








<div><div></div><div><div>1. <i>Apprentice Spell</i></div><div>Despertar a la Bestia</div></div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[ ] [color=#0000ff][7+][ r]</td><td>Augment Range 18"</td><td>One Turn</td></tr></table> <div>Effect</div> <div>The target gains <span style="color: #ff0000;">+1 Strength</span> and <span style="color: #0000ff;">+1 Armour Penetration</span>.</div>	CV	Type	Duration	[color=#ff0000]5+[ ] [color=#0000ff][7+][ r]	Augment Range 18"	One Turn	<div><div></div><div><div>2. <i>Adept Spell</i></div><div>Enjambre de Insectos</div></div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[ ] [color=#0000ff][8+][ r]</td><td>Hex Missile Damage Range [color=#ff0000]24"[ r] [color=#0000ff][48"]</td><td>Permanent</td></tr></table> <div>Effect</div>	CV	Type	Duration	[color=#ff0000]5+[ ] [color=#0000ff][8+][ r]	Hex Missile Damage Range [color=#ff0000]24"[ r] [color=#0000ff][48"]	Permanent	<div><div></div><div><div>3. <i>Adept Spell</i></div><div>Furia Salvaje</div></div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[ ] [color=#0000ff][8+][ r]</td><td>Universal Range [color=#ff0000]12"[ /color] [color=#0000ff][24"]</td><td>One Turn</td></tr></table> <div>Effect</div> <div>The target gains Frenzy and Battle Focus.</div>	CV	Type	Duration	[color=#ff0000]5+[ ] [color=#0000ff][8+][ r]	Universal Range [color=#ff0000]12"[ /color] [color=#0000ff][24"]	One Turn	<div><div></div><div><div>4. <i>Adept Spell</i></div><div>Aullido Espeluznante</div></div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]6+[ ] [color=#0000ff][10+][ or]</td><td>Hex Range 36"</td><td>One Turn</td></tr></table> <div>Effect</div>	CV	Type	Duration	[color=#ff0000]6+[ ] [color=#0000ff][10+][ or]	Hex Range 36"	One Turn
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<div><div></div><div><div>5. <i>Master Spell</i></div><div>Invocación Totémica</div></div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]10+[ r] [color=#0000ff][12+][ or]</td><td>Ground Range 96"</td><td>Instant</td></tr></table> <div>Effect</div>	CV	Type	Duration	[color=#ff0000]10+[ r] [color=#0000ff][12+][ or]	Ground Range 96"	Instant	<div><div></div><div><div>6. <i>Master Spell</i></div><div>Romper el Espiritu</div></div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]9+[ ] [color=#0000ff][11+][ r]</td><td>Hex Range [color=#ff0000]18"[ /color] [color=#0000ff][36"]</td><td>One Turn</td></tr></table> <div>Effect</div>	CV	Type	Duration	[color=#ff0000]9+[ ] [color=#0000ff][11+][ r]	Hex Range [color=#ff0000]18"[ /color] [color=#0000ff][36"]	One Turn	<div><div></div><div><div>Cicatrización</div></div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td></td><td>Range Caster</td><td>One Turn</td></tr></table> <div>Effect</div> <div>Melee Attacks against the target can never wound on better than 5+.</div>	CV	Type	Duration		Range Caster	One Turn							
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CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

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Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

All units within 6" of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting Attacks [Ranged] including effects of spells cast while affected by spell effects.

Summon a Totemic Beast (profile below). It must be placed within 1" of the Board Edge.

The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).

Totemic Beast (for Totemic Summon)  
single model  
Size Large  
Type Beast  
Base 40x40 mm  
Global Adv Mar Dis Model Rules  
3D6 - 7 Fearless, Random Movement  
(3D6)  
Defensive HP Def Res Arm  
3 3 5 -  
Offensive Att Off Str AP Agi  
4 3 5 2 3 Breath Attack (Str 3, AP 0)