Hero can add to their Move Value based on their keyword. The Hero and those affected by "At the Double" may not charge during this Move Phase. All models affected by "At the Double" must end their turn within 6" of the Hero.

Heroic Resolve (Move): A Hero will automatically pass any Courage Tests they are required to make that turn as a result of their Army being Broken. Additionally, all friendly models within 6" of a Hero who declared a Heroic Resolve gain an additional free dice when making Resist Tests until the End Phase of the turn.

Heroic Shoot (Generic/Shoot): A Hero shoots before all other models. If shouting "Loose", all friendly models within 6" of the Hero can shoot with the hero. Friendly Models affected by the "Loose" do not need to target the same enemy model. If the affected friendly model doesn't shoot during the "Loose" then the model cannot shoot later during the Shoot Phase.

Heroic Combat (Generic/Fight): A Hero who calls Heroic Combat fight goes before others, if all enemies are slain in the Fight with the Hero, he and any friendly models (except war beasts and chariots) involved in the combat may move again. If this move is used to Charge another set of enemies, the charging models fight again in the ordinary sequence.

Heroic Challenge (Fight): A Hero can call a Heroic Challenge if there is an enemy model within 6" and the same Heroic Tier or higher. The Hero gains +1 Attack (both in the Duel Roll and when making Strikes) and a bonus of +1 To Wound when making Strikes against their target. Additionally, if they slay their target then the Hero immediately gains 1 Might Point (Not higher than starting limit). If the target of the Action accepts the challenge then they get the same benefits listed above. Both models must charge at each other when they activate.

Heroic Defense (Fight): A Hero will only suffer a wound on a roll of a natural 6. Where 2 rolls are required, both rolls need to be 6s.

Heroic Strength (Fight): A Hero will count their Strength characteristic as double (to a maximum of 10) when making Strikes until the End Phase of the turn.

Heroic Strike (Fight): A Hero will add D3 to their Fight Value for the duration of the Fight Phase (to a maximum of 10).

Heroic Accuracy (Shoot): A Hero gains the Sharpshooter special rule and may re-roll failed In The Way tests. This action is not available if engaged in combat or rendered unable to Activate. If shouting "Take Aim", all friendly models within 6" may re-roll any failed In The Way tests.

Turn Sequence



Priority Phase

- Both players roll a D6. The player who rolls the highest may then choose which player has Priority for that turn – this does not have to be themselves if they do not want to have Priority.
- If the result is a tie and it is the first turn of the game, then players simply re-roll until one player wins the roll-off.
- If the result is a tie in subsequent turns of the game, then the choice of which player gets Priority will go to the player who did not choose who had Priority in the previous turn.

Move Phase



Activation Phase: During a player's Activation Phase, each model is Activated in any order. When Activated, a model follows these steps:

1. Resolve any special rules. 2. Resolve special rules before moving. 3. The model Moves, resolving any special rules during movement. 4. Resolve special rules after movement. 5. Resolve any final special rules. Each model must fully complete its Activation before another begins. All models must be Activated if able, but they may do nothing. If a model cannot Activate, it skips these steps. The phase ends when all models have Activated.

Jump Table

D6	Result
1	Stumbles and Fails: The model does not Jump the Obstacle. The model remains where it is and its Activation immediately ends.
2-5	Success: The model successfully Jumps the Obstacle; place it on the other side of the Obstacle in base contact. If the model is now within the Control Zone of an enemy model, it must Move the minimum distance required in order to Charge that model, so long as it doesn't exceed its Move Value. Otherwise, the model's Move immediately ends, even if within the Control Zone of an enemy model. If the model lands in the Control Zones of multiple enemy models, it will Charge the closest one as described above.
6	Effortlessly Bounds Across: The model successfully Jumps the Obstacle; place it on the other side of the Obstacle in base contact. It may then continue its Activation as normal.

