Winds of Chaos (Mark of Chaos Undivided)

CV	*Type*	*Duration*
7+/9+	Range 21"	Inst.

Effect

If this spell is cast with a casting result of 7 or more, the target enemy unit suffers a -1 modifier to its Movement characteristic (to a minimum of 1). If this spell is cast with a casting result of 9 or more, the target enemy unit suffers a -2 modifier to its Movement characteristic (to a minimum of 1). This spell lasts until your next Start of Turn sub-phase.

Acquiescence (Mark of Slaanesh)

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

Effect

Until the end of the Combat phase, the target enemy unit becomes subject to the Strike Last special rule.

Fleshy Abundance (Mark of Nurgle)

CV	*Type*	*Duration*
7+	Range Self	Permanente

Effect

Remains in Play. Whilst this spell is in play, the caster and any unit they have joined gain a +1 modifier to their Toughness characteristic (to a maximum of 7).

Blue Fire (Mark of Tzeentch)

CV	*Type*	*Duration*
9+	Range 18"	Inst.

Effect

The target enemy unit suffers D6+3 Strength 4 hits, each with an AP of -2 and with the Flaming Attacks special rule.

THE IX AGE
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