Army Spell Hobgoblins	Army Spell Hobgoblins	Army Spell Hobgoblins	Army Spell Hobgoblins
H Spirits' Voice 7+/10+ Range 24"/12" Instant	H Spirit Wisdom - Instant	H Spirit Staff 8+/16+ Range 24"/12" Instant	H Spirit Shield 11+/22+ Range 24"/12" Instant
The target unit may re-roll failed rolls To Hit and failed LD tests until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.	Whenever the caster rolls any double while successfully casting a spell, he gains knowledge of one additional random spell from the Lore of Spirits for the duration of the Magic phase.	The target unit gains +1 S, Killing Blow and Magical Attacks until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.	The target unit gains Ward save (5+) and may re-roll failed armour saves until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.
Army Spell Hobgoblins H Power of the Wind	Army Spell Hobgoblins	Army Spell Hobgoblins	Army Spell Hobgoblins
H Power of the Wind 9+/16+ Instant	H Message of Doom 6+/9+ Range 24"/48" Instant	H Fire of Vengeance 8+/11+ Range 24"/36" Instant	H Blades of Begtsethulu 15+/22+ Range 12"/18" Instant
Remains in play. Power of the Wind uses the small/large round template. Once the template is placed, roll 3D6 to determine how many inches the template moves. Any model touched by the template must pass a S test or suffer a S 4 hit with no armour save allowed. In subsequent turns, roll the scatter dice to determine the direction the cyclone moves.	Until the start of the caster's next magic phase, the target unit must test for Fear against all enemies and suffer -1 to their LD.	Causes 2D6 S 4 hits with Flaming Attacks.	Affects all enemy units within range. For each complete rank the units have, they suffer D6 close combat Attacks made with WS 4 and S 4, distributed as shooting attacks.

MARHAMMER BATTLE

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