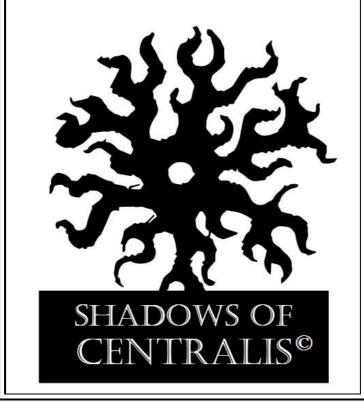
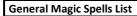


Spell: Feathered Fear

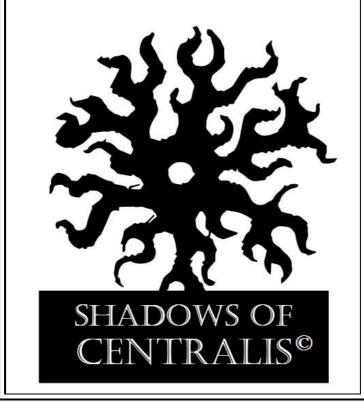
Effect: The wizard calls forth a small flock of savage birds to peck and claw at the enemy. This *Magic Spell* can be can cast on 1 enemy unit within 20" of the casting Magic User. This unit suffers 3 *Hits*. D10 *Durability Tests* allowed.

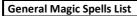




Spell: Hidden Strength

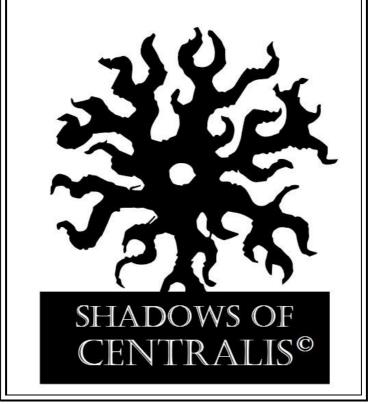
Effect: Tapping into the psyche of the warriors around him, this *Magic Spell* improves 1 friendly unit within 10" of the casting Magic User. For the remainder of the game, D10 Hand-to-Hand Combat rolls for this unit gain a +1 modifier.





Spell: Sharp-eyed

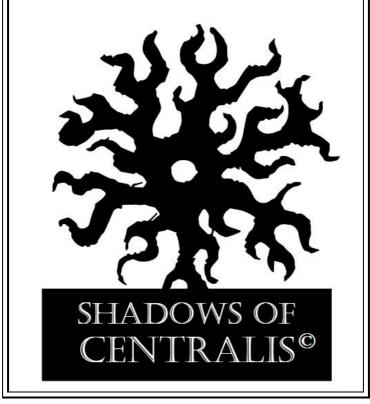
Effect: Heightening the alertness and accuracy of the missile users around him, this *Magic Spell* improves 1 friendly unit within 10" of the casting Magic User. For the remainder of the game, D10 Shooting rolls for this unit gain a +1 modifier.

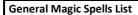


General Magic Spells List

Spell: Strength Stealer

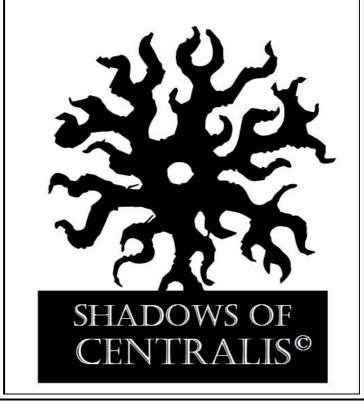
Effect: Entering into the minds of opposing warriors, interrupting their hand-eye coordination, the wizard reduces the dexterity of these fighters. This *Magic Spell* can be case on 1 enemy unit within 10" of the casting Magic User. For the remainder of the game, D10 Hand-to-Hand Combat and D10 Shooting rolls for this unit suffer a -1 modifier.





Spell: The Beast Within

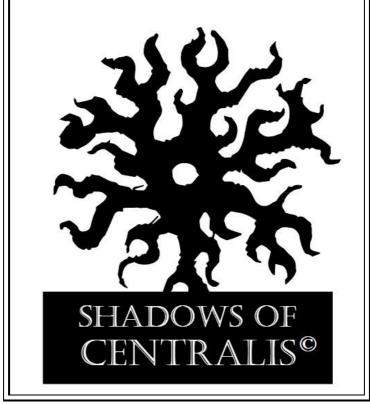
Effect: The wizard fills the warriors around him with a furious, intense rage. This *Magic Spell* improves 1 friendly unit within 10" of the casting Magic User. This unit now has the *Psychotic* special rule.



General Magic Spells List

Spell: Flight

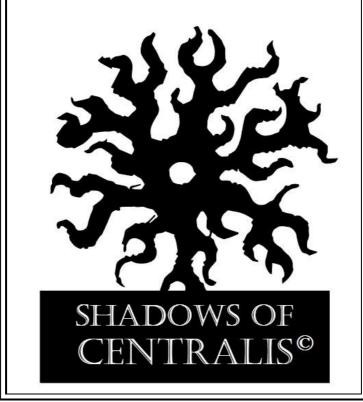
Effect: In an incomprehensible tongue, making pacts and surrendering his soul, the wizard calls for assistance from the gods, and is rewarded as a pair of large, feathered wings erupt from his back. The Magic User now has the *Fly* special rule.

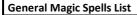


General Magic Spells List

Spell: Hideous

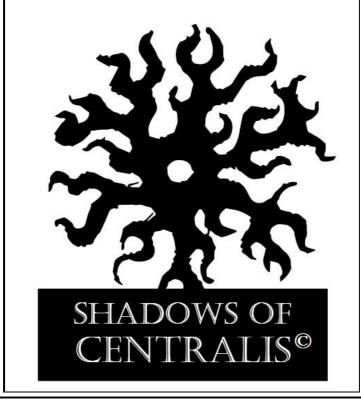
Effect: The wizard contorts the faces of friendly warriors to resemble repulsive plague victims fused with savage bestial aspects. This *Magic Spell* improves 1 friendly unit within 10" of the casting Magic User. This unit now has the *Fear* special rule.

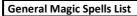




Spell: Endless Hiss

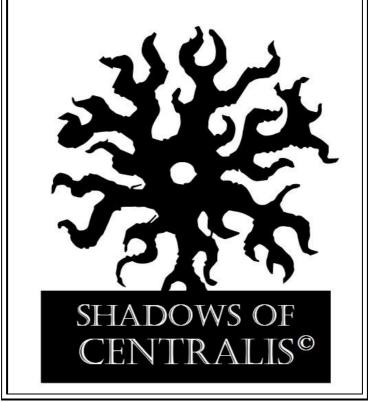
Effect: The wizard plants an excruciating hissing sound into the ears of the enemy. This *Magic Spell* can be cast on 1 enemy unit within 10" of the casting Magic User. For the remainder of the game, D10 *Confidence Test* rolls for this unit suffer a -1 modifier.





Spell: Lucid Leucotomy

Effect: The wizard casts a spell which infects the victim's prefrontal cortex with a colony of the burrowing gouge grub. This *Magic Spell* can be cast on 1 enemy unit within 10" of the casting Magic User. This unit now has the *Stupid* special rule.



General Magic Spells List

Spell: Locked in Combat

Effect: The wizard traverses the corridors of time to freeze out other units from entering into an existing combat. The Magic User chooses 1 Hand-to-Hand Combat *fight* on the table, from now unit the *fight* is completed (with one unit *Fleeing* or *destroyed*), no other units may become involved in the *fight*.

