Hereditary Spell

Illusory Assault

CV	*Type*	*Duration*
7+	Range 24"	Inst.

Effect

The target unit must pass a LD test; if failed each model in the unit must fight a round of combat against itself. Any casualties inflicted counts as having been made with shooting attacks and may cause Panic.

Hereditary Spell

Mistress of the Deep

CV	*Type*	*Duration*
9+	Range 6"	Inst.

Effect

Hereditary Spell

The Writhing Mists

CV	*Type*	*Duration*
7+	Range 24"	Inst.

Effect

Remains in play. Any enemy attacks targeted at the unit will suffer a -1 to hit penalty.


WARHAMMER
BATTLE
WARHAMMER
BATTLE
WARHAMMER
BATTLE

Remains in play. Place an appropriate marker no larger than 1" in diameter to represent the Oceanid within range of the Wizard. Whenever an enemy unit wishes to fire upon or declare a charge against a unit in the High Elf army, it must first measure the distance to the Oceanid. If the Oceanid is closer than the target unit, it must make a LD test. If the test is failed, the enemy unit is distracted by the Oceanid, and the attack/charge is not performed. If the test is passed, no Oceanid will have any effect against that unit for the rest of the game. This spell has no effect against units with Immunity (Psychology).