## Spectral Blades

| *CV* | *Type* | *Duration* |
|---|---|---|
| 6+ | Range | Istantaneo |

*Effect*

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.

## Hasten the Hour

| *CV* | *Type* | *Duration* |
|---|---|---|
| 7+ | Range | Istantaneo |

*Effect*

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.

## Danse Macabre

| *CV* | *Type* | *Duration* |
|---|---|---|
| 8+ | Range | Istantaneo |

*Effect*

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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