

## Evocation

0 Spectral Blades

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6+ Instant

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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

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7+ Instant

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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

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8+ Instant

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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.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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