


Evocazione

1 Ancestral Aid

Augment
Gamma 12" [18"]

6+ [7+] One Turn

The target must reroll failed to-hit rolls with its Close Combat Attacks.




Evocazione

2 Sussurri oltre il velo

Hex
Gamma 24"

8+ One Turn

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.




Evocazione

3 Affrettare l'ora

Hex
Damage
Direct
Gamma 24" [18"]

7+ [10+] Instant

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.




Evocazione

4 Lame spettrali

Augment
Gamma 18"

5+ [9+] One Turn

The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].




Evocazione

5 Tocco del mietitore

Hex
Missile
Damage
Focused
Direct
Gamma <24"> [18"]

<7+> {9+} Instant

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.




Evocazione

6 Danza macabra

Augment
Gamma 18" [9"Aura]

6+ {9+} Instant

The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.



Evocazione

UN Evocazione delle anime

Instant

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.

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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