Hand Of Khaine

CV	*Type*	*Duration*
8+	Range Combat	Inst.

Effect

A single enemy model the caster is engaged in combat with suffers a single Strength 4 hit with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

Courage Of Aenarion

CV	*Type*	*Duration*
10+	Range 15"	Inst.

Effect

Remains in Play. Whilst this spell is in play, the target friendly unit gains the Unbreakable special rule. If this spell is cast, the effects of any other Enchantment previously cast on the target unit immediately expire. This spell may target a friendly unit engaged in combat.

Vaul's Unmaking

CV	*Type*	*Duration*
11+	Range 12"	Inst.

Effect


THE IX AGE
FANTASY BATTLES
CROWN OF THE
WIZARD KING SPELL
THE IX AGE
FANTASY BATTLES
CROWN OF THE
WIZARD KING SPELL
THE IX AGE
FANTASY BATTLES
CROWN OF THE
WIZARD KING SPELL

This spell can only target enemy characters. However, it may target any enemy character that is within range and that the caster can draw a line of sight to, regardless of the usual rules for targeting characters, and may even target an enemy character that has joined a unit or that is engaged in combat. The casting player chooses a single magic item carried by the target. This magic item is immediately 'unmade', rendering it completely useless. The chosen magic item cannot be used for the remainder of the game. A Wizard with the 'Lore of Saphery' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.