

Evocación 1Hojas Espectrales 5+ [9+]18"PotenciaciónDura un Turno The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].	Evocación 2Susurros del Velo 8+24"MaldiciónDura un Turno The target suffers –1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers –1 Discipline.	Evocación 3Apresurar el Final 7+ [10+]24" [18"]Maldición, Daño, Instantáneo Directo Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.	Evocación 4Apoyo Ancestral 6+ [7+]12" [18"]PotenciaciónDura un Turno The target must reroll failed to-hit rolls with its Close Combat Attacks.
Evocación 5Toque de la Muerte 7+ [9+](24") {18"}Maldición, Proyectil, Daño, Enfocado, DirectoInstantáneo The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.	Evocación 6Danza Macabra 5+ {9+}12" [9"Aura]PotenciaciónInstantáneo The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.	Evocación A Evocación de Almas Instantáneo If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.	

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WIZARD KING SPELL



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