Battle Runes

0 Rune of Resolve

4+ Instant

Choose a friendly unit within 12″ of the caster that is not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The chosen unit may instantly perform a 6″ Advance Move.

Battle Runes

0 Rune of Resilience

8+ Instant

Choose a friendly unit within 12″ of the caster. All To- Wound rolls against the target suffer a –1 modifier. The effects last until the start of your next Magic Phase.

Battle Runes

0 Rune of Revocation

7+ Instant

Choose a unit within 12″ of the caster. All spell effects currently affecting the unit are terminated and the next spell cast by your opponent on this unit is automatically dispelled. The effects last until the start of your next Magic Phase.

THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL

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