

| <div><div>Vanhal's Danse Macabre</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+/12+</td><td>Range 12"</td><td>Instant</td></tr></table><div>Effect</div></div> | | | CV | Type | Duration | 8+/12+ | Range 12" | Instant | <div><div>Hellish Vigour</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+/12+</td><td>Range Self</td><td>Instant</td></tr></table><div>Effect</div><div>If this spell is cast with a casting result of 7 or more, a single friendly unit that has the Necromantic Undead special rule and is within the caster's Command range gains the Reserve Move special rule. If this spell is cast with a casting result of 10 or more, every friendly unit that has the Necromantic Undead special rule and is within the caster's Command range gains the Reserve Move special rule. This spell lasts until the end of this turn.</div></div> | | | CV | Type | Duration | 9+/12+ | Range Self | Instant | <div><div>Raise Dead</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+</td><td>Range 12"</td><td>Instant</td></tr></table><div>Effect</div></div> | | | CV | Type | Duration | 10+ | Range 12" | Instant |
|--|------------|----------|----|------|----------|--------|-----------|---------|--|--|--|----|------|----------|--------|------------|---------|---|--|--|----|------|----------|-----|-----------|---------|
| CV | Type | Duration | | | | | | | | | | | | | | | | | | | | | | | | |
| 8+/12+ | Range 12" | Instant | | | | | | | | | | | | | | | | | | | | | | | | |
| CV | Type | Duration | | | | | | | | | | | | | | | | | | | | | | | | |
| 9+/12+ | Range Self | Instant | | | | | | | | | | | | | | | | | | | | | | | | |
| CV | Type | Duration | | | | | | | | | | | | | | | | | | | | | | | | |
| 10+ | Range 12" | Instant | | | | | | | | | | | | | | | | | | | | | | | | |

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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If this spell is cast with a casting result of 8 or more, the target friendly unit gains a +D3 modifier to one of the following characteristics (to a maximum of 10). If this spell is cast with a casting result of 12 or more, the target friendly unit gains a +D3 modifier to two of the following characteristics (to a maximum of 10). This spell lasts until your next Start of Turn sub-phase.

- Movement
- Weapon Skill
- Initiative

Place a unit of 2D3 Risen Zombies on the battlefield anywhere completely within 12" of this model, but not within 1" of any enemy models. This unit cannot declare a charge during the turn in which it was raised:

M WS BS S T W I A Ld

Risen Zombie 4 2 0 3 3 1 1 1 2

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 2D3

Equipment: Hand weapons

Special Rules: Necromantic Undead, Regeneration (6+), Skirmishers, the Newly Dead

Note that Risen Zombies are not worth any Victory Points