

### Flickering Fire



Printed by: Magic Suitcase

Magic Missile

MT

18", D6+1 SD6+1 flaming hits.

Illus. Baron Wolf

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### Baleful Transmogrification



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Spell

MT

24", Enemy unit takes Ld test. If it fails the test, it suffers a number of wounds equal to the amount by which it failed the test with no AS.

Illus. Baron Wolf

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### Dandaemonium



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Remains in Play

MT

HtH. All enemy units may not benefit from the LD of the characters. All enemy spellcasters will Miscast on any roll of a double.

Illus. Baron Wolf

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### Treason of Tzeentch



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Instant

MT

24", Choose enemy unit not ItP. All models attack itself. The caster may choose which of the unit's weapons is used. Characters and mounts are not affected. Panic if necessary towards the nearest table edge.

Illus. Baron Wolf

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### Call to Glory



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Remains in Play

MT

HtH, 18". Remove friendly r-n-f infantry model on foot from the game and replace with an Exalted Hero (CA, sword, shield, 100VP if he is killed).

Illus. Baron Wolf

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### Infernal Gateway



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Spell

MT

24", Enemy unit takes 2D6 S2D6 hits. If 11 or 12 is rolled for S - remove the unit from the game.

Illus. Baron Wolf

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