1. Apprentice Spell

Fireball

CV	*Type*	*Duration*
6+	Malédiction Projectile Dégât Rép. Range 36"	Immédiat

Effect

The target suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.

2. Adept Spell

Flaming Swords

CV	*Type*	*Duration*
7+	Amélioration Range 18"	Un tour

Effect

The target gains +1 to wound, Flaming Attacks (Melee & Shooting) and Magical Attacks.

3. Adept Spell

Dragon's Roar

CV	*Type*	*Duration*
9+	Amélioration Focused Range 24"	Un tour

Effect

A single model part in the target gains Breath Attack (Str 4, AP 0, Flaming Attacks, Magical Attacks), and Grind Attack (2D6 hits, Str 4, AP 0, Flaming Attacks, Magical Attacks).

4. Adept Spell

Pyroclastic Flow

CV	*Type*	*Duration*
9+	Malédiction Projectile Dégât Range 24"	Immédiat

Effect

The target suffers 5D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.

5. Master Spell

Pillars Of Fire

CV	*Type*	*Duration*
11+	Amélioration Range 18"	Un tour

Effect

Standard Melee Attacks from Rank-andFile models in the target hit automatically, have their Str always set to 4, AP always set to 0, and gain Flaming Attacks and Magical Attacks.

6. Master Spell

Cage of Embers

CV	*Type*	*Duration*
10+	Malédiction Range 36"	Un tour

Effect

Immediately when the spell is cast, and whenever the target moves, it suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks . It gains Weakness (Flaming Attacks).

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL