

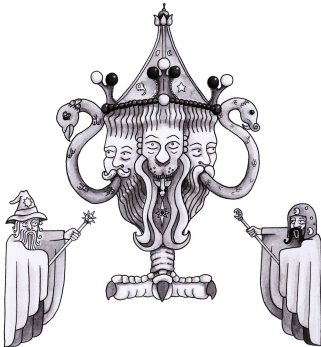
Artful Trickster				Astral Warlock				Blood Mage			
<i>These performers travel the land entertaining and astounding the masses. Specialising in hypnosis and illusions, some question whether their magic is actually real, or just smoke and mirrors.</i>				<i>Astral Warlocks reach out to ancient beings from beyond the stars. Many of them draw power into this world, not knowing the full malevolence of what lies behind it.</i>				<i>The grisly rituals of Blood Mages are seen as disturbing by most people outside of The Pale Mountains. They have accepted their outsider status, and tend to care little for the opinions and laws of the rest of the land.</i>			
Move	Skill	Defence	Health	Move	Skill	Defence	Health	Move	Skill	Defence	Health
4	4	4	15	4	4	4	15	4	4	4	15
<b>Ability: Adoring Fans</b>				<b>Ability: Eyes from Beyond</b>				<b>Ability: Sanguine Rite</b>			
During their Start Phase, this Wizard gains 1 Crowd Favour.				This Wizard's Minions can ignore terrain for Line of Sight and when measuring the Range of their Action if the Target is visible to this Wizard.				The Wizard can take D6 damage in the start phase in order to roll an additional D6 during Spell Selection.			
<b>Discipline Spell: Vanishing Act</b>				<b>Discipline Spell: Mental Torment</b>				<b>Discipline Spell: Boiling Blood</b>			
Range	Damage	Special		Range	Damage	Special		Range	Damage	Special	
8	-	Can only target friendly Minions. The Wizard and Target swap spaces.		6	D6	Target has -2 Skill on their next turn.		3	2D6	-	
Phantasm				Void Born				Blood Imp			
Move	Skill	Defence	Health	Move	Skill	Defence	Health	Move	Skill	Defence	Health
3	2	4	4	2	4	3	4	4	3	2	4
<b>Action: Hypnotic Dancing</b>				<b>Action: Cosmic Volley</b>				<b>Action: Leech</b>			
Range	Damage	Special		Range	Damage	Special		Range	Damage	Special	
1	2	If successful, the Target can only target this model on its next turn, unless it is already under this effect from another model.		6	2	-		1	3	If this action deals damage to a Blood Mage's enemy, the Blood Mage regains 1 Health.	
<b>Hits taken</b>				<b>Hits taken</b>				<b>Hits taken</b>			
<b>Wizard</b>				<b>Wizard</b>				<b>Wizard</b>			
<b>Minion 1</b>				<b>Minion 1</b>				<b>Minion 1</b>			
<b>Minion 2</b>				<b>Minion 2</b>				<b>Minion 2</b>			
<b>Minion 3</b>				<b>Minion 3</b>				<b>Minion 3</b>			
Draconic Magus				Flesh Transmuter				Green Witch			
<i>Heretical monks who worship the Slumbering Dragons. Their closeness to these powerful creatures allows them to harness the power of fire.</i>				<i>These Wizards operate on the fringes of modern magic. They have the power to shape organic matter, an ability that drives many mad with power.</i>				<i>Generally found deep in the forests and swamps across the land. They have a strong connection with nature and will violently protect it from others..</i>			
Move	Skill	Defence	Health	Move	Skill	Defence	Health	Move	Skill	Defence	Health
4	4	4	15	4	4	4	15	4	4	4	15
<b>Ability: Soul of the Dragon</b>				<b>Ability: Biomancy</b>				<b>Ability: Fleet of Foot</b>			
Any model hit by a Spell/Action with the 'Flame' special rule is set on fire. At the start of a Player's Start phase, any of their models that are on fire take 1 Damage. Models can use their Action to put themselves out.				Roll a D3 when a new Mutant is placed on the Arena and apply the following results to that Minion. This bonus lasts until it dies. 1) +1 Move. 2) +1 Skill. 3) +1 Defence.				The Wizard can move 2 spaces during the Start Phase, this ignores the 2 damage if an enemy model is within 1 space and doesn't affect their Move later in the action phase.			
<b>Discipline Spell: Fire Breathe</b>				<b>Discipline Spell: Extreme Transmutation</b>				<b>Discipline Spell: Grasping Vines</b>			
Range	Damage	Special		Range	Damage	Special		Range	Damage	Special	
6	2D3	Flame		6	-	Can only target friendly Minions. The Minion gains +2 to Move, Skill and Damage then dies at the end of its turn.		8	-	Target cannot Move or take an Action on their next turn.	
Drake Spirit				Mutant				Forest Dweller			
Move	Skill	Defence	Health	Move	Skill	Defence	Health	Move	Skill	Defence	Health
3	4	2	4	3	3	3	4	5	2	2	4
<b>Action: Ignite</b>				<b>Action: Mindless Assault</b>				<b>Action: Lunge</b>			
Range	Damage	Special		Range	Damage	Special		Range	Damage	Special	
1	2	Flame		1	D6	-		1	D6	Roll Skill twice and use the highest result against Targets affected by Grasping Vines.	
<b>Hits taken</b>				<b>Hits taken</b>				<b>Hits taken</b>			
<b>Wizard</b>				<b>Wizard</b>				<b>Wizard</b>			
<b>Minion 1</b>				<b>Minion 1</b>				<b>Minion 1</b>			
<b>Minion 2</b>				<b>Minion 2</b>				<b>Minion 2</b>			
<b>Minion 3</b>				<b>Minion 3</b>				<b>Minion 3</b>			
Luminous Sorcerer				Metallurgist				Mermancer			
<i>Devout followers of The Path of Light. They can be found throughout the land as priests of The Great Orb.</i>				<i>Found in most cities as Alchemical Tinkerers and Arcane Blacksmiths. They make a living by forging raw magical energy into mundane objects and are highly sought after.</i>				<i>Whether sailors, pirates or sea-folk, these Wizards draw their power from the Blue Deep. Their talents are invaluable to any who travel the seas.</i>			
Move	Skill	Defence	Health	Move	Skill	Defence	Health	Move	Skill	Defence	Health
4	4	4	15	4	4	4	15	4	4	4	15
<b>Ability: Blinding Radiance</b>				<b>Ability: Tough as Nails</b>				<b>Ability: Oceanic Fog</b>			
Any enemy models within 1 space have a -1 penalty to their Skill if they target this Wizard.				When rolling Defence, roll 2 dice and choose the highest.				Any friendly Minions within 3 spaces can add 1 to the Damage of their "Water Jet".			
<b>Discipline Spell: Healing Light</b>				<b>Discipline Spell: Storm of Iron</b>				<b>Discipline Spell: Tidal Wave</b>			
Range	Damage	Special		Range	Damage	Special		Range	Damage	Special	
6	-	Target regains D6 Health.		4	2D3	If successful, all other enemy models within 2 spaces of the Target take 2 Damage.		-	-	Cannot target Minions. Move all enemy models 1 spaces towards their starting edge. If unable to move they take 2 damage.	
Brightling				Automaton				Denizen of the Sea			
Move	Skill	Defence	Health	Move	Skill	Defence	Health	Move	Skill	Defence	Health
4	3	2	4	3	3	3	4	3	3	3	4
<b>Action: Sunbeam</b>				<b>Action: Crippling Bash</b>				<b>Action: Water Jet</b>			
Range	Damage	Special		Range	Damage	Special		Range	Damage	Special	
4	3	-		1	3	Target has -1 Move on its next turn.		3	D3	-	
<b>Hits taken</b>				<b>Hits taken</b>				<b>Hits taken</b>			
<b>Wizard</b>				<b>Wizard</b>				<b>Wizard</b>			
<b>Minion 1</b>				<b>Minion 1</b>				<b>Minion 1</b>			
<b>Minion 2</b>				<b>Minion 2</b>				<b>Minion 2</b>			
<b>Minion 3</b>				<b>Minion 3</b>				<b>Minion 3</b>			

