

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+	Range 24"	Instant

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10+	Range 18"	Instant

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+	Range Combat	Instant

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10+	Range 12"	Instant

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+	Range 12"	Instant

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+	Range 12"	Instant

<i>CV</i>	<i>Type</i>	<i>Duration</i>
7+	Range Combat	Instant

Effect



CROWN OF THE
WIZARD KING SPELL



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Place a flame template so that the narrow end touches the caster's base edge and the broad end is over a unit they are engaged in combat with. Any model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 3 hit with an AP of -1.

Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Enemy units that end their movement within 12" of the template must immediately make a Panic test. Those that fail will Fall Back in Good Order or flee directly away from the template. Those that pass (or that do not have to make the test) become subject to the Impetuous special rule whilst they remain within 12" of the template.