

Evocation		Evocation		Evocation	
0	Spectral Blades	0	Hasten the Hour	0	Danse Macabre
6+	Instant	7+	Instant	8+	Instant
<p>Choose a friendly unit within 18" of the caster. The chosen unit must re-roll failed To-Wound rolls with its Melee Attacks. The effects last until the start of your next Magic Phase.</p>		<p>Choose an enemy unit within 18" and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. One model, which can be a Character joined to the unit, suffers 1 hit that wounds automatically with AP 10.</p>		<p>Target all friendly units within 9" of the caster that are not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The target units may instantly perform a 6" Advance Move.</p>	

THE IX AGE  
FANTASY BATTLES



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