HIGHCOURT MAGE 48 POINTS

Human, Infantry, Living, Mage

4

RANGE	RANGE	RANGE	RANGE
1	0	8	0

BLAZE 1: In place of making an Arcane assault you may choose a single target and make an Arcane OFF test, forcing the target and all other targets within a an increment of them to either succeed at their choice of an Arcane or Ballistic DEF test made against your OFF result or be defeated by a Fire type hazard.



TELEKINISIS: In place of making an Arcane assault you may choose a single target within your Arcane range and make an Arcane OFF test opposed by a Ballistic DEF test made by the target and, if you win, move the target directly to an unoccupied increment also within your Arcane range.