

First Card (Hit)	Second Card (Hit Randomizer)				
	1	2	3	4	5
1	Enchant Weapon	Enchant Armor	Hammer Blows	Magic Missile	Magic Grenade
2	Fear	Valor	Rally	Timely Reinforcement	Uncanny Accuracy
3	Lead Feet	Fleet Feet	Wall of...	Leap	Pathfinder
4	Cat-like Reflexes	Illusionary Deception	Web	Tanga Beehive	Heal
5	Steal	Push or Pull	Lightning Bolt	Magic Reach	Barrier
Spell	Range	Effect			
Enchant Weapon (unit)	8 inches	Apply one LEFT shift to each figure conducting melee in effected unit during next activation			
Enchant Armor (unit)	8 inches	During the next activation, all hits on figures in the effected unit automatically hit an armored area, regardless of the indicated hit location.			
Hammer Blows (unit)	8 inches	All weapons in the effected unit go up one Damage class during the next activation. This has no effect on weapons that are already the highest Damage class.			
Magic Missile (individual)	12 inches	Attacks a target figure with a Damage class of the Pentagon.			
Magic Grenade (unit)	12 inches	All figures within two inches of the point of impact are Stunned. Wizard must be able to see the target location.			
Fear (unit)	16 inches	Place 3-7 (use hit randomizer +2) morale markers on unit. Distance is measured from the wizard to unit leader.			
Valor (unit)	16 inches	Remove 1-5 (use hit randomzier) morale markers from unit. Distance is measured from the wizard to unit leader.			
Rally (unit)	Touch	Wizard may set the order die for a unit to a six, even if the six has already been called this turn.			
Timely Reinforcement	Touch	An additional 1-5 (use hit randomizer) figures of a unit's type are placed next to the unit's leader. Usable only once per game.			
Uncanny Accuracy (unit)	8 inches	Unit conducts next round of shooting at short range, regardless of the unit's actual ragne to the target.			
Lead Feet (unit)	16 inches	Target unit moves at half speed during its next movement.			
Fleet Feet (unit)	16 inches	Target figure draws two movement cards during its next movement.			
Wall of... (area)	16 inches	Creates six square inches [player can make a line or a rectangle] obstacle of whatever nature that cuts movement in half			
Leap (individual)	12 inches	Target figure moves two cards (three for cavalry), ignoring terrain. The wizard must see beginning and end point of movement. Does not affect wagons, chariots, or other vehicles.			
Pathfinder (unit)	12 inches	Target unit may ignore terrain penalties for rough or woods for the next activation. If the target figure does not move during its next activation, the spell wears off.			
Cat-like Reflexes (unit)	12 inches	Figures in target unit automatically pass their next Reaction attempt. The effect does not wear off until used.			
Illusionary Deception (unit)	16 inches	Closest 1-5 figures to center of illusion are stunned. Wizard must see point where illusion will occur. Mesure range to that point.			
Web (individual)	12 inches	Target figure receives TWO stun markers.			
Tanga Beehive (unit)	16 inches	Figures in target unit immediately scatter in random directions. Each figure determines direction individually. Measure distance to the closest figure.			
Heal (unit)	Touch	Remove 1-5 (use hit randomizer) wounds from figures in target unit. Can apply to multiple figures (e.g., 2 off of one figure, and 1 off of three others). Measure range to closest target figures.			
Steal (individual)	16 inches	Transfers one small object from figure in range to wizard, such as a treasure, weapon, etc.)			
Push or Pull (individual)	12 inches	Pushes a figure or small inanimate object one card directly away from Wizard, or pulls a figure or small inanimate object one card directly toward the Wizard.			
Lightning Bolt	10 inches	Attacks a target figure with a Damage class of the Hexagon.			
Magic Reach (individual)	8 inches	Target figure automatically gets to attack first in its next activation. If the next activation does not involve a melee, the effects of the spell wear off.			
Magic Barrier (area)	12 inches	Creates six square inches [player can make a line or a rectangle] obstacle of whatever nature that blocks line of sight only. Range is measured to the any point of the barrier.			