Storm Call (Signature Spell)

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

Effect

Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Movement and Initiative characteristics (to a minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

1. Apprentice Spell

Flaming Sword

CV	*Type*	*Duration*
8+	Range Combat	Inst.

Effect

A single enemy unit the caster is engaged in combat with suffers D6+1 Strength 3 hits, each with an AP of -. These hits have the Flaming Attacks special rule.

2. Adept Spell

Plague Of Rust

CV	*Type*	*Duration*
9+	Range 21"	Inst.

Effect

Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its armour value. This spell may target an enemy unit engaged in combat.

3. Adept Spell

Summon Elemental Spirit

CV	*Type*	*Duration*
9+	Range 15"	Inst.

Effect

Remains in Play. Place a small (3") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain over which no line of sight can be drawn. The template moves D6" in a random direction during every Start of Turn sub-phase. Any enemy unit the moving template touches or moves over suffers D3+3 Strength 4 hits, each with an AP of -1.

4. Adept Spell

Earthen Ramparts

CV	*Type*	*Duration*
10+	Range 15"	Inst.

Effect

Until your next Start of Turn sub-phase, the target friendly unit gains a 5+ Ward save against any wounds suffered and counts as being behind a defended low linear obstacle if charged. However, whilst this spell is in play the target unit cannot march or charge.

5. Master Spell

Wind Blast

CV	*Type*	*Duration*
8+	Range 15"	Inst.

Effect

The target enemy unit suffers D3+3 Strength 5 hits, each with an AP of -1. Once these hits have been resolved, the unit must Give Ground.

6. Master Spell

Travel Mystical Pathway

CV	*Type*	*Duration*
10+	Range 9"	Inst.

Effect

If the target friendly unit is not fleeing and has not already moved during this Movement phase, you may immediately remove it from the battlefield and replace it anywhere within 12" of its original location, but not within 6" of any enemy models. The target friendly unit cannot move again during this Movement phase.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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