central hole target enem base lies un hit (as descr	Doomboli (Signature <i>Type</i> Range 24" all (3") blast templa e is directly over the hy unit. Any enemy derneath the temp ribed on page 95) a higth 3 hit with an a	<b>Duration</b> Instant Instant Instant Instant Instant Instant Instant Instant Instant	target ener Strength a minimum	1. Apprentice Word Of Type Range 18" " next Start of Turn my unit suffers a - ind Toughness cha of 1). This spell n it engaged in comb	f Pain Duration Instant n sub-phase, the 1 modifier to its aracteristics (to a hay target an	CV 8+ Effect	2. Adept Spe Stream ( Corrupti Type Range Combat	Of	but may ta If the targ you may in battlefield 12" of its o	3. Adept Spel. Infernal Type Range 12" can only target frie arget characters engent et friendly character nmediately remove and replace it any original location, b my models.	Gateway Duration Instant endly characters, gaged in combat. er is not fleeing, e it from the where within
4. Adept Spell Phantasmagoria			5. Master Spell Battle Lust			6. Master Spell Soul Eater					
CVTypeDuration9+Range 12"InstantEffect		unit gains	CV Type Duration O+ Range 12" Instant			CV       Type       Duration         7+       Range Combat       Instant <i>Effect</i> A single enemy model the caster is engaged in combat with suffers a single Strength 3 hit with the Multiple Wounds (3) special rule and with no armour save permitted (Ward and Regeneration saves can be attempted as normal).					

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Place a flame template so that the narrow end touches the caster's base edge and the broad end is over a unit they are engaged in combat with. Any model (friend or foe) whose base lies underneath the template risks being hit (as described on page 95) and suffering a single Strength 3 hit with an AP of -1.

Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Enemy units that end their movement within 12" of the template must immediately make a Panic test. Those that fail will Fall Back in Good Order or flee directly away from the template. Those that pass (or that do not have to make the test) become subject to the Impetuous special rule whilst they remain within 12" of the template.