Altered Sight

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

Effect

Choose a friendly unit within 24 of the caster. The chosen unit gains +2 Offensive Skill and has its Weapon's Aim improved by 1. The effects last until the start of your next Magic Phase.

Ice and Fire

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

Effect

Choose an enemy unit within 24 and within Line of Sight of the caster. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers 2D3 hits with Strength 4 and AP 0. Successful Armour Saves against wounds caused by this spell must be re-rolled.

Perception of Strength

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

Effect

Choose a unit within 24 of the caster. If the target is a friendly unit it gains +1 Strength and +1 AP. Instead, if the target is an enemy unit it suffers –1 Strength and –1 AP. The effects last until the start of your next Magic Phase.


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