



Altered Sight

CV	Type	Duration
7+	Hex	One Turn
[color=#006000]{5+}[/color]	Range 24"	

Effect

The target suffers -1 Weapon Skill, to a minimum of 1, and -1 Ballistic Skill.



1. Apprentice Spell

Touch the Heart

CV	Type	Duration
7+	Hex	Instant
[color=#006000]{5+}[/color]	Damage Focused Direct	Range 18"

Effect

The target suffers 1 hit that automatically wounds with Armour Piercing (6).



2. Adept Spell

Mind Games

CV	Type	Duration
7+	Hex	Remains in Play
[color=#006000]{5+}[/color]	Range 18"	

Effect

The target suffers -1 Leadership.



3. Adept Spell

Truth of Time

CV	Type	Duration
9+	Hex	One Turn
[color=#006000]{7+}[/color]	Range 18"	

Effect

When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls one less D6 than normal.



4. Adept Spell

Ice and Fire

CV	Type	Duration
9+	Hex	Instant
[color=#006000]{7+}[/color]	Missile Damage	Range 18"

Effect

The target suffers 2D6 Strength 3 hits with Armour Piercing (3).



5. Master Spell

Perception of Strength

CV	Type	Duration
10+	Hex	One Turn
[color=#006000]{8+}[/color]	Range 18"	

Effect

The target suffers -1 Strength.



6. Master Spell

Unity in Divergence

CV	Type	Duration
11+	Hex	Instant
[color=#006000]{9+}[/color]	Damage Direct	Range 18"

Effect

Each model in the target unit suffers a Strength 3 hit.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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