

<p style="text-align: center;"><b>Albion</b></p> <p style="text-align: center;">Blessing of Valour</p>	<p style="text-align: center;"><b>Albion</b></p> <p style="text-align: center;">Boon of Courage</p>	<p style="text-align: center;"><b>Albion</b></p> <p style="text-align: center;">Elemental Power</p>	<p style="text-align: center;"><b>Albion</b></p> <p style="text-align: center;">Gift of Life</p>
<p>6+/12+      24"/12"      Instant</p>	<p>12+/24+      24"/12"      Instant</p>	<p>5+              24"              Instant</p>	<p>6+/12+      12"/12"      Instant</p>
<p>The target unit gets +1 To Hit with shooting and close combat attacks until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.</p>	<p>The target unit is Unbreakable until the start of the caster's next Magic phase. If cast on a fleeing unit, the unit immediately rallies, regardless of how many models are left in it. Boosted version affects all friendly units within range.</p>	<p>Targets Fenbeasts, Fenhulks and Viridian Lords. The target unit immediately regains D3 Wounds worth of models lost earlier during the battle up to their starting value, or it may choose to make a normal additional move as if it were the Remaining Moves sub-phase.</p>	<p>Each unit within range instantly recovers 1/D3 Wound worth of models slain earlier in the battle, following the rules of the Regrowth spell from the Lore of Life.</p>
<p style="text-align: center;"><b>Albion</b></p> <p style="text-align: center;">Wings of Fate</p>	<p style="text-align: center;"><b>Albion</b></p> <p style="text-align: center;">Shield of Light</p>	<p style="text-align: center;"><b>Albion</b></p> <p style="text-align: center;">Voice of Command</p>	<p style="text-align: center;"><b>Albion</b></p> <p style="text-align: center;">Mists of Albion</p>
<p>6+/12+      18"/36"      Instant</p>	<p>10+/13+      18"/36"      Instant</p>	<p>13+/15+      24"/48"      Instant</p>	<p>-                              Instant</p>
<p>Causes 3D6/6D6 S 2 hits.</p>	<p>Remains in play. The unit receives Ward save (5+) until the start of the caster's next Magic phase.</p>	<p>The unit cannot voluntarily move in its next Movement phase or shoot in its next Shooting phase.</p>	<p>Whenever a spell from the Lore of the Truthsayers is cast on a friendly unit, enemy units targeting that unit suffer -1 To Hit with missile weapons until the start of the caster's next turn.</p>

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