Necromancer				Noble Scholar			
<i>Existing in the shadows, Necromancers are obsessed with death. Most of society tends to avoid them, unless of course there's a shortage of cheap labour.</i>				<i>The ruling class of the city of Mirage. They tend to see themselves as sages and keepers of secret wisdom, while most others see them as arrogant and boring.</i>			
Move	Skill	Defence	Health	Move	Skill	Defence	Health
4	4	4	15	4	4	4	15
<b>Ability: Rise!</b>				<b>Ability: Mystic Knowledge</b>			
If this Wizard has no Minions on the arena during their start phase, they automatically summon 1 Minion within 2 spaces of them.				Once per game turn, add +2 to a single Spell Selection, Skill, or Defence roll. This can be done after rolling.			
<b>Discipline Spell: Curse</b>				<b>Discipline Spell: Teleport</b>			
Range	Damage	Special		Range	Damage	Special	
8	-	Target rolls 1 less D6 during Spell Selection on their next turn.		6	-	Move Target up to 4 spaces. This Move can be done over terrain and other models.	
Undead				Living Spell			
Move	Skill	Defence	Health	Move	Skill	Defence	Health
3	2	4	4	3	4	2	4
<b>Action: Grave Strike</b>				<b>Action: Harmonic Blast</b>			
Range	Damage	Special		Range	Damage	Special	
1	D6	-		1	2	Deals an extra 1 damage for every friendly model within 2 spaces of the active model.	
<b>Hits taken</b>				<b>Hits taken</b>			
<b>Wizard</b>				<b>Wizard</b>			
<b>Minion 1</b>				<b>Minion 1</b>			
<b>Minion 2</b>				<b>Minion 2</b>			
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1	A rival fan shouts a personal insult. The Wizard is distracted and has a -1 penalty to Skill until the end of the turn.
2	A Fire Gremlin rushes onto the Arena and explodes into flames. A random model takes D6 damage.
3	A fist fight breaks out amongst the fans, drawing the full attention of the crowd. Neither player can gain Crowd Favour until your next turn.
4	The crowd goes wild. The active player gains 2 Crowd Favour.
5	A group from the Wizard's hometown starts a chant. The active player can re-roll a single dice this turn.
6+	A Crystal Shard spirals out from the crowd. The enemy Wizard takes D6 damage.

