

Flickering Fire



Printed by: Magic Suitcase

Magic Missile

TZ

18", D6+1 SD6+1 hits.

Illus. Baron Wolf

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Boon of Tzeentch



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Spell

TZ

The caster may immediately gains D3+1 Power dice – other Wizards may not use these dice.

Illus. Baron Wolf

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Glean Magic



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Spell

TZ

LoS. The caster may immediately cast one of the target Wizard's spells as if it were his own – the spell is automatically cast at its basic casting value. Note that spells that summon new units cannot be cast in this way.

Illus. Baron Wolf

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Gift of Chaos



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Spell

TZ

HtH. Each enemy unit w/i 12" of the caster suffers D6 SD6 hits. Roll seperately for the Strength and number of hits for each unit hit.

Illus. Baron Wolf

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Bolt of Change



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Magic Missile

TZ

18", 2D6 SD6+4 hits.

Illus. Baron Wolf

12

Tzeentch's Firestorm



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Magic Missile

TZ

24", 2D6 S5 hits. After Panic, a Pink Horror is created for every 3 unsaved wounds caused, w/i 3" of the target unit – or the unit's position if it is now dead or has fled. It (50 VP) cannot be placed in impass. or within 1" of an enemy

Illus. Baron Wolf

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