

Lore Of Undeath		
0	Vanhal's Danse Macabre	
8+/12+	Gamma 12"	Instant
<p>If this spell is cast with a casting result of 8 or more, the target friendly unit gains a +D3 modifier to one of the following characteristics (to a maximum of 10). If this spell is cast with a casting result of 12 or more, the target friendly unit gains a +D3 modifier to two of the following characteristics (to a maximum of 10). This spell lasts until your next Start of Turn sub-phase.</p> <ul style="list-style-type: none"> • Movement • Weapon Skill • Initiative 		

Lore Of Undeath		
0	Hellish Vigour	
9+/12+	Gamma Self	Instant
<p>If this spell is cast with a casting result of 7 or more, a single friendly unit that has the Necromantic Undead special rule and is within the caster's Command range gains the Reserve Move special rule. If this spell is cast with a casting result of 10 or more, every friendly unit that has the Necromantic Undead special rule and is within the caster's Command range gains the Reserve Move special rule. This spell lasts until the end of this turn.</p>		

Lore Of Undeath		
0	Raise Dead	
10+	Gamma 12"	Instant
<p>Place a unit of 2D3 Risen Zombies on the battlefield anywhere completely within 12" of this model, but not within 1" of any enemy models. This unit cannot declare a charge during the turn in which it was raised:</p> <p style="margin-left: 40px;">M WS BS S T W I A Ld Risen Zombie 4 2 0 3 3 1 1 1 2 Troop Type: Regular infantry Base Size: 25 x 25 mm Unit Size: 2D3 Equipment: Hand weapons Special Rules: Necromantic Undead, Regeneration (6+), Skirmishers, the Newly Dead</p> <p>Note that Risen Zombies are not worth any Victory Points</p>		



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL