



### 1. Apprentice Spell

## Bola de Fuego

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

## Cascada de Fuego

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

### Effect



### 3. Adept Spell

## Espadas Ígneas

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

## Flujo Piroclástico

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

## Salva Abrasadora

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

## Ascuas Envolventes

CV	Type	Duration
10+	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 18"	Instant

### Effect

The target suffers 1 hit with Strength 6, 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.