Climb Table

D6	Result
1	Fall: The model Falls to the ground and becomes Prone at the bottom of the Obstacle they attempted to Climb. If the model was already at ground level, nothing else happens. However, if the model was higher than this then it will suffer Falling Damage. In either situation, the model's Activation immediately ends.
2-5	Success: The model successfully Climbs the Obstacle until it has reached its Move Value or reaches the top. If the model reaches the top, place it on top of the Obstacle in base contact with the edge. If the model is now within the Control Zone of an enemy model, it must Move the minimum distance required in order to Charge that model, so long as it doesn't exceed its Move Value. Otherwise, the model's Move immediately ends, even if within the Control Zone of an enemy model. If the model lands in the Control Zones of multiple enemy models, it will Charge the closest one as described above.
6	Swift Ascent: The model successfully Climbs the Obstacle until it has reached its Move Value or reaches the top. If the model reaches the top, place it on top of the Obstacle in base contact with the edge. It may then continue its Activation as normal.

Swim Table

D6	Result
1	Sink: The model is overcome by the weight of its wargear (or its complete inability to swim) and drowns. Remove the model as a casualty.
2-5	Swim: The model may Move up to half its remaining Move Value through the water.
6	Swim Strongly: The model may Move all its remaining Move Value through the water.

Leap Table

D6	Result
1	Stumbles and Fails: The attempt to Leap has gone wrong. The model falls to the bottom of the gap halfway between where they leapt from and where they were leaping to, suffers Falling Damage (see page 35) and becomes Prone. The model's Activation immediately ends.
2-5	Success: The model successfully Leaps the gap; place it on the other side of the gap in base contact with the edge. If the model is now within the Control Zone of an enemy model it must Move the minimum distance required in order to Charge that model, so long as it doesn't exceed its Move Value. Otherwise, the model's Move immediately ends, even if within the Control Zone of an enemy model. If the model lands in the Control Zones of multiple enemy models, it will Charge the closest one as described above.
6	Effortlessly Bounds Across: The model successfully Leaps the gap; place it on the other side of the gap in base contact with the edge. It may then continue its Activation as normal.

Thrown Rider Table

D6	Result
1	Knocked Flying: The rider hits the dirt and immediately suffers one Strength 3 hit and, if they survive, are placed Prone. A model that was Knocked Flying cannot Activate, Move, Shoot, make Strikes or Cast Magical Powers for the remainder of the turn. If the Mount survived, place the rider in base contact with the Mount instead of in the center of where its base was; if there is not enough room, separate the models the minimum distance to make it so. If the rider is Engaged in Combat, they fight as a Prone model.
2-5	Rises From the Dust: The rider disentangles themselves from their Mount and gets to their feet. A model that Rises From the Dust cannot Activate, Move, Shoot, make Strikes or Cast Magical Powers for the remainder of the turn.
6	Leaps into Action: The rider bounds from the saddle and is ready for action. A model that Leaps into Action stays on its feet and can act as normal for the remainder of the turn.

Control Zones: An imaginary 1" ring around the model that extends out from their base. No model may enter the Control Zone of an enemy model unless they are Charging the model in question.

If a model starts its Move within the Control Zone of an enemy model, then it has three choices:

- Remain where it is and not Move.
- Charge one of the enemy models whose Control Zone it started in.
- Move Away. In this instance, a model may Move within the Control Zone of that enemy model provided that it doesn't get any closer to the enemy model in question. This also allows a model to Charge out of an enemy model's Control Zone, providing it gets no closer to the model whose Control Zone it is leaving.

Difficult Terrain: An Infantry model moving through Difficult Terrain counts the distance as double, while a Cavalry model counts it as four times.

Obstacles: A model can automatically cross over any Obstacle that is equal to or less than half its height without penalty. A model can attempt to cross over an Obstacle greater than half its height, but must take a Jump Test or Climb Test in order to do so.

Prone Models: A prone model has no control zone. The height of a prone model is half the height of the model. A Prone model may Stand Up at the cost of half its Move Value and may then use its remaining Move Value to Move as normal, including Charging.

Shoot Phase



1. Determine Line of Sight, Range, and Obstruction: The viable target must be within the shooting model's range and Line of Sight. An object is In The Way if the target is behind or in base contact with the obstruction (When shooting at Cavalry, a mount is always considered to be In The Way).

2. Roll to Hit: Roll a D6 to see if the model has hit their target based on their Shoot Value. If the roll equal or exceeds the Shoot Value, then it is a hit. It is a miss if the roll is less than the Shoot Value. A roll of a natural 6 always counts as a hit.

