



1. Apprentice Spell

Fireball (rep)

CV	Type	Duration
4+	Hex Missile Damage Range 36"	Instant

Effect

The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.



2. Adept Spell

Cascading Fire

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Range	One Turn
[color=#0000ff][8+][[/color]	[color=#ff0000]00]24"[/color]	
[color=#0000ff][12"[/color]	[color=#0000ff][12"[/color]	

Effect



3. Adept Spell

Flaming Swords

CV	Type	Duration
[color=#ff0000]8+[/color]	Augment Range	One Turn
[color=#0000ff][11+][[/color]	[color=#ff0000]18"[/color]	
	[color=#0000ff][6" Aura][[/color]	

Effect

The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.



4. Adept Spell

Pyroclastic Flow

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Missile Damage Range	Instant
[color=#0000ff][10+][[/color]	[color=#ff0000]00]24"[/color]	
	[color=#0000ff][12"[/color]	

Effect



5. Master Spell

Scorching Salvo

CV	Type	Duration
8+	Hex Damage Range 24" Aura	Instant

Effect

The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



6. Master Spell

Enveloping Embers

CV	Type	Duration
11+	Hex Damage Direct Range 24"	Instant

Effect

Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



Blaze

CV	Type	Duration
	Hex Missile Damage Range 24"	Instant

Effect

The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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The target suffers D6 2D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

The target suffers 2D6 3D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.