

<p style="text-align: center;">Kislev</p> <p style="text-align: center;">Midwinter's Kiss</p>	<p style="text-align: center;">Kislev</p> <p style="text-align: center;">Numbing Cold</p>	<p style="text-align: center;">Kislev</p> <p style="text-align: center;">Shardstorm</p>	<p style="text-align: center;">Kislev</p> <p style="text-align: center;">Curse</p>
<p>10+ Instant</p>	<p>- Instant</p>	<p>7+/12+ 24"/36" Instant</p>	<p>- Instant</p>
<p>Place the Flame template with the point touching the base of the caster. Models touched by the template takes a S 5 hit which Ignores Armour saves. The spell can be cast in close combat as well, in which case it causes 2D6 hits.</p>	<p>If a spell from the Lore of Ice is successfully cast on an enemy unit, that unit suffers -1 to their WS and BS until the start of the casters next Magic phase.</p>	<p>Causes 2D6 S 3/4 hits.</p>	<p>If a spell from the Lore of the Hags is successfully cast on an enemy unit, that unit must re-roll 6's when rolling to Hit until the start of the casters next Magic phase.</p>
<p style="text-align: center;">Kislev</p> <p style="text-align: center;">Curse of Misfortune</p>	<p style="text-align: center;">Kislev</p> <p style="text-align: center;">Fortune Told</p>	<p style="text-align: center;">Kislev</p> <p style="text-align: center;">Form of the Ancient Widow</p>	<p style="text-align: center;">Kislev</p> <p style="text-align: center;">Summon Spirits</p>
<p>9+/18+ 18"/36" Instant</p>	<p>5+ Instant</p>	<p>6+ Instant</p>	<p>7+/13+ 24"/36" Instant</p>
<p>The target fails all Dangerous Terrain tests on a 1-2 instead of just 1, suffer -1 to Hit in close combat and with missile weapons, and in the case of Characters, no unit may use their LD.</p>	<p>May be cast on the wizard herself. Until the start of the caster's next magic phase, all models in the same unit as the Hag may re-roll failed rolls To Hit in close combat and with missile weapons and gain Ward save (6+).</p>	<p>Remains in play. May be cast on the wizard herself. While active, she gains Terror and Armour Piercing (1), +3 S, +2 T and +3 A. The effects of all magic items are ignored for the duration of this spell. While in this form, she follows all the rules for Monstrous Beasts.</p>	<p>Causes 3D6 Strength 2/3 Armour Piercing (1) hits.</p>

Kislev		
Cursed Pledge		
9+/12+	24"/48"	Instant
<p>You may force the unit to do one of the following; make a normal move (including marching and reforming), or shoot with their missile weapons at a friendly target. If the unit refuses do to either of these things, each model in it suffers a S 4 hit.</p>		

Kislev		
Curse of Sickness		
11+/14+	18"/18"	Instant
<p>Place the small/large template anywhere within range – it scatters D6"/2D6". Models touched by the template must take a T test or suffer one wound, which Ignores Armour saves.</p>		

Kislev		
Hag's Curse		
12+/15+	18"/36"	Instant
<p>Remains in play. The first turn this spell is active, the target unit suffer -1 to their WS, BS and I, the second they suffer -1 to their S and T, the third -2 to their M and LD. On the fourth turn, they may not attack or move voluntarily for the rest of the game. Each effect is permanent even after the spell has been dispelled, and any further times the spell is cast it starts off where it was when dispelled.</p>		

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