Rune of Resolve

CV	*Type*	*Duration*
4+	Range	Inst.

Effect

Choose a friendly unit within 12 of the caster that is not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The chosen unit may instantly perform a 6 Advance Move.

Rune of Resilience

CV	*Type*	*Duration*
8+	Range	Inst.

Effect

Choose a friendly unit within 12 of the caster. All To- Wound rolls against the target suffer a –1 modifier. The effects last until the start of your next Magic Phase.

Rune of Revocation

CV	*Type*	*Duration*
7+	Range	Inst.

Effect

Choose a unit within 12 of the caster. All spell effects currently affecting the unit are terminated and the next spell cast by your opponent on this unit is automatically dispelled. The effects last until the start of your next Magic Phase.


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