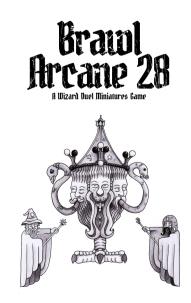
Brawl Arcane 28 - Reference cards (print at 100% for standard MtG card size/sleeves - 88 x 63 mm)

Artful Trickster				Astral Warlock				Blood Mage			
These performers travel the land entertaining and astounding the masses. Specialising in				Astral Warlocks reach out to ancient beings from beyond the stars. Many of them draw			The grisly rituals of Blood Mages are seen as disturbing by most people outside of The Pale				
	s, some question whethe	er their magic is actually rrors.				full malevolence of what			accepted their outsider		
Move	Skill	Defence	Health	Move	Skill	Defence	Health	Move	Skill	Defence	Health
4	4	4	15	4	4	4	15	4	4	4	15
Ability: Adoring Fan	'	T	15	Ability: Eyes from B	eyond			Ability: Sanguine Ri		7	13
	ise, 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			
Discipline Spell: Vanishing Act				Discipline Spell: Mental Torment				Spell Selection.			additional bo daring
Discipline Spell: Vanishing Act Range Damage Special				Range Damage Special				Discipline Spell: Boiling Blood			
8	-	-	ly Minions. The Wizard	6	D6		heir next turn	Range	Damage	Special	
<u> </u>	8 - Can only target friendly Minions. The Wizard and Target swap spaces.			6 D6 Target has -2 Skill on their next turn. Uoid Born			3	2D6	-		
	Pha	ntasm		Maura	Skill		lleskk		Blooi	d Imp	
Move	Skill	Defence	Health	Move 2	5KIII 4	Defence 3	Health 4	Move	Skill	Defence	Health
3	2	4	4	Action: Cosmic Volle	·	5	7	4	3	2	4
Action: Hypnotic Da	ancing			Range	Damage	Special		Action: Leech			
Range	Damage	Special		6	2	-		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 dan Mage's enemy, the Blo Health.	
Hits taken				Hits taken				Hits taken			
Wizard				Wizard				Wizard			
Minion 1 Minion 2				Minion 1 Minion 2				Minion 1 Minion 2			
Minion 3				Minion 3				Minion 3			
	11	ic Magus			Mach Tra	nsmuteur			f	10:4-5	
				T 11/1 1						Witch	
		ing Dragons. Their closen o harness the power of fi				odern magic. They have t drives many mad with			eep in the forests and si tion with nature and will		
Move	Skill	Defence	Health	Move	Skill	Defence	Health	Move	Skill	Defence	Health
4	4	4	15	4	4	4	15	4	4	4	15
Ability: Soul of the l	Dragon		1	Ability: Biomancy				Ability: Fleet of Foot		[·	10
	-	ne' special rule is set on	fire. At the start of a	Roll a D3 when a new l Minion. This bonus last	Mutant is placed on the	Arena and apply the fol	owing results to that	-		t Phase, this ignores th	e 2 damage if an
Player's Start phase, a	any of their models that	are on fire take 1 Damag		1) +1 Move.	is until it dies.			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 .			
