

<div>1. <i>Apprentice Spell</i></div> <div>Rune of Revocation</div> <table><tr><th><i>CV</i></th><th><i>Type</i></th><th><i>Duration</i></th></tr><tr><td>3</td><td>Universal Range 18"</td><td>One Turn</td></tr></table> <div><i>Effect</i></div> <p>Ignore all other spell effects on the target from spells with Duration: One Turn. The target unit gains Magic Resistance (2), which is also applied to friendly spells.</p>	<i>CV</i>	<i>Type</i>	<i>Duration</i>	3	Universal Range 18"	One Turn	<div>2. <i>Adept Spell</i></div> <div>Rune of Reckoning</div> <table><tr><th><i>CV</i></th><th><i>Type</i></th><th><i>Duration</i></th></tr><tr><td>3</td><td>Universal Range 18"</td><td>One Turn</td></tr></table> <div><i>Effect</i></div> <p>Friendly models in the target unit gain Hatred (Melee). Melee Attacks by friendly models towards the target gain Hatred.</p>	<i>CV</i>	<i>Type</i>	<i>Duration</i>	3	Universal Range 18"	One Turn	<div>3. <i>Adept Spell</i></div> <div>Rune of Oaths</div> <table><tr><th><i>CV</i></th><th><i>Type</i></th><th><i>Duration</i></th></tr><tr><td>3</td><td>Universal Range 18"</td><td>One Turn</td></tr></table> <div><i>Effect</i></div> <p>Friendly models in the target unit gain Zeal (Melee). Melee Attacks by friendly models towards the target gain Zeal.</p>	<i>CV</i>	<i>Type</i>	<i>Duration</i>	3	Universal Range 18"	One Turn	<div>4. <i>Adept Spell</i></div> <div>Rune of Resolve</div> <table><tr><th><i>CV</i></th><th><i>Type</i></th><th><i>Duration</i></th></tr><tr><td>3</td><td>Augment Range 18"</td><td>One Turn</td></tr></table> <div><i>Effect</i></div> <p>The target gains Swiftstride, and until the end of the Player Turn it also gains Light Troops.</p> <p>In addition, the target may perform a 4☐ Magical Move</p>	<i>CV</i>	<i>Type</i>	<i>Duration</i>	3	Augment Range 18"	One Turn
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<div>5. <i>Master Spell</i></div> <div>Rune of Gleaming</div> <table><tr><th><i>CV</i></th><th><i>Type</i></th><th><i>Duration</i></th></tr><tr><td>4</td><td>Augment Range 18"</td><td>One Turn</td></tr></table> <div><i>Effect</i></div> <p>The target gains Distracting (1), Hard Target (1).</p>	<i>CV</i>	<i>Type</i>	<i>Duration</i>	4	Augment Range 18"	One Turn	<div>6. <i>Master Spell</i></div> <div>Rune of Resilience</div> <table><tr><th><i>CV</i></th><th><i>Type</i></th><th><i>Duration</i></th></tr><tr><td>4</td><td>Augment Range 18"</td><td>One Turn</td></tr></table> <div><i>Effect</i></div> <p>To-wound rolls against the target suffer a -1 modifier.</p>	<i>CV</i>	<i>Type</i>	<i>Duration</i>	4	Augment Range 18"	One Turn														
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THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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