1. Apprentice Spell

Feuerball

CV	*Type*	*Duration*
4+	Hex Missile Damage Range 36"	Instant

Effect

The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

2. Adept Spell

Feuerkaskade

CV	*Type*	*Duration*
[color=#ff0000]5+[/color][color=#0000ff][8+][/color]	Augment Range [color=#ff0000]24"[/color][color=#0000ff][12"][/color]	One Turn

Effect

3. Adept Spell

Flammende Schwerter

CV	*Type*	*Duration*
[color=#ff0000]8+[/color][color=#0000ff][11+][/color]	Augment Range [color=#ff0000]18"[/color][color=#0000ff][6" Aura][/color]	One Turn

Effect

The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.

4. Adept Spell

Pyroklastischer Strom

CV	*Type*	*Duration*
[color=#ff0000]7+[/color][color=#0000ff][10+][/color]	Hex Missile Damage Range [color=#ff0000]24"[/color][color=#0000ff][12"][/color]	Instant

Effect

5. Master Spell

Sengende Salve

CV	*Type*	*Duration*
8+	Hex Damage Range 24"Aura	Instant

Effect

The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

6. Master Spell

Einhüllende Glut

CV	*Type*	*Duration*
11+	Hex Damage Direct Range 24"	Instant

Effect

Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

Blaze

CV	*Type*	*Duration*
	Hex Missile Damage Range 24"	Instant

Effect

The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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The target suffers span style="color: #ff0000;">D6/span> span style="color: #0000ff;">[2D6]/span> hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

The target suffers span style="color: #ff0000;">2D6/span> span style="color: #0000ff;">[3D6]/span> hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.