

Curse Of Hashut			Storm Of Ash			Flames Of Hashut		
<i>CV</i>	<i>Type</i>	<i>Duration</i>	<i>CV</i>	<i>Type</i>	<i>Duration</i>	<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+	Range 18"	Instant	10+	Range Self	Instant	9+	Range Combat	Instant
<i>Effect</i>			<i>Effect</i>			<i>Effect</i>		
			Until your next Start of Turn sub-phase, all enemy units suffer a -1 modifier to any rolls To Hit made whilst within 9" of the caster's model (rolls of a natural 6 are unaffected).			A single enemy unit the caster is engaged in combat with suffers D3+1 Strength 4 hits, each with an AP of -1. These hits have the Flaming Attacks special rule.		

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

This spell can only target enemy characters. However, it may target any enemy character that is within range and that the caster can draw a line of sight to, regardless of the usual rules for targeting characters, and may even target an enemy character that has joined a unit or that is engaged in combat. The target enemy character must immediately make a Toughness test. If this test is passed, it suffers D3 Strength 2 hits, each with an AP of -. If, however, this test is failed, it suffers D3+2 Strength 5 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).