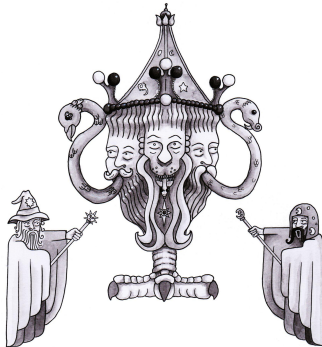
# Brawl Arcane 28

A Wizard Duel Miniatures Game



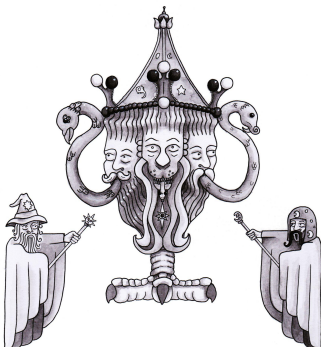
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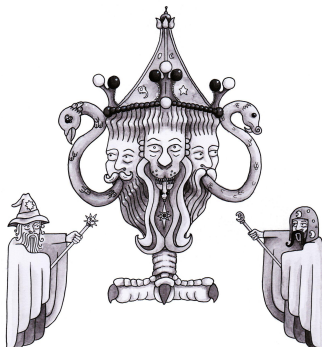
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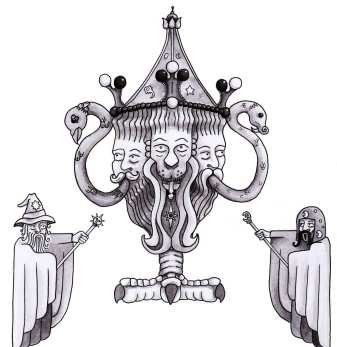
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Arcane Rocket			Spell Selection: Roll 1D6		
Range	Damage	Special	1-6		
6	D3	The style of this spell is unique to each Wizard. Lightning bolts, magic beams, prismatic flares, etc.			
Empower			5		
Range	Damage	Special			
6	-	Target adds 2 to their Skill until the start of the next turn.			
Dominate			4		
Range	Damage	Special			
4	-	Must target an enemy Minion. The active player controls the Target as if it were their own Minion until the end of their turn.			
Shield			2		
Range	Damage	Special			
6	-	Target adds 2 to their Defence until the start of your next turn.			
Summon Minion			1 or 6		
Range	Damage	Special			
2	-	Target an empty space in range instead of a model. Place a new Minion on that space. Each Wizard can only have 3 Minions on the Arena at once.			
Discipline Spell			3		
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