

1. Apprentice Spell

Molter Copper

CV	*Type*	*Duration*
8+	Hex Missile Damage Replicable Range 18"	Instant

Effect

The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.



2. Adept Spell

Zersetzung des Zinns

CV	*Type*	*Duration*
8+	Hex Range 36"	One Turn

Effect

Das Ziel erleidet -1 auf seinen Rüstungswurf.



3. Adept Spell

Living Steel

CV	*Type*	*Duration*
8+	Augment Range 18"	One Turn

Effect

The target gains +1 to hit and Magical Attacks (Melee & Shooting).



4. Adept Spell

Wall of Lead

CV	*Type*	*Duration*
8+	Ground Range 24"	One Turn

Effect

Place a Wall Terrain Feature with dimensions 1×6⊠ on the target.
Remove the Terrain Feature when the spell ends.



5. Master Spell

Wort des Eisens

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][9+][/color]	Augment Range 18"	One Turn

Effect

Das Ziel erhält span style="color: #ff0000;">+1/span> span style="color: #0000ff;">[+2]/span> auf seinen Rüstungswurf.



6. Master Spell

Quecksilberpeitsche

CV	*Type*	*Duration*
7+	Hex Missile Damage Range 24"	Instant

Effect

The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than “7 minus the target’s Armour”. An unmodified ‘6’ always wounds and an unmodified ‘1’ always fails to wound.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL