

Lore of Chaos	Lore of Chaos	Lore of Chaos	Lore of Chaos
0Winds of Chaos (Mark of Chaos Undivided)	0Acquiescence (Mark of Slaanesh)	0Fleshy Abundance (Mark of Nurgle)	0Blue Fire (Mark of Tzeentch)
7+/9+21"Instant	6+12"Instant	7+SelfPermanent	9+18"Instant
<p>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.</p>	<p>Until the end of the Combat phase, the target enemy unit becomes subject to the Strike Last special rule.</p>	<p>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).</p>	<p>The target enemy unit suffers D6+3 Strength 4 hits, each with an AP of -2 and with the Flaming Attacks special rule.</p>

THE IX AGE  
FANTASY BATTLES



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