



Missile Permanent 11+ Damage

Alcance 24"

Immediately when the spell is cast, and at the start of each of the caster's subsequent Magic Phases, the target suffers 1 hit that wounds automatically with AP 10 and Magical Attacks.

No model or unit can be affected by more than one instance of this spell simultaneously.

One Turn Alcance 36"

The target suffers -3 Off, -3 Agi (to a minimum of 1), and treats all Terrain Features as Dangerous Terrain, including Open Terrain.