their Action to put the				2) +1 Skill. 3) +1 Defence.				Discipline Spell: Grasping Vines			
Discipline Spell: Fire		Special		Discipline Spell: Ext	reme Transmutation			Range	Damage	Special	
Range 6	Damage 2D3	Special Flame		Range	Damage	Special		8	-	Target cannot Move of their next turn.	r take an Action on
0				6	-	Can only target friend	y Minions. The Minion				
Urake Spirit			gains +2 to Move, Skill and Damage then dies at the end of its turn.			roreși oweller					
							and Daniage then dies				
Move	Skill	Defence	Health		Mu		and Damage then dies	Move	Skill	Defence	Health
3			Health 4	Move)))u Skill	at the end of its turn.	Health	5			Health 4
3 Action: Ignite	Skill 4	Defence 2		3	Skill 3	at the end of its turn. Anni	-	5 Action: Lunge	Skill 2	Defence 2	Health 4
3	Skill 4 Damage	Defence 2 Special		3 Action: Mindless Ass	Skill 3 sault	at the end of its turn. faint Defence 3	Health	5	Skill 2 Damage	Defence 2 Special	4
3 Action: Ignite	Skill 4	Defence 2		3	Skill 3	at the end of its turn. Ann Defence	Health	5 Action: Lunge	Skill 2	Defence 2	4 se the highest result
3 Action: Ignite	Skill 4 Damage	Defence 2 Special		3 Action: Mindless Ass	Skill 3 sault Damage	at the end of its turn. faint Defence 3	Health	5 Action: Lunge	Skill 2 Damage	Defence 2 Special Roll Skill twice and us	4 se the highest result
3 Action: Ignite Range 1 Hits taken Wizard	Skill 4 Damage	Defence 2 Special		3 Action: Mindless Ass Range 1 Hits taken Wizard	Skill 3 sault Damage	at the end of its turn. faint Defence 3	Health	5 Action: Lunge Range 1 Hits taken Wizard	Skill 2 Damage	Defence 2 Special Roll Skill twice and us	4 se the highest result
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2	Skill 4 Damage	Defence 2 Special		3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2	Skill 3 sault Damage	at the end of its turn. faint Defence 3	Health	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2	Skill 2 Damage	Defence 2 Special Roll Skill twice and us	4 se the highest result
3 Action: Ignite Range 1 Hits taken Wizard Minion 1	Skill 4 Damage	Defence 2 Special		3 Action: Mindless Ass Range 1 Hits taken Wizard Minion 1	Skill 3 sault Damage	at the end of its turn. faint Defence 3	Health	5 Action: Lunge Range 1 Hits taken Wizard Minion 1	Skill 2 Damage	Defence 2 Special Roll Skill twice and us	4 se the highest result
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2	Skill 4 Damage 2	Defence 2 Special Flame		3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2	Skill 3 sault Damage D6	at the end of its turn. An1 Defence 3 Special -	Health	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2	Skill 2 Damage D6	Defence 2 Special Roll Skill twice and us against Targets affect	4 se the highest result
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 3	Skill 4 Damage 2 Cuminous	Defence 2 Special Flame Sorcerer	4	3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3	Skill 3 sault Damage D6 Metal	at the end of its turn. An1 Defence 3 Special - Ittrgist	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3	Skill 2 Damage D6 Merm	Defence 2 Special Roll Skill twice and us against Targets affect	4 se the highest result ed by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 3	Skill 4 Damage 2 2 Luminous The Path of Light. They	Defence 2 Special Flame	4	3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a	Skill 3 sault Damage D6 D6 Metal s Alchemical Tinkerers	at the end of its turn. An1 Defence 3 Special -	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3	Skill 2 Damage D6	Defence 2 Special Roll Skill twice and us against Targets affect	4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 3	Skill 4 Damage 2 2 Luminous The Path of Light. They	Defence 2 Special Flame Sorcerer Sorcerer Can be found throughout	4	3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a	Skill 3 sault Damage D6 D6 Metal s