Hereditary Spell

Winter's Chill

CV	*Type*	*Duration*
3+	Range	Inst.

Effect

Any units engaged in close combat with the Priest or the unit he is with suffer a -1 to hit penalty in the next Close Combat phase.

Hereditary Spell

Battle Howl

CV	*Type*	*Duration*
3+	Range	Inst.

Effect

As long as the Battle Howl is in effect, the Priest and any unit he leads add D6" to their charge moves. If the charge is failed, the extra movement is wasted; make a normal move towards the target as normal. Remains in Play.

Hereditary Spell

Destruction

CV	*Type*	*Duration*
3+	Range	Inst.

Effect

Every enemy unit in base contact with the Priest suffers D6+2 S 4 hits.


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