

Lore of Chaos	Lore of Chaos	Lore of Chaos	Lore of Chaos
0 Winds of Chaos (Mark of Chaos Undivided)	0 Acquiescence (Mark of Slaanesh)	0 Fleshy Abundance (Mark of Nurgle)	0 Blue Fire (Mark of Tzeentch)
7+/9+ Gamma 21" Instant	6+ Gamma 12" Instant	7+ Gamma Self Permanent	9+ Gamma 18" Instant
<p>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.</p>	<p>Until the end of the Combat phase, the target enemy unit becomes subject to the Strike Last special rule.</p>	<p>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).</p>	<p>The target enemy unit suffers D6+3 Strength 4 hits, each with an AP of -2 and with the Flaming Attacks special rule.</p>



THE IX AGE  
FANTASY BATTLES

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