3. Make any In The Way Rolls: For each obstruction, roll a D6. On a 4+ the shot successfully passes the obstruction. On a 1-3 the shot hits the obstruction. If the obstruction was another model, then Roll to Wound.

4. Roll to Wound: For each successful hit, roll a D6 and compare the Strength of the weapon to the Defense of the target on the To Wound Chart.

Moving and Shooting: If the model has moved over 1/2 its Move Value then it cannot make a Shooting Attack. If the model has moved under half its Move Value then +1 to their Shoot Value this turn.

Models in the Way: Evil Models may shoot at targets that are in the way or Engaged in Combat. Roll a D6. On a 4+ the intended target is hit. On a 1-3 the friendly model closest to the shooter is hit instead.

Fight Phase



1. Duel Roll: Models in combat roll a number of D6 equal to their Attacks value, and the player with the highest roll wins. In the instance of a tie, the model with the highest Fight Value wins. If there is still a tie use a D6 to determine winner.

2. Loser Backs Away: The losing model(s) must back away 1". If the model cannot move back then the model is Trapped.

3. Winner Makes Strikes: Winning model(s) makes a number of Strikes equal to its attacks. The controlling player can split the Strikes between losing enemies in the Fight as they wish.

4. Remove Casualties: Models reduced to 0 Wounds is removed from play as a casualty.

Trapped and Prone: If a model cannot move 1" away after losing a fight, it is Trapped. A Prone model is always considered Trapped. Prone models may never charge an enemy, may only move 1", and if a Prone model wins a Fight it immediately Stands Up and cannot make Strikes at all. If the Prone model loses a fight, they may back away 1", but cannot use the movement to stand up. Strikes against Trapped models are doubled.

Make Way: A friendly unengaged model can move up to 1" if they are blocking a model Backing Away.

Special Weapons:

Lance - A Cavalry model applies a +1 modifier on any To Wound Rolls when making Strikes in a Combat in which it Charged.

Spears and Pikes - Models with a Spear or Pike can support a friendly model in base contact by adding one dice to the Duel Roll, using their own Fight Value. If they win, they make one Strike with their Strength. A Pike can support another Pike user, allowing two Supports for one model. Pikes require two hands, giving a -1 Duel Roll penalty if carrying a shield or Missile Weapon. A Pike user gains +1 To Wound when striking a Charging Cavalry model's Mount.

Shield - A model with an Elven blade can only use it as a single-handed weapon, A model armed with a Bow, Crossbow, Two-Handed Weapon, or Pike does not receive the normal +1 to Defense. If purchased, add 1 to the Defense of the model.

Elven Weapon - One Handed or Two-Handed Weapon, add +1 to determine who wins a Duel roll in the case of a tie. If both sides possess an Elven blade, roll off with 1-3 Evil wins and 4-6 Good wins.

Two-Handed Weapon - A two-handed weapon requires both hands, preventing the use of other hand-held wargear in the same Combat. If it's a model's only Melee Weapon, they must use it. Fighting with a two-handed weapon gives a -1 Duel Roll penalty unless rolling a natural 6. Strikes with it gain +1 To Wound.

Whip - Hand Weapon or Throwing Weapon Strength 1 with a range of 2".

Shielding:

- Declare that you are shielding and double the number of Attacks when making Duel rolls. If your model wins the Fight they may not Strike.
- Prone models can Shield.
- In multiple combats, all friendly models need to have Shields in order to benefit from Shielding. Though they do not all have to Shield.
- Mounted Models cannot use the Shielding special rule.

Equipment:

Elven Cloak - A model cannot be targeted if the model is partially concealed from LoS and more than 6" away. -1 to rolls against models with Elven cloaks

Banner - A banner provides a single re-roll in a Duel Roll to friendly models in a fight within 3" of the bearer. Can be made after your opponent rolls, but before Might is expended. -1 to Duel rolls for bearer. If the bearer is slain, it may be passed on to another friendly model in base contact.

War Horn - +1 Courage within 24" of model. Bearer gains dominant (2), add 3" to stand fast for itself or hero within stand fast range.

War Drum (X) - A model with a war drum can declare a free Heroic March during the Declare Heroic Actions step without spending a Might Point, even if not a Hero. This Heroic March must use At the Double, extending its range to 12". Friendly models must finish their Activation within 12". It only affects models sharing the war drum's keyword. A model cannot benefit from both a war drum and a normal Heroic March in the same turn.

