



HELLFIRE: FIREBALL

COMMON SPELL



5

POINTS

HELLFIRE: FIREBALL SPECIAL ATTACK

Range 5. Attack 4.

If this figure inflicts one or more wounds on an opponent's figure with this special attack, before placing Wound Markers, you may choose either the defending figure or a figure adjacent to the defending figure. After wounds are placed, roll 1 unblockable attack die against the chosen figure for each wound inflicted in that attack. After using this special attack, if this figure is not a Demon, roll an unblockable attack die against this figure.



HELLFIRE: FIRE LINE

COMMON SPELL



15

POINTS

HELLFIRE: FIRE LINE SPECIAL ATTACK

Range Special. Attack 5.

Choose up to 4 spaces in a straight line from this figure. All figures on the chosen spaces are affected by this special attack. Roll 5 attack dice once for all affected figures. Each figure rolls defense dice separately. After using this special attack, if this figure is not a Demon, roll an unblockable attack die against this figure.



HELLFIRE: IGNITION

COMMON SPELL



10

POINTS

HELLFIRE: IGNITION SPECIAL ATTACK

Range 4. Attack 4 + Special.

For each skull rolled with this special attack, roll one additional attack die. The defending figure rolls defense dice normally. After using this special attack, if this figure is not a Demon, roll an unblockable attack die against this figure.



TEMPORAL INVERSION

COMMON SPELL



10

POINTS

After all Order Markers have been placed and before rolling for initiative, this figure may cast this spell. If they do, for the remainder of the round, all opponents on their turns must reveal their highest numbered unrevealed Order Marker and take a turn with that Army Card instead of revealing Order Markers and taking turns normally. Opponents cannot reveal more than one of the same numbered Order Marker this round.



LIGHTNING BOLT

COMMON SPELL



5

POINTS

LIGHTNING BOLT SPECIAL ATTACK

Range 7. Attack 4.

Androids and Cyborgs roll 1 fewer defense die when defending against this special attack. Figures occupying water spaces subtract 1 shield from whatever is rolled when defending against this special attack.



MYSTIC FLAMES

COMMON SPELL



5

POINTS

MYSTIC FLAMES SPECIAL ATTACK

Range Special. Attack 4.

Choose a space within 4 spaces of this figure. All figures other than this figure without the Lava Resistant special power on or within one space of the chosen space are affected by the attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures with the Fire Weakness special power roll 2 fewer defense dice against this special attack.



HEALING ENERGY

COMMON SPELL



20

POINTS

Instead of attacking, this figure may cast this spell to remove a Wound Marker from either this figure's card or the card of an adjacent figure.



DISPEL

COMMON SPELL



10

POINTS

Whenever an opponent's Common or Unique figure within 4 clear sight spaces would cast a spell, this figure may immediately cast this spell. You and that opponent must both roll the 20-sided die. If you roll higher than your opponent, that player may not cast any spells before the start of the next player's turn or the start of the next round, whichever comes first. If you also roll a 16 or higher, remove that spell from the game.