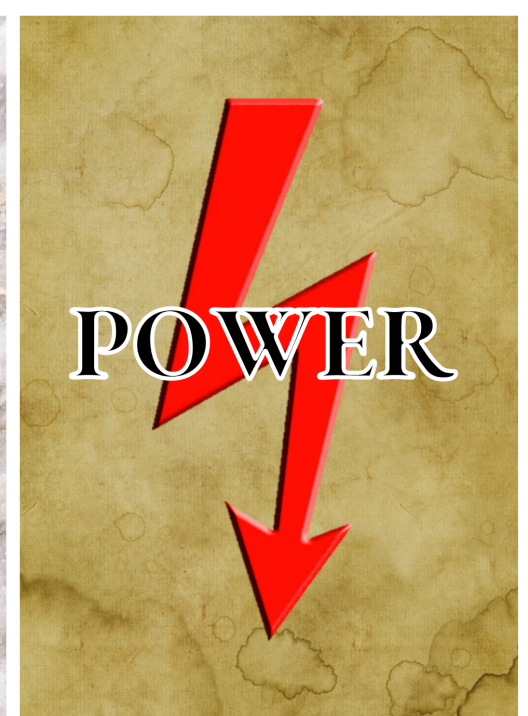
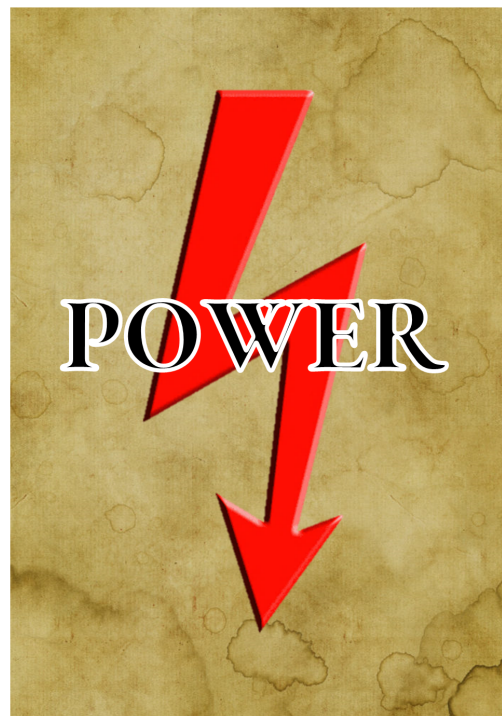


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WINDS



OF MAGIC

DISPEL

After natural dispel, each wizard can make 1 dispel attempt against each spell cast by expending a dispel card each time. Attempt succeeds on 4+ if the dispeller's level = caster's level; 5+ if the dispeller's level < caster's level; 3+ if the dispeller's level > caster's level. No wizards left: you may attempt to dispel, but you must roll 5+ to dispel regardless of the magic level of the caster.

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WINDS



OF MAGIC



This card can power any spell by itself, counting as up to three power cards. A spell cast with Total Power cannot be stopped by the use of natural dispels, dispel cards or the drain magic card. Only a Dispel Magic Scroll or an item with a similar effect can dispel spells cast with the Total Power card.

WINDS



OF MAGIC

DRAIN MAGIC

Reaction to a spell cast only. Must be used by a wizard. All spells are auto dispelled (also remain in play spells). All retained magic cards are discarded as well. The magic phase ends.

In addition, on a roll of 4+ the wizard who used the Drain Magic card loses a magic level and a spell of his choice. If this reduces his magic level below zero, the wizard is killed.



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WINDS



OF MAGIC

REBOUND

Rebound is a dispel card with the following extra ability: If the spell in question was dispelled, the dispelling wizard can immediately cast a spell of his own of up to the same power value without spending power cards. This spell can be dispelled as normal.

WINDS



OF MAGIC

DESTROY SPELL

Destroy Spell is a dispel card with the following extra ability: If the spell in question was dispelled, roll a 1D6. On a roll of 4+ the spell is destroyed and removed from the game (6+ in the case of bound spells). This does not reduce the wizard's magic level.

WINDS



OF MAGIC

TOTAL POWER

This card can power any spell by itself, counting as up to three power cards. A spell cast with Total Power cannot be stopped by the use of natural dispels, dispel cards or the drain magic card. Only a Dispel Magic Scroll or an item with a similar effect can dispel spells cast with the Total Power card.

WINDS



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WINDS



OF MAGIC

ESCAPE

This card can be played the instant the wizard keeping the card is killed. However, in Warhammer Renaissance, the Escape card only works in the magic phase. When played, the wizard is returned to life with one wound and may deploy anywhere within 6" of the player's own table edge. You do not receive victory points for killing a wizard if he uses the Escape card, unless you kill him again (and this time for good).

WINDS



OF MAGIC

MENTAL DUEL

Mental Duel is a dispel card. After the dispel attempt, the dispelling and casting wizard are drawn into a mental duel. Each wizard rolls a 1D6 and adds their magic level. The lowest scoring wizard (if any) suffers one wound with no armour save allowed.