

### Lore of Chaos

0 Winds of Chaos (Mark of Chaos Undivided)

7+/9+ Alcance 21" Instant

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.

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0 Acquiescence (Mark of Slaanesh)

6+ Alcance 12" Instant

Until the end of the Combat phase, the target enemy unit becomes subject to the Strike Last special rule.

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0 Fleshy Abundance (Mark of Nurgle)

7+ Alcance Self Permanent

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).

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0 Blue Fire (Mark of Tzeentch)

9+ Alcance 18" Instant

The target enemy unit suffers D6+3 Strength 4 hits, each with an AP of -2 and with the Flaming Attacks special rule.



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FANTASY BATTLES

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WIZARD KING SPELL



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