

Battle Runes	
0	Rune of Resolve
4+	Sofortig
Choose a friendly unit within 12" of the caster that is not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The chosen unit may instantly perform a 6" Advance Move.	

Battle Runes	
0	Rune of Resilience
8+	Sofortig
Choose a friendly unit within 12" of the caster. All To- Wound rolls against the target suffer a –1 modifier. The effects last until the start of your next Magic Phase.	

Battle Runes	
0	Rune of Revocation
7+	Sofortig
Choose a unit within 12" of the caster. All spell effects currently affecting the unit are terminated and the next spell cast by your opponent on this unit is automatically dispelled. The effects last until the start of your next Magic Phase.	

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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