

Battle Runes		Battle Runes		Battle Runes	
0	Rune of Resolve	0	Rune of Resilience	0	Rune of Revocation
4+	Instant	8+	Instant	7+	Instant
<p>Choose a friendly unit within 12" of the caster that is not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The chosen unit may instantly perform a 6" Advance Move.</p>		<p>Choose a friendly unit within 12" of the caster. All To- Wound rolls against the target suffer a –1 modifier. The effects last until the start of your next Magic Phase.</p>		<p>Choose a unit within 12" of the caster. All spell effects currently affecting the unit are terminated and the next spell cast by your opponent on this unit is automatically dispelled. The effects last until the start of your next Magic Phase.</p>	

THE IX AGE  
FANTASY BATTLES



CROWN OF THE  
WIZARD KING SPELL

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