Monstrous Cavalry:

- Even infantry with Str6 or higher can be knocked Prone by Monstrous Cavalry.
- Can knock other Monsters Prone, but only if the Monstrous Cavalry model's Strength is higher.
- Can knock Cavalry models to the ground. Riders 'Knocked to the Ground' is treated as rolling a 'Knocked Flying' result. Mount is treated as if the Rider had been slain, also knocked prone.
- Monstrous Cavalry count as 'In the Way' on a 1-4 and can use Brutal Power Attacks.

Brutal Power Attacks:

Rend - When resolving the To Wound Rolls, use the nominated model's Strength characteristic instead of their Defense when using the To Wound Chart.

Barge - Cannot be used if the model is taking part in a Heroic Combat. All enemy models involved in the Fight must Back Away 3" instead of 1" in the direction determined by the Monster model's controlling player. If the enemy models can't move 3" then they move as far as they can and are knocked prone. Once a Monster model has used a Barge, the Combat immediately ends and no further Strikes or Brutal Power Attacks can be made. Monster then moves D3 +3" and if he charges an enemy he can fight in the ordinary sequence but cannot use Brutal Power Attacks.

Hurl - The Monster rolls a D3 and adds the Strength difference to determine the Hurl Distance, then takes an Intelligence Test, using its rider's Intelligence if mounted. If passed, the Monster selects an enemy model within Line of Sight and Hurl Distance; if failed, the opponent selects instead. The Hurling model takes two Strength 6 hits (both rider and Mount if Cavalry) and is knocked Prone or Knocked Flying if Cavalry. The target model, if Strength 5 or less, is knocked Prone and suffers a Strength 6 hit. If no targets exist, the Monster hurls the model at a chosen point instead. Combat then ends, and no further attacks occur. A Monster cannot Hurl in a Heroic Combat.

Cavalry:

- A charging model against Infantry gains an extra attack for the duration of the Fight. Does not apply if fighting across a Barrier.
- A Charging Cavalry model that fights against Infantry and wins will knock models Prone after they Back Away.
- A model that makes a Strike against a Cavalry model must decide to hit the rider or mount. If a model has more than one Strike they can divide between the two.

Might

Might can be used in two ways - to modify dice rolls and perform Heroic Actions. One may decide to use a Might after the roll has been made. Each Might spent will increase the result rolled by 1. If both players are using Might, the player whose Hero is currently losing the Duel Roll has the first opportunity to use Might. Should they choose to use Might to win, then their opponent then gets the opportunity to use Might as well. This goes back and forth until both players have used all the Might Points they wish to, or no more can be used.

Might can be used for: Taking Tests (Jump, Climb, Leap, Swim, Thrown Rider and In The Way Tests), Duel Rolls, Shooting, Wounding, Courage, Intelligence, Using Will, and Using Fate.

Will

Pass a Courage Test: A Hero may spend one or more Will Points to increase the result of a Courage Test. For each Will Point spent, the Hero may increase the result of their Courage Test by 1. A Hero may spend a mixture of both Might Points and Will Points to increase their Courage Test in this manner.

Cast a Magical Power: A Hero who has Magical Powers in their profile can spend Will Points in order to attempt to Cast them. For each Will Point spent, the Hero may add one D6 to their Casting Test.

Resist a Magical Power: A Hero who has been targeted by a Magical Power can spend Will Points in order to try to Resist the effects. For each Will Point spent, the Hero may add one D6 to their Resist Test.

Fate

When a Hero spends a Fate Point, mark down that they have spent it, and then roll a D6. On a 4+ the Wound is prevented and has no effect - do not reduce the Hero model's remaining Wounds. If the Fate Roll is unsuccessful, and the Hero has more Fate Points remaining, they may spend another one in the same manner. Fate Points must be rolled one at a time and fully resolved before spending another Fate Point.

Courage

Roll 2D6 and compare the result to the models Courage characteristic. If the score of the 2D6 is equal to or greater than the model's Courage, the Courage Test has been passed. If the score is less than the model's Courage, the test has been failed.

Intelligence

Roll 2D6 and compare the result to the model's Intelligence characteristic. If the score of the 2D6 is equal to or greater than the model's intelligence, the Intelligence Test has been passed. If the score is less than the model's Intelligence, the test has been failed.

