



1. Apprentice Spell

Know Thy Enemy

CV	Type	Duration
[color=#ff0000]7+>[/color]	Augment Range	One Turn
[color=#0000ff]{12+}[/color]	[color=#ff0000]18" >[/color] [color=#0000ff]{6" Aura}[/color]	n

Effect

The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.



2. Adept Spell

Fate's Judgement

CV	Type	Duration
[color=#ff0000]5+>[/color]	Hex Missile Damage	Instant
[color=#0000ff]{9+}[/color]	Range 18"	

Effect

The target suffers $\text{span style="color: #ff0000;">1D3$ hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



3. Adept Spell

Scrying

CV	Type	Duration
[color=#ff0000]7+>[/color]	Augment Range	One Turn
[color=#0000ff]{12+}[/color]	[color=#ff0000]18" >[/color] [color=#0000ff]{6" Aura}[/color]	n

Effect

The target gains Distracting and Hard Target.



4. Adept Spell

The Stars Align

CV	Type	Duration
[color=#ff0000]8+>[/color]	Augment Range	One Turn
[color=#0000ff]{12+}[/color]	[color=#ff0000]18" >[/color] [color=#0000ff]{6" Aura}[/color]	

Effect

The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat Shooting Attacks.



5. Master Spell

Unerring Strike

CV	Type	Duration
[color=#ff0000]7+>[/color]	Hex Missile Damage	Instant
[color=#0000ff]{10+}[/color]	Range 18"	

Effect

The target suffers $\text{span style="color: #ff0000;">2D6$ hits that wound on 4+ with Armour Penetration 1, **Divine Attacks and Magical Attacks**.



6. Master Spell

Portent of Doom

CV	Type	Duration
8+	Hex Range 24"	Permanent

Effect

When calculating Combat Score, a side with units containing at least one model affected by the spell suffers $-X$ to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.



Guiding Light

CV	Type	Duration
	Augment Range 12"	One Turn

Effect

Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.

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THE IX AGE
FANTASY BATTLES

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