

Power of Darkness

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Spell

DA

Wizard immediately gains D3+1 extra power dice. These dice cannot be used to dispel spells in play or be stored in any way. For each of these dice still unused at the end of the Magic phase, the sorceress suffers a S4 hit.

Illus. Baron Wolf

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Chillwind

☠



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Magic Missile

DA

24", D6 S4 hits, any unit taking casualties cannot shoot in its next turn.

Illus. Baron Wolf

5

Doombolt

☠☠



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Magic Missile

DA

18", D6 S5 hits.

Illus. Baron Wolf

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Word of Pain

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Spell

DA

24", HtH. Until the start of the caster's next Magic phase, all models in the affected unit have their WS and BS reduced to 1.

Illus. Baron Wolf

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Bladewind

☠☠☠☠



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Spell

DA

24", LoS. Unit suffers 3D6 WS4, S4 CC attacks. One of these attacks can be allocated against each character and champion in the unit.

Illus. Baron Wolf

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Soul Stealer

☠☠☠☠☠



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Spell

DA

12", HtH. Every model in the unit takes a S2 hit, no AS. Caster +1 W per unsaved W. Caster's W max at 2xW (original).

Illus. Baron Wolf

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Black Horror

☠☠☠☠☠☠



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Spell

DA

Place the center of the 5" template w/in 18". All models touched by the template must pass a S test or suffer a Wound, no AS. Panic test if suffers a Wound.

Illus. Baron Wolf

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