Leech Instant	1 As		,			
instant	1 Aspect of the Dreadknight 4+ Instant		2 The Caress of Laniph 6+ Instant		3 Soulblight 9+ Instant	
s a single enemy model (even a lit). Both caster and target roll a D6 espective unmodified Leadership point the caster wins by, the target with no armour saves allowed. The e to extend the range of this spell to	range of 24". start of the cast choose to mak wishes, and car	The target unit causes Fear until the er's next Magic phase. The Wizard can be the target even more horrifying if he use Terror, rather than Fear. If he does	range of 12" that character in a suffers a numb Strength. Hits wound on a rol	t targets a single enemy model (even a unit). If successfully cast, the target per of hits equal to 2D6 minus his own is from the Caress of Laniph cause a l of 4+, with no armour saves allowed. In choose to extend the range of this	has -1 Strength a until the start of Wizard can cho	nex spell with a range of 24". The target and -1 Toughness (to a minimum of 1) of the caster's next Magic phase. The cose to have this spell target all enemy 1" – in which case the casting value is 18+.
Lore of Death	91	Lore of Death	91	Lore of Death		
n and Darkness Instant	5 Th	e Fate of Bjuna Instant	6 The	e Purple Sun Instant		
t 1 6 7	Lore of Death	ts a single enemy model (even a nit). Both caster and target roll a D6 espective unmodified Leadership point the caster wins by, the target with no armour saves allowed. The se to extend the range of this spell to oo, the casting value is increased to 10+. Lore of Death n and Darkness Aspect of the D range of 24". start of the caster choose to make wishes, and cause so, the casting value is increased to 10+.	Aspect of the Dreadknight is an augment spell with a range of 24". The target unit causes Fear until the start of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 10+. Lore of Death Lore of Death and Darkness Aspect of the Dreadknight is an augment spell with a range of 24". The target unit causes Fear until the start of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+.	Aspect of the Dreadknight is an augment spell with a range of 12" that character in a suffers a number opinit the caster wins by, the target with no armour saves allowed. The set to extend the range of this spell to op, the casting value is increased to 10+. Aspect of the Dreadknight is an augment spell with a range of 12" that character in a suffers a number of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+. Lore of Death Lore of Death 5 The Fate of Bjuna Aspect of the Dreadknight is an augment spell with a range of 12" that character in a suffers a number of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+. Lore of Death 5 The Fate of Bjuna Aspect of the Dreadknight is an augment spell with a range of 12" that character in a suffers a number of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+.	Aspect of the Dreadknight is an augment spell with a range of 12" that targets a single enemy model (even a sit). Both caster and target roll a D6 espective unmodified Leadership point the caster wins by, the target with no armour saves allowed. The set to extend the range of this spell to o, the casting value is increased to 10+. Lore of Death Lore of Death Lore of Death Aspect of the Dreadknight is an augment spell with a range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target suffers a number of hits equal to 2D6 minus his own Strength. Hits from the Caress of Laniph cause a wound on a roll of 4+, with no armour saves allowed. The wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+. Lore of Death Lore of Death 5 The Fate of Bjuna Aspect of the Dreadknight is an augment spell with a range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target suffers a number of hits equal to 2D6 minus his own Strength. Hits from the Caress of Laniph cause a wound on a roll of 4+, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+. Lore of Death 5 The Fate of Bjuna Aspect of the Dreadknight is an augment spell with a range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target suffers a number of hits equal to 2D6 minus his own Strength. Hits from the Caress of Laniph cause a wound on a roll of 4+, with no armour saves allowed. The Wizard can choose to extend the range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target wound on a roll of 20 ft and the caster's new forms and the caster's new	Aspect of the Dreadknight is an augment spell with a range of 12" that targets a single enemy model (even a lit). Both caster and target roll a D6 espective unmodified Leadership roint the caster wins by, the target with no armour saves allowed. The let of extend the range of this spell to o, the casting value is increased to 10+. Aspect of the Dreadknight is an augment spell with a range of 24". The target unit causes Fear until the start of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+. Soulblight is a has -1 Strength suffers a number of hits equal to 2D6 minus his own Strength. Hits from the Caress of Laniph cause a wound on a roll of 4+, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+. Lore of Death Lore of Death 5 The Fate of Bjuna Aspect of the Dreadknight is an augment spell with a range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target suffers a number of hits equal to 2D6 minus his own Strength. Hits from the Caress of Laniph cause a wound on a roll of 4+, with no armour saves allowed. The wishers, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+. Lore of Death 5 The Fate of Bjuna Aspect of the Dreadknight is an augment spell with a range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target suffers a number of hits equal to 2D6 minus his own Strength. Hits from the Caress of Laniph cause a wound on a roll of 4+, with no armour saves allowed. The wishers a number of hits equal to 2D6 minus his own Strength. Hits from the Caress of Laniph cause a wound on a roll of 4+, with no armour saves allowed. The wishers are formed in a character in a unit). If successfully cast, the target suffers a number of hits equal

Remains in play. Doom and Darkness is a hex spell with a range of 24". The target suffers a - 3 penalty to its Leadership. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

The Fate of Bjuna is a direct damage spell with a range of 12" and targets a single enemy model (even a character in a unit). The target suffers a number of hits equal to 2D6 minus his own Toughness. Hits from the Fate of Bjuna cause a wound on a roll of 2+, with no armour saves allowed. If the target survives, he is subject to Stupidity for the remainder of the game.

MARHAMMER BATTLE

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Remains in play. The Purple Sun is a magical vortex