Alchemical Tinkerers	at the end of its turn. Ant Defence 3 Special - Unrgist and Arcane Blacksmiths	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3	Skill 2 Damage D6 D6 Merrin ates or sea-folk, these W	Defence 2 Special Roll Skill twice and us against Targets affect	4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of a	Skill 4 Damage 2 2 Luminous The Path of Light. They The Galaxy	Defence 2 Special Flame Sourcerer Sourcer Sourcerer Sourcerer Sourcerer Sourcerer Sour	4 the land as priests of	3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma	Skill 3 sault Damage D6 D6 Metal s Alchemical Tinkerers gical energy into muno	at the end of its turn. Ant Defence 3 Special Lurgist and Arcane Blacksmiths ane objects and are high	Health 4 They make a living by by sought after.	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pirr The	Skill 2 Damage D6 D6 Merrin ates or sea-folk, these W ir talents are invaluable	Defence 2 Special Roll Skill twice and us against Targets affect discrete d	4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of 3 Move	Skill 4 Damage 2 2 turninous The Path of Light. They The Gi Skill 4	Defence 2 Special Flame Sourcerer Sourcererer Sourcerer Sourcererer Sourcererer Sourcerererer Sourcerererererererererererererererererere	4 the land as priests of Health	3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Nove	Skill 3 sault Damage D6 D6 <u>INetal</u> s Alchemical Tinkerers gical energy into muno Skill 4	at the end of its turn. Ant Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pirr The Move	Skill 2 Damage D6 D6 Merrin ates or sea-folk, these W ir talents are invaluable Skill 4	Defence 2 Special Roll Skill twice and us against Targets affect data Roll Skill twice and us against Targets affect data Roll Skill twice and us against Targets affect data Roll Skill twice and us against Targets affect Defence Roll Skill twice and the skill the sk	4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of a Move 4 Ability: Blinding Ra	Skill 4 Damage 2 2 Cuminous The Path of Light. They The Gi Skill 4 diance	Defence 2 Special Flame Sourcerer Sourcererer Sourcerer Sourcererer Sourcererer Sourcererer Sourcerererer Sourcerererererere Sourcerererererererererererererererererere	4 the land as priests of Health 15	3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Na	Skill 3 sault Damage D6 D6 <u>INetal</u> s Alchemical Tinkerers gical energy into muno Skill 4	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pirr The Move 4 Ability: Oceanic Fog	Skill 2 Damage D6 D6 Merrin ates or sea-folk, these W ir talents are invaluable Skill 4	Defence 2 Special Roll Skill twice and us against Targets affect against Targets affect	4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of a Move 4 Ability: Blinding Ra	Skill 4 Damage 2 2 Cuminous The Path of Light. They The Gi Skill 4 diance thin 1 space have a -1 pu	Defence 2 Special Flame Sourcerer Sourcererer Sourcererer Sourcerererererererererererererererererere	4 the land as priests of Health 15	3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Na	Skill 3 sault Damage D6 D6 Illetal s Alchemical Tinkerers gical energy into muno Skill 4 Ils Ils roll 2 dice and choose t	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pirr The Move 4 Ability: Oceanic Fog	Skill 2 Damage D6 D6 D6 Merrin ates or sea-folk, these W ir talents are invaluable Skill 4 ithin 3 spaces can add 1	Defence 2 Special Roll Skill twice and us against Targets affect against Targets affect	4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of a Move 4 Ability: Blinding Ra Any enemy models wit Discipline Spell: He Range	Skill 4 Damage 2 2 Cuminous The Path of Light. They The Gi Skill 4 diance thin 1 space have a -1 pu	Defence 2 Special Flame SOFCETEF Can be found throughout reat Orb. Defence 4 Special	4 the land as priests of Health 15 ey target this Wizard.	