

*1. Apprentice Spell*

## Weal and Woe

| *CV* | *Type* | *Duration* |
|---|---|---|
| 8+ | Universale<br>Range 18" | Un Turno |

*Effect*

The target must reroll [□] to-wound rolls, except natural rolls of [□].

[□]: Failed
[□]: '1'

[□]: Successful
[□]: '6'



*2. Adept Spell*

## Hearts and Minds

| *CV* | *Type* | *Duration* |
|---|---|---|
| 6+ | [□]<br>Range 24" | Istantaneo |

*Effect*

If the target is Shaken, it stops being Shaken. If the target is not Shaken, it must take a Panic Test.

[□]: Hex, Damage
[□]: Augment



*3. Adept Spell*

## Truth of Time

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+ | Universale<br>Range 24" | Un Turno |

*Effect*

The target's Cha and Mob are set to [□].

[□]: 8□
[□]: 3□



*4. Adept Spell*

## Ice and Fire

| *CV* | *Type* | *Duration* |
|---|---|---|
| 10+ | Maledizione<br>Proiettile<br>Danni<br>Range 24" | Istantaneo |

*Effect*

The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [□] against wounds caused by this spell must be rerolled.

[□]: Special Saves
[□]: Armour Saves



*5. Master Spell*

## Cosmic Scales

| *CV* | *Type* | *Duration* |
|---|---|---|
| 11+ | Benedizione<br>Range 18" | Un Turno |

*Effect*

The target gains Divine Attacks (Melee & Shooting) and Magical Attacks (Melee & Shooting), and it's [□] is set to at least 8.

[□]: Def
[□]: Off



*6. Master Spell*

## Near and Far

| *CV* | *Type* | *Duration* |
|---|---|---|
| 11+ | Danni<br>[□]<br>Range | Istantaneo |

*Effect*

The target suffers D3+1 hits with Str 7, AP 3, and Magical Attacks.

[□]: Hex, Range 24□
[□]: Aura*, Range 9□, Universal

*The caster's unit is not targeted.

THE IX AGE
FANTASY BATTLES



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