

Hobgoblins

Spirits' Voice

7+/10+

• 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.

Hobgoblins

Spirit Wisdom

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Instant

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.

Hobgoblins

Spirit Staff

8+/16+

• 24"/12"

Instant

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.

Hobgoblins

Spirit Shield

11+/22+

• 24"/12"

Instant

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.

Hobgoblins

Power of the Wind

9+/16+

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.

Hobgoblins

Message of Doom

6+/9+

• 24"/48"

Instant

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.

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BATTLE**

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