

Hereditary Spell

Favour of Meladys

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10	Caster Range	One Turn

Effect

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

{{[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, after Armour Saves have been taken, before any Special Saves are taken, you may discard a Protection Token and ignore the wound applying the following rules:

- Rank-and-File models of Height 1 ignore up to 2 wounds per token, provided they are suffered simultaneously.
- Characters, and models of Height 4 or 5, can each only ignore a single wound per Phase.
- Wounds from attacks with **Multiple Wounds** are not ignored, they inflict one less wound instead.

{[par]}