

Hobgoblins		
Spirits' Voice		
7+/10+	24"/12"	Instant
<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>		

Hobgoblins		
Spirit Wisdom		
-		Instant
<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>		

Hobgoblins		
Spirit Staff		
8+/16+	24"/12"	Instant
<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>		

Hobgoblins		
Spirit Shield		
11+/22+	24"/12"	Instant
<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>		

Hobgoblins		
Power of the Wind		
9+/16+		Instant
<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>		

Hobgoblins		
Message of Doom		
6+/9+	24"/48"	Instant
<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>		

Hobgoblins		
Fire of Vengeance		
8+/11+	24"/36"	Instant
<p>Causes 2D6 S 4 hits with Flaming Attacks.</p>		

Hobgoblins		
Blades of Begtsethulu		
15+/22+	12"/18"	Instant
<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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