

<div>Spectral Blades</div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+</td><td>Range</td><td>Instant</td></tr></table> <div>Effect</div> <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>			CV	Type	Duration	6+	Range	Instant	<div>Hasten the Hour</div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+</td><td>Range</td><td>Instant</td></tr></table> <div>Effect</div> <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>			CV	Type	Duration	7+	Range	Instant	<div>Danse Macabre</div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Range</td><td>Instant</td></tr></table> <div>Effect</div> <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>			CV	Type	Duration	8+	Range	Instant
CV	Type	Duration																								
6+	Range	Instant																								
CV	Type	Duration																								
7+	Range	Instant																								
CV	Type	Duration																								
8+	Range	Instant																								

THE IX AGE
FANTASY BATTLES



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