

Hereditary Spell

**H Favour of
Meladys**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10+	Caster Range Caster	One Turn

Effect

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

You gain one Veil Token that is not removed when the spell ends. When a friendly unit within 18" of the Caster suffers a wound before Special Saves, you may discard a Veil Token from your Veil Token pool and apply the following rules instead:

- No Special Save can be taken.
- If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual.

Otherwise, the wound is ignored.

For Standard Infantry, up to 2 wounds are ignored per token provided they are suffered simultaneously. A maximum of two Veil Tokens may be discarded each phase for this purpose.

Characters and Gigantic models can only ignore a single wound this way per phase.