

Evocazione		
1	Lame spettrali	
5+ [9+]	Augment Gamma 18"	One Turn
<p>The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].</p>		

Evocazione		
2	Sussurri oltre il velo	
8+	Hex Gamma 24"	One Turn
<p>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.</p>		

Evocazione		
3	Affrettare l'ora	
7+ [10+]	Hex Damage Direct Gamma 24" [18"]	Instant
<p>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.</p>		

Evocazione		
4	Ancestral Aid	
6+ [7+]	Augment Gamma 12" [18"]	One Turn
<p>The target must reroll failed to-hit rolls with its Close Combat Attacks.</p>		

Evocazione		
5	Tocco del mietitore	
<7+> {9+}	Hex Missile Damage Focused Direct Gamma <24"> {18"}]	Instant
<p>The target suffers 1D3 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.</p>		

Evocazione		
6	Danza macabra	
6+ {9+}	Augment Gamma 18" [9"Aura]	Instant
<p>The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.</p>		

Evocazione		
UN	Evocazione delle anime	
		Instant
<p>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.</p>		

WIZARD KING SPELL
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FANTASY BATTLES

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