

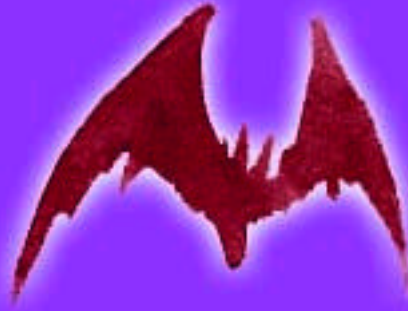
INVOCATION OF NEHEK

This spell can be used in three different ways – to add models to an existing unit, to create a new unit or to restore lost Wounds to a model. In all cases, it has a range of 18". The caster must declare if he is using the spell on an existing unit (declare target unit), to create a new unit (declare whether Zombies or Skeletons) or to restore lost Wounds (declare target model), as well as the Casting Value he is attempting (3+, 7+ or 11+), before he rolls the dice to cast. The higher the Casting Value chosen, the more effective will be the result of the spell if cast successfully.

See the Vampire Counts armies book for more details.

Cast on 3+/7+/11+

NECROMANCY



HAND OF DUST

This spell can be cast by the Wizard on himself. It can be cast even if the Wizard is in close combat. Once it has been cast, the spell lasts until it is dispelled, or until the Wizard decides to end it (which he can do at any time), attempts to cast another spell or is slain. Whilst the spell is in play, the caster is reduced to a single Attack in close combat. If this attack hits, the enemy is killed automatically, with no armour saves allowed (this works exactly like a Killing Blow attack, with the only difference being that it can affect models of any size). The enemy can take a Ward save, if he has any, but if the wound is not saved the model is dead.

Cast on 7+

Remains in play

NECROMANCY



HELLISH VIGOUR

Target one of your own Undead units within 18" and which is in close combat. In the next Close Combat phase all models in the unit attack first, even if they have been charged, are armed with Great Weapons and so on (even Zombies! This is the only exception to the Braindead rule), and can re-roll any missed To Hit rolls.

Cast on 7+

NECROMANCY



GAZE OF NAGASH

This is a magic missile with a range of 24". If successfully cast, the Gaze of Nagash hits its target and causes 2D6 Strength 4 hits.

Cast on 8+
Magic Missile

NECROMANCY



VANHEL'S DANSE MACABRE

This spell can be cast on a friendly Undead unit that is within 18", and which is not already engaged in close combat. The unit can immediately make a move of up to 8" in the same way as a normal move made in the Movement phase (it can wheel, turn, change formation or even reform).

The unit can charge an enemy within 8", if opportunity permits, and the same rules apply as for a normal charge (except that if the charge is failed the Undead will still move the full 8"). A unit that is charged by means of Vanhel's Danse Macabre can react to the charge as normal and must take the appropriate Psychology tests.

Cast on 9+

NECROMANCY



CURSE OF YEARS

The Curse of Years can be cast on any one unengaged enemy unit within 24". If successfully cast, the enemy swiftly starts to age. Roll a dice for each model in the affected unit. A model will suffer a wound on the roll of a 6+. No armour saves are allowed. Once it has been cast, the spell remains in play. It lasts until it is dispelled, or until the Wizard decides to end it (which he can do at any time), attempts to cast another spell or is slain. If not dispelled, at the beginning of the caster's next Magic phase, models in the affected unit suffer a wound on a 5+.

See the Vampire Counts armies book for more details.

Cast on 10+
Remains in play

NECROMANCY

