



1. Apprentice Spell

Raven's Wing

CV	Type	Duration
[color=#ff0000]7+[/color]	Benedizione Range 18"	Istantaneo
[color=#0000ff][9+][color]		

Effect



2. Adept Spell

Fascino ingannevole

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

Effect



3. Adept Spell

Effigie contorta

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

Effect

The target cannot use Shooting Attacks >[and suffers a -2 modifier to its casting rolls]/span>.



4. Adept Spell

La ruota gira

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

Effect



5. Master Spell

Will-o'-the-Wisp

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

Effect

The target gains Random Movement (>2D6/span> >[3D6]/span>)



6. Master Spell

Sguardo ammaliante

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

Effect

Melee >{and Shooting}/span> Attacks against the target must reroll failed to-wound rolls.



Malocchio

CV	Type	Duration
	Universale 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 8 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 1 [-2] Offensive Skill, 1 [-2] Defensive Skill and 1 [-2] Agility.

Melee Attacks made by R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by 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.