


Evocazione

1 Ancestral Aid

6+ [7+] Augment
Gamma 12" [18"] One Turn

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




Evocazione

2 Sussurri oltre il velo

8+ Hex
Gamma 24" 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

7+ [10+] Hex
Damage Instant
Direct
Gamma 24" [18"]

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

5+ [9+] Augment
Gamma 18" One Turn

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




Evocazione

5 Tocco del mietitore

<7+> [9+] Hex
Missile
Damage Instant
Focused
Direct
Gamma <24"> [18"]

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

6+ [9+] Augment
Gamma 18" Instant
[9"Aura]

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
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FANTASY BATTLES

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