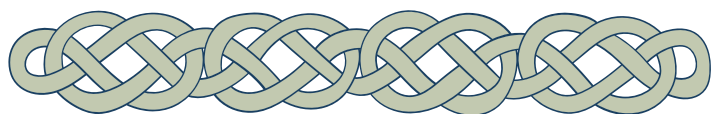
Cavalry Charge

When a Cavalry model Charges, it gets two additional bonuses in the ensuing Fight Phase: Extra Attack and Knock to the Ground. A Cavalry model benefiting from this bonus gains +1 Attack for the Combat, rolling extra dice for the Duel Roll and making additional Strikes. This applies even if using the Mount's Attacks characteristic. If the Cavalry model wins the Duel Roll, all Engaged Infantry models are knocked Prone after Backing Away, except Monsters or models with Strength 6 or higher.

To gain these bonuses, all of the following must be true:

- The Cavalry model has Charged only Infantry models and, when the Combat is resolved, they are fighting exclusively against Infantry Models.
- The Cavalry model is not Engaged in Combat with another Cavalry model, a Chariot or a War Beast when the Combat is resolved.
- The Cavalry model is not in any kind of Difficult Terrain.
- The Cavalry model has not been Transfixed.

These bonuses will still apply even if the Cavalry model is subsequently Charged by other enemy models, so long as all the above statements remain true.



Magic

A model with Magical Powers (and Will Points remaining) can attempt to Cast a single one (and only one) anytime during their Activation. A model that is Flying must land in order to Cast a Magical Power. Good models can't cast a Magical Power if it risks wounding a friendly model. The target of the Magical Power must be in Line of Sight and within range.

Casting a Magical Power: To use a Magical Power, the model's controlling player determines how many Will Points they are spending. Then they roll a D6 for each Will Point spent. If any of the rolls is equal or greater than the Casting Value then it has been successfully cast. If none of the dice equal or beat the Casting Value, then the Magical Power has not been Cast and has no effect.

Resisting a Magical Power: The targeted model may attempt to resist the spell by spending Will Points. For each Will Point spent, the model making the Resist Test will roll a D6. If any of the dice rolled equal or beat the highest score in the Casting Test, then the Magical Power has been resisted and has no effect.

Instant (I): These Magical Powers take place straight away; after they are resolved, they end. These Magical Powers tend to be ones that cause damage.

Temporary (T): These Magical Powers last until the End Phase of the turn they were Cast in, at which point they end.

Exhaustion (E): These Magical Powers remain in play until the caster reaches 0 Will Points remaining, at which point they immediately end.

Magic Powers List

Aura of Command (E): This Magical Power targets the caster. Whilst this power is in effect, the caster and all friendly models within 6" of them automatically pass all Courage Tests they are required to take.

Aura of Dismay (E): This Magical Power targets the caster. Enemy models within 6" of the caster suffer a -1 penalty to any Courage Tests they are required to take.

Banishment (I): This Magical Power targets one enemy Spirit model within range. The target immediately suffers 1 Wound. If this Magical Power targets a Cavalry model, the caster must choose whether the rider or the Mount is the target.

Black Dart (I): This Magical Power targets one enemy model within range. The target immediately suffers one Strength 6 hit. If this Magical Power targets a Cavalry model, the caster must choose whether the rider or the Mount is the target.

Bladewrath (T): This Magical Power targets one friendly model within range. In the ensuing Fight Phase, all Strikes made by the target are resolved at a Strength of 6, regardless of any other modifiers.

Blessing of the Valar (I): This Magical Power targets one friendly model within range. The target immediately regains 1 Fate Point spent earlier in the battle.

Blinding Light (T): This Magical Power targets the caster. Whilst the power is in effect, the area within 6" of the caster is always considered to be daylight (perfect if you are playing a battle at night). Additionally, whilst this power is in effect, enemy models that make a Shooting Attack that targets a model within 6" of the caster will only hit on a To Hit Roll of a 6. Models cannot benefit from this Magical Power if there is a piece of impassable terrain, such as a wall or building, directly between all parts of the model and the source of the light.

