



1. Apprentice Spell

### Feuerball

CV	Type	Duration
4+	Hex Missile Damage Range 36"	Instant

*Effect*

The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.



2. Adept Spell

### Feuerkaskade

CV	Type	Duration
[color=#ff0000]5+[color]	Hex Range	One Turn
[color=#0000ff][8+][color]	[color=#ff0000]24"[color]	
[color=#0000ff][12+][color]	[color=#0000ff][12+][color]	

*Effect*



3. Adept Spell

### Flammende Schwerter

CV	Type	Duration
[color=#ff0000]8+[color]	Augment Range	One Turn
[color=#0000ff][11+][color]	[color=#ff0000]18"[color]	
	[color=#0000ff][6" Aura][color]	

*Effect*

The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.



4. Adept Spell

### Pyroklastischer Strom

CV	Type	Duration
[color=#ff0000]7+[color]	Hex Missile Damage	Instant
[color=#0000ff][10+][color]	Range [color=#ff0000]24"[color]	
	[color=#0000ff][12+][color]	

*Effect*



5. Master Spell

### Sengende Salve

CV	Type	Duration
8+	Hex Damage Range 24" Aura	Instant

*Effect*

The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



6. Master Spell

### Einhüllende Glut

CV	Type	Duration
11+	Hex Damage Direct Range 24"	Instant

*Effect*

Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



### Blaze

CV	Type	Duration
	Hex Missile Damage Range 24"	Instant

*Effect*

The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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The target suffers 2D6 2D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

The target suffers 2D6 3D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.