3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Ma	Skill 3 sault Damage D6 D6 D6 D6 D6 D6 D6 D6 D7	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pirr The Move 4 Ability: Oceanic Fog Any friendly Minions w	Skill 2 Damage D6 D6 D6 Merrin ates or sea-folk, these W ir talents are invaluable Skill 4 ithin 3 spaces can add 1	Defence 2 Special Roll Skill twice and us against Targets affect clifteer	4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of a Move 4 Ability: Blinding Ra Any enemy models wit Discipline Spell: Her	Skill 4 Damage 2 2 Cuminous Kall kall kall kall kall kall kall kall	Defence 2 Special Flame Sourcerer Sourcererer Sourcererer Sourcerererererererererererererererererere	4 the land as priests of Health 15 ey target this Wizard.	3 Action: Mindless As: Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Ma When colling Defence, Discipline Spell: Stor	Skill 3 sault Damage D6 D6 D6 D10 Skill 4 Skill 4 Skill 4 Skill 5 Skil	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pirr The Move 4 Abilty: Oceanic Fog Any friendly Minions w Discipline Spell: Tid	Skill 2 Damage D6	Defence 2 Special Roll Skill twice and us against Targets affect KIIC 21 Wizards draw their powe to any who travel the s Defence 4 to the Damage of their Special Cannot target Minions	4 4 se the highest result ed by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of a Move 4 Ability: Blinding Ra Any enemy models wit Discipline Spell: He Range	Skill 4 Damage 2 2 Cuminous Kall kall kall kall kall kall kall kall	Defence 2 Special Flame SOFCETEF Can be found throughout reat Orb. Defence 4 Special Target regains D6 Hea	4 the land as priests of Health 15 ey target this Wizard.	3 Action: Mindless Ass Range 1 Hits taken Wizard Minion 1 Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Na When rolling Defence, Discipline Spell: Sto Range 4	Skill 3 sault Damage D6 D6 D6 D10 Def	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pirr The Move 4 Abilty: Oceanic Fog Any friendly Minions w Discipline Spell: Tid	Skill 2 Damage D6 D6 D6 <u>Illevin</u> sea-folk, these W ir talents are invaluable Skill 4 ithin 3 spaces can add 1 al Wave Damage -	Defence 2 Special Roll Skill twice and us against Targets affect gainst Targets affect	4 4 se the highest result ed by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of a Move 4 Ability: Blinding Rai Any enemy models with Discipline Spell: He: Range 6	Skill 4 Damage 2 Current of Light They The Given of Light Addiance Skill 4 diance thin 1 space have a -1 privelent of Light Damage - Brigo	Defence 2 Special Fiame Sourcererer Sourcererer Sourcererer Sourcererer Sourcererer Sourcererer Sourcerererererererererererererererererere	4 the land as priests of Health 15 ey target this Wizard.	3 Action: Mindless Ass Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Na When rolling Defence, Discipline Spell: Sto Range 4 Move	Skill 3 sault Damage D6 D6 D6 D6 D6 D7	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pirr The Move 4 Abilty: Oceanic Fog Any friendly Minions w Discipline Spell: Tid	Skill 2 Damage D6 D6 D6 <u>Illevin</u> sea-folk, these W ir talents are invaluable Skill 4 ithin 3 spaces can add 1 al Wave Damage -	Defence 2 Special Roll Skill twice and us against Targets affect against Targets affect	4 4 se the highest result ed by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of a Ability: Blinding Rai Any enemy models wit Discipline Spell: Hee Range 6 Move	Skill 4 Damage 2 Current of Light They The Given of Light Addiance Skill 4 diance thin 1 space have a -1 privelent of Light Damage - Brig Skill	Defence 2 Special Fiame Source of the second	4 the land as priests of Health 15 ey target this Wizard. lth. Health	3 Action: Mindless Ass Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Na When rolling Defence, Discipline Spell: Sto Range 4 Move 3	Skill 3 