

<p style="text-align: center;"><b>Hobgoblins</b></p> <p style="text-align: center;">Spirits' Voice</p> <p>7+/10+      24"/12"      Instant</p>	<p style="text-align: center;"><b>Hobgoblins</b></p> <p style="text-align: center;">Spirit Wisdom</p> <p>-      Instant</p>	<p style="text-align: center;"><b>Hobgoblins</b></p> <p style="text-align: center;">Spirit Staff</p> <p>8+/16+      24"/12"      Instant</p>	<p style="text-align: center;"><b>Hobgoblins</b></p> <p style="text-align: center;">Spirit Shield</p> <p>11+/22+      24"/12"      Instant</p>
<p>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.</p>	<p>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.</p>	<p>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.</p>	<p>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.</p>
<p style="text-align: center;"><b>Hobgoblins</b></p> <p style="text-align: center;">Power of the Wind</p> <p>9+/16+      Instant</p>	<p style="text-align: center;"><b>Hobgoblins</b></p> <p style="text-align: center;">Message of Doom</p> <p>6+/9+      24"/48"      Instant</p>	<p style="text-align: center;"><b>Hobgoblins</b></p> <p style="text-align: center;">Fire of Vengeance</p> <p>8+/11+      24"/36"      Instant</p>	<p style="text-align: center;"><b>Hobgoblins</b></p> <p style="text-align: center;">Blades of Begtsethulu</p> <p>15+/22+      12"/18"      Instant</p>
<p>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.</p>	<p>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.</p>	<p>Causes 2D6 S 4 hits with Flaming Attacks.</p>	<p>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.</p>

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