

**Winds of Chaos  
(Mark of Chaos  
Undivided)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
7+/9+	Range 21"	Instantáneo

*Effect*

If this spell is cast with a casting result of 7 or more, the target enemy unit suffers a -1 modifier to its Movement characteristic (to a minimum of 1). If this spell is cast with a casting result of 9 or more, the target enemy unit suffers a -2 modifier to its Movement characteristic (to a minimum of 1). This spell lasts until your next Start of Turn sub-phase.

**Acquiescence (Mark  
of Slaanesh)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
6+	Range 12"	Instantáneo

*Effect*

Until the end of the Combat phase, the target enemy unit becomes subject to the Strike Last special rule.

**Fleshy Abundance  
(Mark of Nurgle)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
7+	Range Self	Permanente

*Effect*

Remains in Play. Whilst this spell is in play, the caster and any unit they have joined gain a +1 modifier to their Toughness characteristic (to a maximum of 7).

**Blue Fire (Mark of  
Tzeentch)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+	Range 18"	Instantáneo

*Effect*

The target enemy unit suffers D6+3 Strength 4 hits, each with an AP of -2 and with the Flaming Attacks special rule.



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FANTASY BATTLES

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