sault Damage D6 D6 D6 D6 D6 D7	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pira The Move 4 Ability: Oceanic Fog Any friendly Minions w Discipline Spell: Tid Range	Skill 2 Damage D6 Skill standard Bamage Skill 4 skill 4 skill 4 bamage - Uenizen c	Defence 2 Special Roll Skill twice and us against Targets affect against Targets affect Kizards draw their powee to any who travel the s Defence 4 to the Damage of their Special Cannot target Minions models 1 spaces towa If unable to move they of the Sea	4 4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of a Move 4 Ability: Blinding Rai Any enemy models wit Discipline Spell: He: Range 6 Move 4	Skill 4 Damage 2 Current of Light They The Given of Light Addiance Skill 4 diance thin 1 space have a -1 privelent of Light Damage - Brig Skill	Defence 2 Special Fiame Source of the second	4 the land as priests of Health 15 ey target this Wizard. lth. Health	3 Action: Mindless Ass Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Na When rolling Defence, Discipline Spell: Sto Range 4 Move 3 Action: Crippling Ba	Skill 3 sault Damage D6	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pirr The Minion 3 Whether sailors pirr The Discipline Spell: Tid Range -	Skill 2 Damage D6 Skill standard reference Skill standard reference Uenizen of Skill	Defence 2 Special Roll Skill twice and us against Targets affect against Targets affect Kizards draw their powee to any who travel the s Defence 4 to the Damage of their Special Cannot target Minions models 1 spaces towa If unable to move they of the Sea Defence	4 4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of 1 Move 4 Ability: Blinding Ra Any enemy models wit Discipline Spell: He Range 6 Move 4 Action: Sunbeam	Skill 4 Damage 2 2 Luminous Kalon K	Defence 2 Special Fiame Sourcerer Can be found throughout cat Orb. Defence 4 Special Target regains D6 Hea fitting Defence 2	4 the land as priests of Health 15 ey target this Wizard. lth. Health	3 Action: Mindless Ass Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Na When rolling Defence, Discipline Spell: Sto Range 4 Move 3	Skill 3 sault Damage D6	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pirc The Move 4 Ability: Oceanic Fog Any friendly Minions w Discipline Spell: Tid Range - Sa Move 3 Action: Water Jet	Skill 2 Damage D6 Skill status IMperim ates or sea-folk, these W irit talents are invaluable Skill 4 ithin 3 spaces can add T al Wave Damage - Benizen c Skill 3	Defence 2 Special Roll Skill twice and us against Targets affect against Targets affect Killt CPT Wizards draw their powee to any who travel the s Defence 4 to the Damage of their Special Cannot target Minions models 1 spaces towa If unable to move they SPT (Ife Sea Defence 3	4 4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of 1 Move 4 Ability: Blinding Ra Any enemy models wit Discipline Spell: He Range 6 Move 4 Action: Sunbeam	Skill 4 Damage 2 2 Cluminolls Clu	Defence 2 Special Fiame Sourcerer Can be found throughout cat Orb. Defence 4 Special Target regains D6 Hea fitting Defence 2	4 the land as priests of Health 15 ey target this Wizard. lth. Health	3 Action: Mindless Ass Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Na When rolling Defence, Discipline Spell: Sto Range 4 Move 3 Action: Crippling Ba	Skill 3 sault Damage D6	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pira The Minion 3 Whether sailors pira Minion 3 Comparison of the sailors of the sail	Skill 2 Damage D6 Skill standard reference Skill standard reference Uenizen of Skill	Defence 2 Special Roll Skill twice and us against Targets affect against Targets affect Kizards draw their powee to any who travel the s Defence 4 to the Damage of their Special Cannot target Minions models 1 spaces towa If unable to move they of the Sea Defence	4 4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of 3 Move 