Visione alterata

CV	*Type*	*Duration*
7+ [color=#006000]{5+}[/color]	Maledizione Range 24"	Un Turno

Effect

The target suffers -1 Weapon Skill, to a minimum of 1, and -1 Ballistic Skill.

1. Apprentice Spell

Stretta al cuore

CV	*Type*	*Duration*
7+ [color=#006000]{5+}[/color]	Maledizione Danni Focused Direct Range 18"	Istantaneo

Effect

The target suffers 1 hit that automatically wounds with Armour Piercing (6).

2. Adept Spell

Mind Games

CV	*Type*	*Duration*
7+ [color=#006000]{5+}[/color]	Maledizione Range 18"	Remains in Play

Effect

The target suffers -1 Leadership.

3. Adept Spell

Verit del tempo

CV	*Type*	*Duration*
9+ [color=#006000]{7+}[/color]	Maledizione Range 18"	Un Turno

Effect

When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls one less D6 than normal.

4. Adept Spell

Ghiaccio e fuoco

CV	*Type*	*Duration*
9+ [color=#006000]{7+}[/color]	Maledizione Proiettile Danni Range 18"	Istantaneo

Effect

The target suffers 2D6 Strength 3 hits with Armour Piercing (3).

5. Master Spell

Percezione di forza

CV	*Type*	*Duration*
10+ [color=#006000]{8+}[/color]	Maledizione Range 18"	Un Turno

Effect

The target suffers -1 Strength.

6. Master Spell

Unione nella divergenza

CV	*Type*	*Duration*
11+ [color=#006000]{9+}[/color]	Maledizione Danni Direct Range 18"	Istantaneo

Effect

Each model in the target unit suffers a Strength 3 hit.

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