

## Army Spell Infernal Dwarves

H H Curse of Nezibkesh

6+ Hex One Turn  
Portée 18"

The target suffers -1 Offensive Skill and Defensive Skill {and an additional -1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier)}, up to a maximum of -3.

## Army Spell Infernal Dwarves

H H Curse of Nezibkesh (Boosted)

7+ Portée 36" One Turn

The target suffers -1 Offensive Skill and Defensive Skill {and an additional -1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier)}, up to a maximum of -3.

