Hereditary Spell

Flight of Zimmeran

CV	*Type*	*Duration*
4+	Range	Immédiat

Effect

Is cast on the wizard itself. They immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase.

Hereditary Spell

Fires of U'zhul

CV	*Type*	*Duration*
4+/7+	Range 18"/36"	Immédiat

Effect

Causes D6 S 4 hits with Flaming Attacks.

Hereditary Spell

Dread of Aramar

CV	*Type*	*Duration*
5+/8+	Range 18"/36"	Immédiat

Effect

The target must immediately take a Panic test.

Hereditary Spell

Luck of Shemtek

CV	*Type*	*Duration*
6+/12+	Range 24"/12"	Immédiat

Effect

Until the start of the caster's next Magic phase, the target unit re-rolls all To Hit, To Wound and armour save rolls of 1. Boosted version affects all friendly units within range.

Hereditary Spell

Silver Arrows of Arha

CV	*Type*	*Duration*
6+/9+	Range 24"/24"	Immédiat

Effect

Causes 2D6/3D6 S 3 hits.

Hereditary Spell

Sword of Rezhebel

CV	*Type*	*Duration*
3+	Range	Immédiat

Effect

Remains in Play. Is cast on the Wizard itself. The sword gives the wizard +1 To Hit, +2 S, +1 A and Flaming Attacks and Magical Attacks to their close combat attacks.

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

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