

# FIREWALKERS

## BLUE (AIR) SPELLS:

### **Hailstorm** Casting cost: 2

Target any enemy army. Immediately inflict one point of damage to the target army, which may roll to save. Multiple castings increase the effect or target another army.

### **Blue Elemental Blast\*** Casting cost: 3

Target up to two points of non-blue spells in play. The target spell is immediately negated. Multiple castings increase the effect or target another spell.

### **Breath of Life** Casting cost: 3

Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

### **Dust Devil\*** Casting cost: 3

Target any terrain. Until the end of your next turn, halve all missile damage *into* or *out of* the target terrain. Multiple castings target multiple terrains.

### **Summon Blue Dragonkin** Casting Cost: 3

Target one health-worth of your blue Dragonkin in the summoning pool to immediately join the casting army. Multiple castings increase the number of health affected.

### **Wind Walk** Casting cost: 4

Target any army. Until the beginning of your next turn, add 4 maneuver results to the target army. Multiple castings increase the effect or target another army.

### **Mirage\*** Casting cost: 5

Target any terrain. Each 1-health (common) unit at the target terrain must generate a save or immediately flee to its reserves. Multiple castings target multiple terrains.

### **Lightning Strike** Casting cost: 6

Target any enemy unit. The target unit must immediately generate a save or be killed. Multiple castings target multiple units.

### **Summon Blue Dragon** Casting Cost: 7

Target any terrain. Immediately send *any* blue dragon to the target terrain. Multiple castings target the same or multiple terrains.

## RED (FIRE) SPELLS:

### **Ash Storm** Casting cost: 2

Target any terrain. Until the beginning of your next turn, subtract one result *at the target terrain*. Multiple castings increase the effect. During a combination roll, the owner of the acting army chooses how to apply the penalty.

### **Firebolt\*** Casting cost: 3

Target any enemy unit. Immediately inflict one point of damage on the target unit. The target unit must generate saves against the damage. Multiple castings increase the effect or target another unit.

### **Flashfire\*** Casting cost: 3

Target any of your armies. Until the beginning of your next turn, one unit in the target army may be rolled again during any action, dragon attack or save roll. Selected units ignore their original roll and apply the new roll instead. Multiple castings increase the effect or target another army.

### **Red Elemental Blast\*** Casting cost: 3

Target up to two points of non-red spells in play. The target spell is immediately negated. Multiple castings increase the effect or target another spell.

### **Spark of Life** Casting cost: 3

Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

### **Summon Red Dragonkin** Casting Cost: 3

Target one health-worth of your red Dragonkin in the summoning pool to immediately join the casting army. Multiple castings increase the number of health affected.

### **Burning Hands** Casting cost: 4

Target one of your units not already under the effects of a *Burning Hands* spell. The target unit's melee results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI melee results needed by the army. Multiple castings target multiple units.

### **Dancing Lights** Casting cost: 6

Target any enemy army. Until the beginning of your next turn, halve the target army's missile *and* magic results. Multiple castings target multiple armies.

### **Summon Red Dragon** Casting Cost: 7

Target any terrain. Immediately send *any* red dragon to the target terrain. Multiple castings target the same or multiple terrains.