

Lash of Slaanesh



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Magic Missile

MS

24", D6 S3 hits, a unit that suffers casualty, may not march in its next Movement phase.

Illus. Baron Wolf

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hellshriek



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Spell

MS

All enemy units within 18" must take a Panic test.

Illus. Baron Wolf

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hysterical Frenzy



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Remains in Play

MS

24", HtH. Target FoF unit that is not ItP is subject to Frenzy. At the start of each player turn, suffers D6 S3 hits (until loses frenzy).

Illus. Baron Wolf

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Titillating Delusions



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Remains in Play

MS

24". Mark point on table in enemy not ItP unit's LOS. At the beginning of the 'Remaining Moves' phase, unit must move as directly and quickly as possible towards this point. Will charge any enemy along line of advance.

Illus. Baron Wolf

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Aura of Acquiescence



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Spell

MS

18", HtH, Friendly unit causes Fear or Terror until the next friendly Magic phase. Enemy models in btb must pass a Ld test to attack this unit.

Illus. Baron Wolf

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Ecstatic Seizures



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Spell

MS

24", Every model in an enemy unit must take T test or take a wound, no saves of any kind.

Illus. Baron Wolf

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