

Evocation

0 Spectral Blades

6+ Instant

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.

Evocation

0 Hasten the Hour

7+ Instant

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.

Evocation

0 Danse Macabre

8+ Instant

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.

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