

<div>Winds of Chaos (Mark of Chaos Undivided)</div> <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>7+/9+</td><td>Range 21"</td><td>Instant</td></tr></table> <div>Effect</div>	CV	Type	Duration	7+/9+	Range 21"	Instant	<div>Acquiescence (Mark of Slaanesh)</div> <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>6+</td><td>Range 12"</td><td>Instant</td></tr></table> <div>Effect</div>	CV	Type	Duration	6+	Range 12"	Instant	<div>Fleshy Abundance (Mark of Nurgle)</div> <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>7+</td><td>Range Self</td><td>Permanent</td></tr></table> <div>Effect</div>	CV	Type	Duration	7+	Range Self	Permanent	<div>Blue Fire (Mark of Tzeentch)</div> <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>9+</td><td>Range 18"</td><td>Instant</td></tr></table> <div>Effect</div>	CV	Type	Duration	9+	Range 18"	Instant
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	Until the end of the Combat phase, the target enemy unit becomes subject to the Strike Last special rule.	Remains in Play. Whilst this spell is in play, the caster and any unit they have joined gain a +1 modifier to their Toughness characteristic (to a maximum of 7).	The target enemy unit suffers D6+3 Strength 4 hits, each with an AP of -2 and with the Flaming Attacks special rule.																								



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 7 or more, the target enemy unit suffers a -1 modifier to its Movement characteristic (to a minimum of 1). If this spell is cast with a casting result of 9 or more, the target enemy unit suffers a -2 modifier to its Movement characteristic (to a minimum of 1). This spell lasts until your next Start of Turn sub-phase.