1. Apprentice Spell

Flusso piroclastico

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][9+][/color] [color=#006000]{12+}[/color]	Maledizione Proiettile Danni Range [color=#ff0000]36"[/color] [color=#0000ff][24"][/color] [color=#006000]{12"}[/color]	Istantaneo

Effect

2. Adept Spell

Cascata di fuoco

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff][10+][/color]	Benedizione Range [color=#ff0000]24"[/color] [color=#0000ff][6"Aura][/color]	Remains in Play

Effect

3. Adept Spell

Salva rovente

CV	*Type*	*Duration*
[color=#ff0000]7+[/color] [color=#0000ff][10+][/color]	Maledizione Danni Range 24"Aura	Istantaneo

Effect

The target suffers |D3|span style="color: #0000ff;">[D6]/span> Strength 4 hits with Flaming Attacks.

4. Adept Spell

Immolation

CV	*Type*	*Duration*
8+	Suolo Range 18"	Remains in Play

Effect

Place a round 3" diameter marker with its center on the selected target point and the marker more than 1" from all units. At the end of each Phase, each unit that has been in contact with the marker during that Phase suffers an Area Attack (4) with Strength 4 and Flaming Attacks. No unit can be affected by this more than once per Player Turn.

5. Master Spell

Spade fiammeggianti

CV	*Type*	*Duration*
[color=#ff0000]10+[/color] [color=#0000ff][13+][/color]	Benedizione Range [color=#ff0000]18"[/color] [color=#0000ff][6"Aura][/color]	Remains in Play

Effect

The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.

6. Master Spell

Braci avvolgenti

CV	*Type*	*Duration*
12+	Maledizione Danni Direct Range 24"	Istantaneo

Effect

Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.

Palla di fuoco

CV	*Type*	*Duration*
	Maledizione Proiettile Danni Range 24"	Istantaneo

Effect

The target suffers D3 Strength 4 hits with Flaming Attacks.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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The target suffers span style="color: #ff0000;">D6/span>span style="color: #0000ff;">[2D6]/span>span style="color: #006000;">{3D6}/span> Strength 4 hits with Flaming Attacks.

At the Initiative 0 step of each Round of Combat involving the target, all enemy models in base contact with the target unit suffer a Strength 4 hit with Flaming Attacks. This is a Special Close Combat Attack.