4 Ability: Blinding Rai Any enemy models wit Discipline Spell: He Range 6 Move 4 Action: Sunbeam Range 4 Hits taken	Skill 4 Damage 2 2 Cluminolls Clu	Defence 2 Special Fiame Sourcerer Can be found throughout cat Orb. Defence 4 Special Target regains D6 Hea fitting Defence 2	4 the land as priests of Health 15 ey target this Wizard. lth. Health	3 Action: Mindless Ass Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw max Move 4 Ability: Tough as Na When rolling Defence, Discipline Spell: Stor Range 1 Move 3 Action: Crippling Bar Range 1 Hits taken	Skill 3 sault Damage D6	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pira The Move 4 Ability: Oceanic Fog Any friendly Minions w Discipline Spell: Tid Range - Move 3 Action: Water Jet Range 3 Hits taken	Skill 2 Damage D6 Skill standard Table Skill 4 thin 3 spaces can add 1 al Wave Damage - Uenizen c Skill 3 Damage Damage	Defence 2 Special Roll Skill twice and us against Targets affect against Targets affect Killt CPT Wizards draw their powee to any who travel the s Defence 4 to the Damage of their Special Cannot target Minions models 1 spaces towa If unable to move they SPT (Ife Sea Defence 3	4 4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of 3 Move 4 Ability: Blinding Ra Any enemy models wit Discipline Spell: He Range 6 Move 4 Action: Sunbeam Range 4 Hits taken Wizard	Skill 4 Damage 2 2 Cluminolls Clu	Defence 2 Special Fiame Sourcerer Can be found throughout cat Orb. Defence 4 Special Target regains D6 Hea fitting Defence 2	4 the land as priests of Health 15 ey target this Wizard. lth. Health	3 Action: Mindless Ass Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw ma Move 4 Ability: Tough as Na When rolling Defence, Discipline Spell: Sto Range 4 Move 3 Action: Crippling Ba Range 1 Hits taken Wizard	Skill 3 sault Damage D6	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pira Minion 3 Whether sailors, pira Minion 3 Whether sailors, pira Minion 3 Whether sailors, pira Minion 3 Minion 3	Skill 2 Damage D6 Skill standard Table Skill 4 thin 3 spaces can add 1 al Wave Damage - Uenizen c Skill 3 Damage Damage	Defence 2 Special Roll Skill twice and us against Targets affect against Targets affect Killt CPT Wizards draw their powee to any who travel the s Defence 4 to the Damage of their Special Cannot target Minions models 1 spaces towa If unable to move they SPT (Ife Sea Defence 3	4 4 se the highest result ted by Grasping Vines.
3 Action: Ignite Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Devout followers of 3 Move 4 Ability: Blinding Rai Any enemy models wit Discipline Spell: He Range 6 Move 4 Action: Sunbeam Range 4 Hits taken	Skill 4 Damage 2 2 Cluminolls Clu	Defence 2 Special Fiame Sourcerer Can be found throughout cat Orb. Defence 4 Special Target regains D6 Hea fitting Defence 2	4 the land as priests of Health 15 ey target this Wizard. lth. Health	3 Action: Mindless Ass Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Found in most cities a forging raw max Move 4 Ability: Tough as Na When rolling Defence, Discipline Spell: Stor Range 1 Move 3 Action: Crippling Bar Range 1 Hits taken	Skill 3 sault Damage D6	at the end of its turn. An1 Defence 3 Special	Health 4	5 Action: Lunge Range 1 Hits taken Wizard Minion 1 Minion 2 Minion 3 Whether sailors, pira The Move 4 Ability: Oceanic Fog Any friendly Minions w Discipline Spell: Tid Range - Move 3 Action: Water Jet Range 3 Hits taken	Skill 2 Damage D6 Skill standard Table Skill 4 thin 3 spaces can add 1 al Wave Damage - Uenizen c Skill 3 Damage Damage	Defence 2 Special Roll Skill twice and us against Targets affect against Targets affect Killt CPT Wizards draw their powee to any who travel the s Defence 4 to the Damage of their Special Cannot target Minions models 1 spaces towa If unable to move they SPT (Ife Sea Defence 3	4 4 se the highest result ted by Grasping Vines.

