



Army Spell Kislev	
H	Curse
-	Instant
<p>If a spell from the Lore of the Hags is successfully cast on an enemy unit, that unit must re-roll 6's when rolling to Hit until the start of the casters next Magic phase.</p>	

Army Spell Kislev	
H	Shardstorm
7+/12+	Gamma 24"/36" Instant
<p>Causes 2D6 S 3/4 hits.</p>	

Army Spell Kislev	
H	Unyielding Ursun
3+	Instant
<p>The Priest and his unit is Stubborn until the start of the next friendly magic phase.</p>	

Army Spell Kislev	
H	Midwinter's Kiss
10+	Instant
<p>Place the Flame template with the point touching the base of the caster. Models touched by the template takes a S 5 hit which Ignores Armour saves. The spell can be cast in close combat as well, in which case it causes 2D6 hits.</p>	

Army Spell Kislev	
H	Gift of the Winter Wind
13+/16+	Gamma 18"/36" Instant
<p>The targeted unit must pass a LD test using 3D6 and using the two highest dice. If failed, each model in the unit must take a S test or be removed as a casualty, with no saves allowed.</p>	

Army Spell Kislev	
H	Invocation of the Ice Storm
15+	Gamma 24" Instant
<p>The caster nominates a point on the battlefield. Roll an Artillery dice and double the result - this is the distance in inches (measured from the nominated point) that the Ice Storm affects. If a Misfire is rolled, it affects the entire battlefield. Until the start of the caster's next magic phase, all units caught in the Ice Storm suffer -2 to hit with missile weapons, and units that do not fire using BS can only fire by rolling a 4+ on a D6. In addition, all units inside the radius of the Ice Storm suffer 2D6 S 2 hits.</p>	

Army Spell Kislev	
H	Ice Armour
6+/12+	Gamma 12"/12" Instant
<p>The unit adds +2 to their armour saves until the beginning of the next caster's Magic phase. However, it has no effect against Flaming Attacks. Boosted version affects all friendly units within range.</p>	

Army Spell Kislev	
H	Freezing Blast
7+	Gamma 24" Instant
<p>Until the start of the caster's next turn, the target counts as moving through Dangerous Terrain, regardless of they move or not. If the unit is standing in a water feature at the time, they are frozen solid and cannot move for the rest of the game unless they have – or are attacked by – Flaming Attacks.</p>	

### Army Spell Kislev

H Form of the Frostfiend

6+ Instant

Remains in play. May be cast on the wizard herself as long as she is on foot. While active, she gains Fly and Terror, +2 S, +2 T and +3 A. The effects of all magic items are ignored for the duration of this spell, as they are transmogrified along with the caster. While in this form, she follows all the rules for Monstrous Beasts.

### Army Spell Kislev

H Ursine Strength

3+ Instant

The Priest and his unit may re-roll failed rolls To Wound in close combat until the start of the next friendly magic phase.

### Army Spell Kislev

H Winter's Sleep

3+ Instant

All enemy units in base contact with the Priest suffer -1 to their WS and I, and an additional -1 for each turn that this spell lasts (Minimum of 1). Remains in Play.

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