Hereditary Spell

Favour of Meladys

CV	*Type*	*Duration*
10	Caster Range	One Turn

Effect

THE IX AGE
FANTASY BATTLES
CROWN OF THE
WIZARD KING SPELL

{[baselineskip]=1pt{
The player gains 2 Protection Tokens which are removed when the spell ends.
When a friendly unit within 18 of the Caster suffers a wound, span style="color: #0000ff;">after Armour Saves have been taken,/span> before any Special Saves are taken, you may discard a Protection Token and ignore the wound applying the following rules:
ul>li>Rank-and-File models of Height 1 ignore up to 2 wounds per token, provided they are suffered simultaneously.
/li>li>Characters, and models of Height 4 or 5, can each only ignore a single wound per Phase./li>li>Wounds from attacks with \textbf{Multiple Wounds{}} are not ignored, they inflict one less wound instead.%
/li>/ul>
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