

Hereditary Spell

Ash Storm

CV	*Type*	*Duration*
12+	Range 24"	Inst.

Effect

The target unit suffers -1 To Hit in close combat and -2 To Hit with missile attacks until the start of the caster's next Magic phase. In addition, the target unit may not march or Fly. The unit also treats all terrain (except impassable terrain) as dangerous terrain while the spell's effect lasts.



Hereditary Spell

Breath of Hatred

CV	*Type*	*Duration*
6+/12+	Range 24"/12"	Inst.

Effect

The target unit gains Hatred until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.



Hereditary Spell

Dark Subjugation

CV	*Type*	*Duration*
8+	Range 24"	Inst.

Effect

The target unit must pass a LD test at -3 or suffer a permanent reduction of -1 to their LD for the rest of the game (to a minimum of 2). This has no effect on models with Immunity (Psychology).



Hereditary Spell

Curse of Hashut

CV	*Type*	*Duration*
10+	Range 18"	Inst.

Effect

Targets a single enemy model of the caster's choice (even a character in a unit). The target suffers a number of hits equal to 2D6 minus their T value. Hits from this spell Wound on a 4+ with Ignores Armour saves.



Hereditary Spell

Flames of Azgorh

CV	*Type*	*Duration*
18+/25+	Range	Inst.

Effect

May be cast on any point on the table within the caster's line of sight. Place the small/large round template with the central hole on the chosen target point – the template then scatters D6". All models touched by the template suffer a S 6 hit with Flaming Attacks and Multiple Wounds (D6). In addition, the model directly under the hole in the template must take a T test at -2 or be slain outright with no saves.



Hereditary Spell

Burning Wrath

CV	*Type*	*Duration*
6+/12+	Range 12"	Inst.

Effect

Causes D6/2D6 S 6 hits with Flaming Attacks.



Hereditary Spell

Hell Hammer

CV	*Type*	*Duration*
13+/17+	Range 12"/24"	Inst.

Effect

Extend a straight line within the caster's front arc and directly away from their base. Each model in the way (determined using the line template) must take an I test or suffer a S 6 hit with Flaming Attacks and Multiple Wounds (D3). Any unit suffering casualties from this spell must immediately take a Panic test.



Hereditary Spell

Killing Fire

CV	*Type*	*Duration*
-	Range	Inst.

Effect

Once a spell from the Lore of Hashut has been cast on an enemy unit, that unit counts as being Flammable for the remainder of the Magic phase.

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