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aı	word tham walans of		th. Most of society tends to	Ine ruiing cia	ss of the city of Mirage.	They tend to see themse	lves as sages and keepers of			
love	void them, unless of cou	rse there's a shortage o. Defence	t cheap labour. Health	Move	ecret wisdom, while most Skill	Defence	Health			
	4	4	15	4	4	4	15			
ility: Rise!				Ability: Mysti			1			
his Wizard ha	s no Minions on the arer	na during their start pha	ise, they automatically	Once per game	turn, add +2 to a single	Spell Selection, Skill, or	Defence roll. This can be			
mmon 1 Minior	n within 2 spaces of the	m. ,		done after rolli	ng.					
scipline Spel		Sussial		Discipline Sp		Ci-l				
ange	Damage	Special Target rolls 1 les	s D6 during Spall Salastic-	Range	Damage	Special Move Target up	to A snappe. This House as-			
	- 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						
ove	Skill	Defence	Health	Move	Skill	Defence	Health			
	2	4	4	3	4	2	4			
ction: Grave S	Strike			Action: Harm	onic Blast		•			
ange	Damage	Special		Range	Damage	Special				
_	D6	-		1	2		damage for every friendly spaces of the active model.			
					I		יףעטטט טו נווס מטנואל וווטעלו.			
lits taken				Hits taken						
Nizard				Wizard						
<u>Minion 1</u> Minion 2				Minion 1 Minion 2						
Minion 3				Minion 3						
	11	1			11	1				
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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.
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6 D	Damage D3	Spell Selection: Roll 106 Special 1-6 The style of this spell is unique to each Wizard. Lightning bolts, magic beams, prismatic flares, etc.	Arcane Rocket Range 6	Damage D3	Spell Selection: Roll 106 Special 1-6 The style of this spell is unique to each Wizard. Lightning bolts, magic beams,	Arcane Rocket Range 6	Damage D3	Spell Selection: Roll 1D Special 1- The style of this spell is unique to each Wizard. Lightning bolts, magic beams,	
6 D Empower Range D 6 -	-	The style of this spell is unique to each Wizard. Lightning bolts, magic beams,		-	The style of this spell is unique to each Wizard. Lightning bolts, magic beams,	-	•	The style of this spell is unique to each Wizard. Lightning bolts, magic beams,	
Empower Range D 6 -	J9	Wizard. Lightning bolts, magic beams,	σ	U3	Wizard. Lightning bolts, magic beams,	0	U3	Wizard. Lightning bolts, magic beams,	
Range D 6 -					prismatic flares, etc.			prismatic flares, etc.	
Range D 6 -		_	P		_	F			
6 -	_	5	Empower		5	Empower		0	
6 -	Damage	Special	Range	Damage	Special	Range	Damage	Special	
Nominate		Target adds 2 to their Skill until the start of the next turn.	6	-	Target adds 2 to their Skill until the start of the next turn.	6	-	Target adds 2 to their Skill until the start of the next turn.	
Dominato		4	Dominate		4	Dominate			
Range D	Damage	Special	Range	Damage	Special	Range	Damage	Special	
4 -		Must target an enemy Minion. The active	4	-	Must target an enemy Minion. The active	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.			player controls the Target as if it were their own Minion until the end of their turn.			player controls the Target as if it were thei own Minion until the end of their turn.	
Shield		2	Shield		2	Shield			
Range D	Damage	Special	Range	Damage	Special	Range	Damage	Special	
6 -		Target adds 2 to their Defence until the start of your next turn.	6	-	Target adds 2 to their Defence until the start of your next turn.	6		Target adds 2 to their Defence until the sta of your next turn.	
· · ·				- 1	1				
Summon Minion		1 or 6	Summon Minion		1 or 6	Summon Minion		1or	
Range D	Damage	Special	Range	Damage	Special	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	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	2	-	Target an empty space in range instead of model. Place a new Minion on that space. Each Wizard can only have 3 Minions on th	
Discipline Spell		Arena at once. 3	Discipline Spell		Arena at once.	Arena at once. Discipline Spell 3			
Arcane Rocket		Spell Selection: Roll 1D6	Arcane Rocket		Spell Selection: Roll 1D6	Arcane Rocket		Spell Selection: Roll 1D	
Range D	Damage	Special 1-6	Range	Damage	Special 1-6	Range	Damage	Special 1-	
6 D	 D3	The style of this spell is unique to each Wizard. Lightning bolts, magic beams, prismatic flares, etc.	6	D3	The style of this spell is unique to each Wizard. Lightning bolts, magic beams, prismatic flares, etc.	6	D3	The style of this spell is unique to each Wizard. Lightning bolts, magic beams, prismatic flares, etc.	
