

Lore of Chaos		
0	Winds of Chaos (Mark of Chaos Undivided)	
7+/9+	Alcance 21"	Instant
<p>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.</p>		

Lore of Chaos		
0	Acquiescence (Mark of Slaanesh)	
6+	Alcance 12"	Instant
<p>Until the end of the Combat phase, the target enemy unit becomes subject to the Strike Last special rule.</p>		

Lore of Chaos		
0	Fleshy Abundance (Mark of Nurgle)	
7+	Alcance Self	Permanent
<p>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).</p>		

Lore of Chaos		
0	Blue Fire (Mark of Tzeentch)	
9+	Alcance 18"	Instant
<p>The target enemy unit suffers D6+3 Strength 4 hits, each with an AP of -2 and with the Flaming Attacks special rule.</p>		



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