Army Spell Hobgoblins  H Spirits' Voice	Army Spell Hobgoblins  H Spirit Wisdom		Army Spell Hobgoblins  H Spirit Staff			Army Spell Hobgoblins  H Spirit Shield		
7+/10+ Gamma 24"/12" Instant	·	stant	8+/16+	Gamma 24"/12"	Instant	11+/22+	Gamma 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 successfully casting a spell, he gains known one additional random spell from the Lore the duration of the Magic phase	owledge of of Spirits for	Attacks until the st	ains +1 S, Killing Blow tart of the caster's nex affects all friendly units	t Magic phase.	failed armour save	ins Ward save (5+) al es until the start of the sted version affects a within range.	caster's next
Army Spell Hobgoblins	Army Spell Hobgoblins		Army Spell Hobgoblins			Army Spell Hobgoblins		
H Power of the Wind	H Message of Doom		H Fire of Vengeance		H Blades of Begtsethulu			
9+/16+ Instant	6+/9+ Gamma 24"/48"	Instant	8+/11+	Gamma 24"/36"	Instant	15+/22+	Gamma 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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