Empower		5	Empower		5	Empower 5			
Range D	Damage	Special	Range	Damage	Special	Range	Damage	Special	
6 -		Target adds 2 to their Skill until the start of the next turn.	6	-	Target adds 2 to their Skill until the start of the next turn.	6	-	Target adds 2 to their Skill until the start of the next turn.	
Dominate		4	Dominate 4			Dominate			
	Damage	Special	Range	Damage	Special	Range	Damage	Special	
4 -		Must target an enemy Minion. The active	4	-	Must target an enemy Minion. The active	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.			player controls the Target as if it were their own Minion until the end of their turn.			player controls the Target as if it were their own Minion until the end of their turn.	
Shield		2	Shield		2	Shield			
	Damage	Special	Range	Damage	Special	Range	Damage	Special	
	Damage	Target adds 2 to their Defence until the start	6	Damage	Target adds 2 to their Defence until the start		Damage	Target adds 2 to their Defence until the sta	
		of your next turn.	0	-	of your next turn.	. 0	-	of your next turn.	
Summon Minion		1 or 6	Summon Minion		1 or 6	Summon Minion	l.	1 or	
Range D	Damage	Special	Range	Damage	Special	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.	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.	2	-	Target an empty space in range instead of model. Place a new Minion on that space. Each Wizard can only have 3 Minions on th Arena at once.	
Discipline Spell		3	Discipline Spell		3	Discipline Spel	I		
Arcane Rocket						Arcane Rocket			
		Spell Selection: Roll 1D6 Special 1-6	Arcane Rocket		Spell Selection: Roll 1D6		Dement	Spell Selection: Roll 1D Special 1-	
_	Damage D3	The style of this spell is unique to each Wizard. Lightning bolts, magic beams, prismatic flares, etc.	Range 6	Damage D3	Special 1-6 The style of this spell is unique to each Wizard. Lightning bolts, magic beams, prismatic flares, etc. Prismatic flares, etc.	Range 6	Damage D3	Special 1- The style of this spell is unique to each Wizard. Lightning bolts, magic beams, prismatic flares, etc.	
Empower		5	Empower		5	Empower			
-	Damage	Special	Range	Damage	Special	Range	Damage	Special	
6 -		Target adds 2 to their Skill until the start of the next turn.	6	-	Target adds 2 to their Skill until the start of the next turn.	6	- -	Target adds 2 to their Skill until the start of the next turn.	
				-					
Dominate		4	Dominate		4	Dominate			
Range I	Damage	Special	Range	Damage	Special	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.	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.	4	-	Must target an enemy Minion. The active player controls the Target as if it were thei own Minion until the end of their turn.	
Shield		2	Shield		2	Shield			
Range [Damage	Special	Range	Damage	Special	Range	Damage	Special	
6 -	-	Target adds 2 to their Defence until the start of your next turn.	6	-	Target adds 2 to their Defence until the start of your next turn.	6	-	Target adds 2 to their Defence until the sta of your next turn.	
		1or 6	Summon Minion		1or 6	Summon Minion		1or	
Summon Minion	Damage	Special	Range	Damage	Special	Range	Damage	Special	
		Target an empty space in range instead of a	2	-	Target an empty space in range instead of a	2		Target an empty space in range instead of	
	-	model. Place a new Minion on that space. Each Wizard can only have 3 Minions on the	_		model. Place a new Minion on that space. Each Wizard can only have 3 Minions on the			model. Place a new Minion on that space. Each Wizard can only have 3 Minions on th	