

1. Apprentice Spell

Conoce a tu Enemigo

CV	*Type*	*Duration*
[color=#ff0000]7+>[/color] [color=#0000ff]{12+}[/color]	Poten. Range [color=#ff0000]18">[/color] [color=#0000ff]{6" Aura}[/color]	Un Turno

Effect

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



2. Adept Spell

Juicio del Destino

CV	*Type*	*Duration*
[color=#ff0000]5+>[/color] [color=#0000ff]{9+}[/color]	Maldición Mis Dañ Range 18"	Inst.

Effect

The target suffers span style="color: #ff0000;"><1D3>/span> span style="color: #0000ff;">{1D6}/span> 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

Predicción

CV	*Type*	*Duration*
[color=#ff0000]7+>[/color] [color=#0000ff]{12+}[/color]	Poten. Range [color=#ff0000]18">[/color] [color=#0000ff]{6" Aura}[/color]	Un Turno

Effect

El objetivo obtiene:
- Distracción.
- Objetivo Difícil.



4. Adept Spell

Alineamiento Estelar

CV	*Type*	*Duration*
[color=#ff0000]8+>[/color] [color=#0000ff]{12+}[/color]	Poten. Range [color=#ff0000]18">[/color] [color=#0000ff]{6"Aura}[/color]	Un Turno

Effect



5. Master Spell

Ataque Infalible

CV	*Type*	*Duration*
[color=#ff0000]7+>[/color] [color=#0000ff]{10+}[/color]	Maldición Mis Dañ Range 18"	Inst.

Effect

The target suffers span style="color: #ff0000;"><2D6>/span> span style="color: #0000ff;">{3D6}/span> hits that wound on 4+ with Armour Penetration 1, **Divine Attacks and Magical Attacks**.



6. Master Spell

Presagio del Fin

CV	*Type*	*Duration*
8+	Maldición Range 24"	Permanente

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.



Luz Guía

CV	*Type*	*Duration*
	Poten. Range 12"	Un Turno

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.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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El objetivo obtiene:
- Ataques Divinos.
- Debe repetir las tiradas fallidas para Impactar en Ataques de Combate span style="color: #ff0000;">y de Disparo/span>.