

1. Apprentice Spell

Ala de Cuervo

CV	*Type*	*Duration*
[color=#ff0000]7+[/color] [color=#0000ff][9+][/color]	Poten. Range 18"	Inst.

Effect



2. Adept Spell

Belleza Engañosa

CV	*Type*	*Duration*
[color=#ff0000]4+[/color] [color=#0000ff][6+][/color]	Maldición Range 24"	Un Turno

Effect



3. Adept Spell

Efigie Retorcida

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][7+][/color]	Maldición Range 36"	Un Turno

Effect

The target cannot use Shooting Attacks span style="color: #0000ff;">[and suffers a -2 modifier to its casting rolls]/span>.



4. Adept Spell

La Rueda Gira

CV	*Type*	*Duration*
[color=#ff0000]8+[/color] [color=#0000ff][10+][/color]	Maldición Range 24"	Un Turno

Effect



5. Master Spell

Fuego Fatuo

CV	*Type*	*Duration*
[color=#ff0000]8+[/color] [color=#0000ff][8+][/color]	Univ Range 18"	Un Turno

Effect

The target gains Random Movement (span style="color: #ff0000;">2D6/span> span style="color: #0000ff;">[3D6]/span>)



6. Master Spell

Mirada Hechizante

CV	*Type*	*Duration*
[color=#ff0000]8+[/color] [color=#0000ff][12+][/color]	Maldición Range 18"	Un Turno

Effect

Melee span style="color: #0000ff;">{and Shooting}/span> Attacks against the target must reroll failed to-wound rolls.



Mal de Ojo

CV	*Type*	*Duration*
	Univ Range 24"	Un Turno

Effect

If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate.
If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively.
A unit cannot be affected by this spell more than twice in the same Magic Phase.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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The target may perform a span style="color: #ff0000;">8"/span> span style="color: #0000ff;">[12"]/span> Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

The target suffers span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Offensive Skill, span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Defensive Skill and span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Agility.

Melee Attacks made by span style="color: #0000ff;">{and distributed towards}/span> R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by span style="color: #0000ff;">{and allocated against}/span> R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.