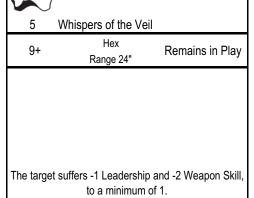
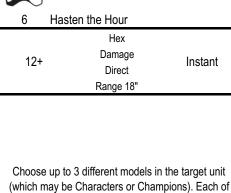
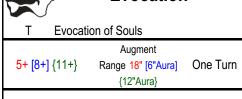
	Evocation		Evocation		Evocati	ion		Evocation	
5+ [10+] The target must i	Augment Range 18" One Turn reroll failed to-wound rolls in Close target gains Lethal Strike]	6+ [11+] The target ma	Augment Instant Range 12" [12"Aura] ay perform an 8" Magical Move, and having Ethereal during this move.	7+ [9+] The target mus	Augment Range 12" st reroll failed to-hit ro bat [and Shooting] At		7+ [10+] The target suffers Piercing (6). Who	of the Reaper Hex Damage Focused Ins Direct Range 12" [24"] D3 hits with Strength 10 and en rolling to wound with this a get's Toughness for its Leade	attack,
	Evocation		Evocation		Evocati	ion			
	ers of the Veil		en the Hour	T Evoc	cation of Souls Augment				
9+	Range 24" Remains in Play		Damage	5+ [8+] /11+	•	ural One Turn			





them suffers 1 hit that wounds automatically with

Armour Piercing (6).



If the target has at least one model with an Evoked value: The target unit, or a single Character inside the target unit, Raises a number of Wounds as stated in its profile under Evoked. Characters and models with Towering Presence cannot Raise more than 2 Wounds

from this spell in a single Magic Phase. If the target has no models with an Evoked value: The target gains Fear, and all enemy units within 6" of the target suffer -1 Leadership. Measure this when using the Leadership value (not when the spell is cast). This modifier cannot be combined with other modifiers caused by Evocation of Souls, except from Fear.

