Viletide

CV	*Type*	*Duration*
8+	Range 15"	Inst.

Effect

The target enemy unit suffers 5D6 Strength 1 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

Devolve

CV	*Type*	*Duration*
8+	Range 15"	Inst.

Effect

The target enemy unit must immediately make a Leadership test. If this test is failed, it loses a number of Wounds equal to the amount by which it failed the test.

Mantle of Ghorok

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

Effect

Until the end of this turn, the caster gains a +D6 modifier to their Strength and Attacks characteristics (to a maximum of 10). However, if a 6 is rolled, this modifier is lost and the caster instead loses a single Wound.


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