Hereditary Spell

Trollguts

CV	*Type*	*Duration*
12+/16+	Range 12"/24"	Instant

Effect

The target has Regeneration (4+) until the start of the caster's next Magic phase.

Hereditary Spell

The Maw

CV	*Type*	*Duration*
15+/18+	Range 18"/18"	Instant

Effect

Hereditary Spell

Spinemarrow

CV	*Type*	*Duration*
8+/16+	Range 24"/24"	Instant

Effect

The target has Stubborn and Immunity (Panic) until the start of the caster's next Magic phase. Boosted version targets all friendly units within range.

Hereditary Spell

Toothcracker

CV	*Type*	*Duration*
8+/12+	Range 12"/24"	Instant

Effect

The target has +1 T until the start of the caster's next Magic phase.

Hereditary Spell

Bullgorger

CV	*Type*	*Duration*
7+/11+	Range 12"/24"	Instant

Effect

The target has +1 S until the start of the caster's next Magic phase.

Hereditary Spell

Braingobbler

CV	*Type*	*Duration*
9+/12+	Range 18"/36"	Instant

Effect

The target must take a Panic test. Units with Immunity (Psychology) cannot be targeted by this spell.

Hereditary Spell

Bonecrusher

CV	*Type*	*Duration*
8+/11+	Range 18"/36"	Instant

Effect

Causes 2D6 S 2 hits which Ignores Armour saves.

Hereditary Spell

Bloodgruel

CV	*Type*	*Duration*
-	Range	Instant

Effect

Roll a D6 immediately after resolving the effects of a successfully cast spell from the Lore of the Great Maw. On a roll of 2-6, the Wizard that cast the spell recovers one lost Wound (up to his starting number of Wounds), and adds +1 to the total rolled on the dice the next time he attempts to cast or dispel a spell. On a roll of 1 the Wizard that cast the spell suffers a S 6 hit.

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

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

Place the small/large round template anywhere within 18" of the caster. Roll the artillery dice and the scatter dice. Unless a Hit! is rolled, move the template the distance shown on the artillery dice, in the direction shown on the scatter dice.

If a misfire is rolled, centre the template on the caster and roll a scatter dice and a D6/2D6. The template moves the number of inches equal to the result of the D6/2D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol).

Once the final position of the template is determined, all models under the template must take an I test. Models that pass the test suffer a S 3 hit. Models that fail the test suffer a S 7 hit with Multiple Wounds (D6).