Fist Of Gork (Or Mork) (Signature Spell)

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

Effect

Place a large (5") blast template so that its central hole is directly over the centre of a unit the caster is engaged in combat with. Once placed, the template will scatter D3"+1. Any model (friend or foe) whose base lies underneath the template's final position risks being hit (as described on page 95) and suffering a single Strength 4 hit with an AP of -1.

1. Apprentice Spell

Vindictive Glare

CV	*Type*	*Duration*
8+	Range 21"	Inst.

Effect

The target enemy unit suffers a single Strength 7 hit with the Multiple Wounds (D3) special rule and with no armour save permitted (Ward and Regeneration saves can be attempted as normal). This spell may target an enemy unit engaged in combat.

2. Adept Spell

Hand Of Mork (Or Gork)

CV	*Type*	*Duration*
7+	Range 18"	Inst.

Effect

This spell can only target friendly characters, but may target characters engaged in combat. You may immediately remove the target friendly character from the battlefield and replace it anywhere within 2D6" of its original location, but not within 3" of any enemy models. However, if a double 1 is rolled, the character lands badly and loses a single Wound. Note that this spell allows a character to leave combat.

3. Adept Spell

Bad Moon Rizin'

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

Effect

Until the end of this turn, the target enemy unit suffers a -D3 modifier to its Weapon Skill and Initiative characteristics (to a minimum of 1).

4. Adept Spell

Evil Sun Shinin'

CV	*Type*	*Duration*
9+	Range Self	Inst.

Effect

Until your next Start of Turn sub-phase, friendly units that are within the caster's Command range may re-roll any rolls To Hit of a natural 1, and improve the Armour Piercing characteristic of their weapons by 1.

5. Master Spell

'Ere We Go!

CV	*Type*	*Duration*
9+	Range Self	Inst.

Effect

Any friendly unit that is within the caster's Command range during the Declare Charges & Charge Reactions sub-phase of this turn increases its maximum possible charge range by 3" and, when it makes a Charge roll, may apply a +D3 modifier to the result.

6. Master Spell

Foot Of Gork (Or Mork)

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

Effect

Remains in Play. Place a large (5") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves 2D6" in a random direction during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D3+3 Strength 5 hits, each with an AP of -1.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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