

<div><div>Hobgoblins</div><div>Spirits' Voice</div><div>7+/10+24"/12"Sofortig</div><div>The target unit may re-roll failed rolls To Hit and failed LD tests until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.</div></div>	<div><div>Hobgoblins</div><div>Spirit Wisdom</div><div>-Sofortig</div><div>Whenever the caster rolls any double while successfully casting a spell, he gains knowledge of one additional random spell from the Lore of Spirits for the duration of the Magic phase.</div></div>	<div><div>Hobgoblins</div><div>Spirit Staff</div><div>8+/16+24"/12"Sofortig</div><div>The target unit gains +1 S, Killing Blow and Magical Attacks until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.</div></div>	<div><div>Hobgoblins</div><div>Spirit Shield</div><div>11+/22+24"/12"Sofortig</div><div>The target unit gains Ward save (5+) and may re-roll failed armour saves until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.</div></div>
<div><div>Hobgoblins</div><div>Power of the Wind</div><div>9+/16+Sofortig</div><div>Remains in play. Power of the Wind uses the small/large round template. Once the template is placed, roll 3D6 to determine how many inches the template moves. Any model touched by the template must pass a S test or suffer a S 4 hit with no armour save allowed. In subsequent turns, roll the scatter dice to determine the direction the cyclone moves.</div></div>	<div><div>Hobgoblins</div><div>Message of Doom</div><div>6+/9+24"/48"Sofortig</div><div>Until the start of the caster's next magic phase, the target unit must test for Fear against all enemies and suffer -1 to their LD.</div></div>	<div><div>Hobgoblins</div><div>Fire of Vengeance</div><div>8+/11+24"/36"Sofortig</div><div>Causes 2D6 S 4 hits with Flaming Attacks.</div></div>	<div><div>Hobgoblins</div><div>Blades of Begtsethulu</div><div>15+/22+12"/18"Sofortig</div><div>Affects all enemy units within range. For each complete rank the units have, they suffer D6 close combat Attacks made with WS 4 and S 4, distributed as shooting attacks.</div></div>

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