

Lore of Chaos

0 Winds of Chaos (Mark of Chaos Undivided)

7+/9+ Range 21" Instant

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.

Lore of Chaos

0 Acquiescence (Mark of Slaanesh)

6+ Range 12" Instant

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

Lore of Chaos

0 Fleshy Abundance (Mark of Nurgle)

7+ Range Self Permanent

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).

Lore of Chaos

0 Blue Fire (Mark of Tzeentch)

9+ Range 18" Instant

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
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