Call Winds (I): This Magical Power targets one enemy model within range. The target is immediately blown D3+3" directly away from the caster in a straight line. If the model comes into contact with another model or piece of terrain, then it will immediately stop. After it has been blown back, the target is knocked Prone. If the target was Engaged in Combat, the effect is the same and they can be blown out of a Combat.

Chill Soul (I): This Magical Power targets one enemy model in range. The target immediately suffers 1 Wound. If this Magical Power targets a Cavalry model, the caster must choose whether the rider or the Mount is the target.

Collapse Rocks (I): This Magical Power targets one enemy model in range that is within a ruin, stone or brick building, cave, rock pile, or some other piece of terrain where the caster could crack rock either underfoot or overhead. The target suffers one Strength 7 hit and is knocked Prone. If the target was a Cavalry model, they will automatically count as suffering the Knocked Flying result on the Thrown Rider Chart.

Compel (I): This Magical Power targets one enemy model in range. The caster may Move the target up to half its Move Value, even if the target has already Moved this turn. They cannot Move the target out of Combat, make them take a Jump, Climb, Leap or Swim Test, lie them down or make them dismount. They can, however, make them Move into Difficult Terrain or Charge an enemy model (if able), in which case no Courage Test would be required to Charge an enemy with the Terror special rule. They can make the target drop an Object they are carrying as part of a Scenario (but not Wargear) or put on the One Ring if they carry it. Once the target has been Moved, it cannot Move any further that turn for any reason but may otherwise act normally. If the model affected by this Magical Power would normally have to Charge as part of their Move, they are not forced to when under the influence of this Magical Power.

Curse (I): This Magical Power targets one enemy model in range. The target immediately loses 1 Fate Point. If this Magical Power targets a Cavalry model, the caster must choose whether the rider or the Mount is the target.

Drain Courage (I): This Magical Power targets one enemy model in range. The target immediately worsens their Courage value by 1 for the remainder of the game; so a model with a Courage of 5+ that is affected by this Magical Power would then have a Courage of 6+. A model can be affected by this Magical Power multiple times over the course of the battle, worsening its Courage value each time. If this Magical Power targets a Cavalry model, the caster must choose whether the rider or the Mount is the target.

Enchant Blades (T): This Magical Power targets one friendly model within range. In the ensuing Fight Phase, the target may re-roll all failed To Wound Rolls when making Strikes.

Enrage Beast (T): This Magical Power targets one friendly Beast model within range. The target increases its Fight Value, Strength and Attacks by 2, and gains the Fearless special rule, until the End Phase of the turn, at which point the target will immediately suffer 1 Wound.

Flame Burst (I): This Magical Power targets one enemy model in range. The target immediately suffers one Strength 6 hit. This is a fire-based attack, so if a model is immune to fire-based attacks, they are immune to this Magical Power.

Fog of Disarray (E): This Magical Power targets the caster. Enemy models within 6" of the caster suffer a -1 penalty to any Intelligence Tests they are required to take.

Foil Magic (I): This Magical Power targets one enemy model within range. The caster may choose one Magical Power Cast by the target with the Exhaustion duration that is currently in play. That Magical Power immediately ends.

Fortify Spirit (E): This Magical Power targets one friendly model within range. Each time the target becomes the target of a Magical Power Cast by an enemy model, they gain an additional free dice to any Resist Test they would take. This free dice can still be rolled even if the target has no Will Points or chooses not to use any from their store.

Fury X (E): This Magical Power targets the caster. Friendly models within 6" of the caster who have the same keywords as those shown in brackets will automatically pass any Courage Tests they are required to take.

Instil Fear (T): This Magical Power targets the caster. Enemy models within 6" of the caster are considered to have the Fearful special rule.

Nature's Wrath (I): This Magical Power targets all enemy models within range, even if they are not in Line of Sight of the caster. All target models are immediately knocked Prone. Cavalry models are automatically treated as suffering a Knocked Flying result on the Thrown Rider Chart.

Panic Steed (I): This Magical Power targets one enemy Cavalry model within range. The rider is thrown and the Mount immediately flees and is removed as a casualty. The rider is automatically treated as suffering a Knocked Flying result on the Thrown Rider Chart.

