8+ Universal Portée 18" One Turn $6+$ $[\alpha]$ Instant $9+$ The target must reroll $[\alpha]$ to-wound rolls, except natural rolls of $[\beta]$. If the target is Shaken, it stops being Shaken. If the target is not Shaken, it must take a Panic Test	uth of Time Universal Portée 24" One Turn	4 Ice a	and Fire Hex Missile Damage Portée 24"
The target must reroll [α] to-wound rolls, except natural rolls of [β]. If the target is Shaken, it stops being Shaken. If the target is not Shaken it must take a Panic Test	()ne Lurn	10+	Missile Instant
natural rolls of $[\beta]$. If the target is Shaken, it stops being Shaken. If the target is not Shaken, it must take a Panic Test The target's			
[$lpha$]: Failed [eta]: '1' [$lpha$]: Hex, Damage [$lpha$]: Augment [$lpha$]: 6'	t's Cha and Mob are set to $[lpha]$. $[lpha]$: 8" $[lpha]$: 3"	Magical Attacks caused by	ers 2D6 hits with Str 4, AP 0, and s. Successful [α] against wounds this spell must be rerolled. α]: Special Saves α]: Armour Saves



