Hereditary Spell

Sunstrike

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

Effect

The spell shoots in a straight line from the caster's base. Each model under the line takes a S 5 hit with Flaming Attacks.

Hereditary Spell

Sand Storm

CV	*Type*	*Duration*
12+/18+	Range 12"/18"	Inst.

Effect

Remains in Play. Affects all units (friend and foe) within range. No units within the sand storm can use missile weapons, and war machines cannot fire. No units may be targeted by any missile attack. Flying units are restricted to their ground movement. Enemy units affected cannot march in their next movement phase.

Hereditary Spell

Sand Storm (Bound Spell)

CV	*Type*	*Duration*
5+	Range 12"	Inst.

Effect

Remains in Play. Affects all units (friend and foe) within range. No units within the sand storm can use missile weapons, and war machines cannot fire. No units may be targeted by any missile attack. Flying units are restricted to their ground movement. Enemy units affected cannot march in their next movement phase.

Hereditary Spell

Sand Blast

CV	*Type*	*Duration*
8+/13+	Range 18"/36"	Inst.

Effect

Causes D6/2D6 S 2 hits. The target reduces all their movement by half (rounding up) in their next movement phase.

Hereditary Spell

Shifting Sands

CV	*Type*	*Duration*
-	Range	Inst.

Effect

Whenever a spell from the Lore of the Desert is cast on an enemy unit, that unit must re-roll 6's for their charge distance, when fleeing and when pursuing until the start of the next Arabyan magic phase.

Hereditary Spell

Quicksand

CV	*Type*	*Duration*
11+/14+	Range 18"/36"	Inst.

Effect

All models in the unit must take an I test. Those that fail must then take an armour save. If passed, they are dragged down into the sand and are removed as casualties, with no save allowed. Models without armour count as passing on a 6. This spell has no effect on models with the Fly, Ethereal or Strider.

Hereditary Spell

Mirage

CV	*Type*	*Duration*
10+/12+	Range 24"/48"	Inst.

Effect

Hereditary Spell

Dancing Scimitar

CV	*Type*	*Duration*
8+/10+	Range 24"/48"	Inst.

Effect

Causes D6/2D6 S 4 hits. Roll a D6 after resolving the damage; on a 3+, the Dancing Scimitar moves to another unengaged enemy unit within 8". Keep rolling until you make an unsuccessful attempt or run out of enemy units. Note that any unit cannot get hit more than once by the same Dancing Scimitar each turn.

Hereditary Spell

Curse of the Genie

CV	*Type*	*Duration*
6+/8+	Range 24"/48"	Inst.

Effect

The target must re-roll all successful To Wound rolls until the start of the caster's next magic phase.

Remains in Play. Place a marker within 24" and Line of Sight of the target. While the spell is in effect, the target must turn and move directly towards the marker as fast as possible in the Movement phase, or target it with any missile weapons. If the marker is within charge range, the unit must declare a charge against it just as if it was an enemy unit. The spell is immediately dispelled if the target reaches the marker, has lost Line of Sight to it at the start of their Movement phase, hits it with any missile weapons or is engaged in close combat.


THE IX AGE
FANTASY BATTLES
CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



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THE IX AGE
FANTASY BATTLES



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WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



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THE IX AGE
FANTASY BATTLES



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THE IX AGE
FANTASY BATTLES



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THE IX AGE
FANTASY BATTLES



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THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL