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+ Angebot 24"/12" Instant	- Instant	8+/16+ Angebot 24"/12" Instant	11+/22+ Angebot 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 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.	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.	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.
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+ Angebot 24"/48" Instant	8+/11+ Angebot 24"/36" Instant	15+/22+ Angebot 12"/18" Instant

MARHAMMER BATTLE

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