

[color=#ff00

00]5+[/color

[color=#0000

ff][9+][/colo

CV

r]

Effect

1. Apprentice Spell Lame spettrali

Duration

One Turn

Туре

Augment

Range 18"

The target must reroll failed to-wound rolls

with its Melee Attacks span style="color:

#0000ff;">[and gains Lethal Strike]/span>.



CV

8+

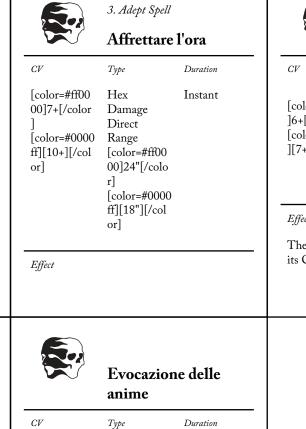
Sussurri oltre il velo

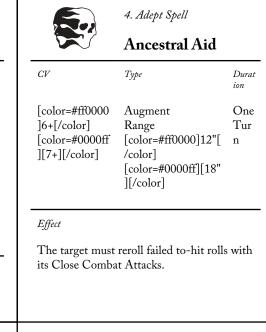
2. Adept Spell

Type Duration Hex One Turn Range 24"

Effect

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.





5. Master Spell Tocco del mietitor		6. Master Spel Danza ma				one delle
CV Type Duration	CV	Туре	Duration		anime _{Type}	Duration
[color=#ff00HexInstant00]7+[/colorMissile]Damage[color=#0000Focused	[color=#ff00 00]5+[/color] [color=#0000	Augment Range [color=#ff00 00]12"[/colo	Instant		Range	Instant
ff][9+][/colo Direct r] Range [color=#ff00 00](24")[/col or] [color=#0000 ff]{18"}[/col or]	ff]{9+}[/colo r] <i>Effect</i>	r] [color=#0000 ff][9"Aura][/ color]		Veil Tokens,	you gain one Veil Token ca	ntains less than 3 Veil Token. No In be gained from

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Choose span style="color: #ff0000;">1/span> span style="color: #0000ff;">{up to 3 different}/span> 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.

Effect

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. The target may perform a span style="color: #ff0000;">8"/span> span style="color: #0000ff;">[6"]/span> Magical Move and gains Ghost Step during this move.