



Commander Stryker's Spells

<u>Spell</u>	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>Off</u>
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Arcane Blast	3	10	3	13	-	Y
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A magical energy blast radiates from a single point to strike the surrounding models.

Arcane Bolt	2	12	-	11	-	Y
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Magical bolts of energy fly from Stryker's hands.

Arcane Shield	2	8	-	-	Y	-
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Target model/unit acquires a magical barrier providing it +3 ARM.

Blur	2	6	-	-	Y	-
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Target model/unit gains +3 DEF against ranged attacks.

Earthquake	3	10	5	-	-	Y
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All models hit by Earthquake are knocked down.

Snipe	Spec	6	-	-	Y	-
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Increase target's ranged weapon's RNG by +1" per focus point spent.