

## Lore Of Hashut

0 Curse Of Hashut

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9+ • Gamma 18" Instant

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This spell can only target enemy characters.

However, it may target any enemy character that is within range and that the caster can draw a line of sight to, regardless of the usual rules for targeting characters, and may even target an enemy character that has joined a unit or that is engaged in combat.

The target enemy character must immediately make a Toughness test. If this test is passed, it suffers D3 Strength 2 hits, each with an AP of -. If, however, this test is failed, it suffers D3+2 Strength 5 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

## Lore Of Hashut

0 Storm Of Ash

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10+ • Gamma Self Instant

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Until your next Start of Turn sub-phase, all enemy units suffer a -1 modifier to any rolls To Hit made whilst within 9" of the caster's model (rolls of a natural 6 are unaffected).

## Lore Of Hashut

0 Flames Of Hashut

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9+

- Gamma Combat

Instant

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A single enemy unit the caster is engaged in combat with suffers D3+1 Strength 4 hits, each with an AP of -1. These hits have the Flaming Attacks special rule.



WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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