Paralyse (E): This Magical Power targets one enemy model in range. The target immediately becomes Paralysed. A Paralysed model immediately becomes Prone and may do nothing until it recovers. This includes Activating, making Shooting Attacks, declaring Heroic Actions or using Active abilities. If a Paralysed model is Engaged in Combat, it may contribute no dice to the Duel Roll, and does not provide its Fight Value – it may also not make Strikes or stand up if its side wins. If a Paralysed model is the only model from its side involved in a Combat, then it automatically loses the Duel Roll – no dice are rolled.

At the end of the End Phase of each turn, a Paralysed model may roll a D6. On a 6, the model immediately recovers (they may use Might to improve this roll). Additionally, after making this roll, any friendly model in base contact with a Paralysed model may also roll a D6 one at a time. If any model rolls a 6, the Paralysed model immediately recovers (a Hero model may use their own Might to improve this roll).

If a Paralysed model is in a water feature at the end of the Move Phase, then it must take a Swim Test to see if it sinks.

Protection of the Valar (T): This Magical Power targets one friendly model within range. The target cannot be chosen as the target of enemy Magical Powers or enemy special rules that specifically target a model. Additionally, enemy models that target the protected model with a Shooting Attack will suffer a -1 penalty to their To Hit Roll.

Renew (I): This Magical Power targets one friendly model in range. The target immediately regains 1 Wound lost earlier in the battle. If this Magical Power targets a Cavalry model, the caster must choose whether the rider or the Mount is the target.

Sorcerous Blast (I): This Magical Power targets one enemy model in range. The target immediately suffers one Strength 5 hit. If they survive, the target is immediately knocked Prone. If the target was a Cavalry model, they will automatically count as suffering the Knocked Flying result on the Thrown Rider Chart.

If the target was Engaged in Combat, then any other model that is also Engaged in the same Combat will also be knocked Prone if it has a Strength of 5 or lower – make sure to Pair Off Combats before working out which models are knocked Prone in this manner.

Strengthen Will (I): This Magical Power targets one friendly model within range. The target immediately regains a single Will Point spent earlier in the battle. If this Magical Power targets a Cavalry model, the caster must choose whether the rider or the Mount is the target.

Terrifying Aura (E): This Magical Power targets the caster. Whilst this Magical Power is in effect, the caster has the Terror special rule.

Transfix (T): This Magical Power targets one enemy model in range. Until the End Phase of the turn, the target cannot Activate, declare Heroic Actions, use Active abilities, or make Shooting Attacks. If the target wins a Duel Roll, they may not make Strikes. If the target has a piece of wargear that has an Active ability, they still have that piece of wargear but cannot use the ability tied to it.

Tremor (I): Draw an imaginary 1mm line that extends D3+3" directly away from the caster in a direction chosen by the caster. This Magical Power targets every model (friend or foe) that lies under the line. Each target immediately suffers one Strength 4 hit and is knocked Prone; if the target was a Cavalry model, they will automatically count as suffering the Knocked Flying result on the Thrown Rider Chart. If a target is Engaged in Combat, then all other models in the same Combat are also considered to be a target – make sure to Pair Off Combats before working out which models are a target.

Models with the Fly special rule can never be a target of this Magical Power under any circumstances.

Wither (I): This Magical Power targets one enemy model in range. The target immediately reduces their Strength value by 1 for the remainder of the game. A model can be affected by this Magical Power multiple times over the course of the battle, reducing its Strength value each time. Should a model ever have its Strength reduced to 0, they are immediately slain and removed as a casualty. If this Magical Power targets a Cavalry model, the caster must choose whether the rider or the Mount is the target.

Wrath of Bruinen (I): This Magical Power targets all enemy models within range, even if they are not in Line of Sight of the caster. All target models immediately suffer one Strength 2 hit and are knocked Prone. Cavalry models are automatically treated as suffering a Knocked Flying result on the Thrown Rider Chart. If a target is within a water feature, they will suffer one Strength 8 hit instead of one Strength 2 hit.

Writhing Vines (T): This Magical Power targets the caster. Place a 25mm Vine Marker wholly within 3" of the caster. Enemy models treat the area within 3" of the Vine Marker as Difficult Terrain. Remove the Vine Marker during the End Phase.

Your Staff is Broken (I): This Magical Power targets one enemy model that has a Staff of Power within range. The target's Staff of Power is immediately destroyed – remove it from their wargear.

