

Curse Of Hashut			Storm Of Ash			Flames Of Hashut		
<i>CV</i>	<i>Type</i>	<i>Duration</i>	<i>CV</i>	<i>Type</i>	<i>Duration</i>	<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+	Range 18"	Inst.	10+	Range Self	Inst.	9+	Range Combat	Inst.
<i>Effect</i>			<i>Effect</i>			<i>Effect</i>		
			Until your next Start of Turn sub-phase, all enemy units suffer a -1 modifier to any rolls To Hit made whilst within 9" of the caster's model (rolls of a natural 6 are unaffected).			A single enemy unit the caster is engaged in combat with suffers D3+1 Strength 4 hits, each with an AP of -1. These hits have the Flaming Attacks special rule.		

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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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 target enemy character must immediately make a Toughness test. If this test is passed, it suffers D3 Strength 2 hits, each with an AP of -. If, however, this test is failed, it suffers D3+2 Strength 5 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).