Cursing Word

CV	*Type*	*Duration*
9+	Range 12"	Inst.

Effect

Remains in play. Whilst this spell is in play, the target enemy unit reduces either its Weapon skill characteristic, or its Ballistic Skill characteristic (chosen by the casting Wizard's controlling player) to 1. If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

Black Horror

CV	*Type*	*Duration*
9+	Range 18"	Inst.

Effect

Remains in play. Place a large (5") blast template so that its central hole is within 18" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves 2D6" in a random direction during every Start of Turn sub-phase. Any enemy unit the moving template touches or moves over must immediately make D6 Strength tests. For each test that is failed, the unit loses a single Wound.


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