

	<b>Beschwörung</b>		<b>Beschwörung</b>		<b>Beschwörung</b>		<b>Beschwörung</b>
1 Beistand der Ahnen		2 Unwirkliche Stimmen		3 Alterung		4 Gespenstische Klingen	
<b>6+ [7+]</b> Augment Angebot <b>12" [18"]</b>	One Turn	<b>8+</b> Hex Angebot 24"	One Turn	<b>7+ [10+]</b> Hex Damage Direct Angebot <b>24" [18"]</b>	Instant	<b>5+ [9+]</b> Augment Angebot 18"	One Turn

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

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.

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.

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

	<b>Beschwörung</b>		<b>Beschwörung</b>		<b>Beschwörung</b>
5 Berührung des Todes		6 Totentanz		EIN Seelenbeschwörung	
<b>&lt;7+&gt; {9+}</b> Hex Missile Damage Focused Direct Angebot <24"> {18"}	Instant	<b>6+ {9+}</b> Augment Angebot <b>18" [9"Aura]</b>	Instant	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.

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

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.

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

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