

Hereditary Spell Cloud of Corruption <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>12+</td><td>Range 12"</td><td>Instantáneo</td></tr></table> Effect Affects all units within range. Roll a D6 for each unit (friend or foe), even if they are in close combat. Enemy units are affected on a 2+, friendly units are affected on a 4+, and models from Clan Pestilens (friend or foe) are affected on a roll of 5+. Each unit that is affected suffers D6 S 5 hits which Ignores Armour saves. Roll separately for each unit.	CV	Type	Duration	12+	Range 12"	Instantáneo	Hereditary Spell Plague <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>15+</td><td>Range 18"</td><td>Instantáneo</td></tr></table> Effect	CV	Type	Duration	15+	Range 18"	Instantáneo	Hereditary Spell Plague Rash <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range 6"</td><td>Instantáneo</td></tr></table> Effect Whenever a spell from the Lore of Plague is cast, all enemy units within range of the caster suffer -1 to their M and I (to a minimum of 1) until the start of the caster's next magic phase.	CV	Type	Duration	-	Range 6"	Instantáneo	Hereditary Spell Pestilent Breath <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+/8+</td><td>Range</td><td>Instantáneo</td></tr></table> Effect The caster makes a S 2/3 Breath Attack which Ignores Armour save. This may be cast in close combat, following the normal rules for Breath Weapons.	CV	Type	Duration	5+/8+	Range	Instantáneo
CV	Type	Duration																									
12+	Range 12"	Instantáneo																									
CV	Type	Duration																									
15+	Range 18"	Instantáneo																									
CV	Type	Duration																									
-	Range 6"	Instantáneo																									
CV	Type	Duration																									
5+/8+	Range	Instantáneo																									
Hereditary Spell Vermintide <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Range</td><td>Instantáneo</td></tr></table> Effect Once the template is placed, it moves 4D6" in a straight line from the caster. Any unit touched by the template takes 3D6 S 2 hits. After this, the spell disappears. This spell may also be cast in close combat, in which case it causes 3D6 S 2 hits on a single enemy unit in base contact with the caster.	CV	Type	Duration	8+	Range	Instantáneo	Hereditary Spell Weeping World Sores <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+/12+</td><td>Range 24"/48"</td><td>Instantáneo</td></tr></table> Effect Place the small/large template anywhere within range; it scatters D6"/2D6". All models touched by the template suffer a S 2 Hit which Ignores Armour save.	CV	Type	Duration	9+/12+	Range 24"/48"	Instantáneo	Hereditary Spell Wither <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>11+/15+</td><td>Range 12"/24"</td><td>Instantáneo</td></tr></table> Effect The target suffers -1 to their T for the remainder of the game. This can be cast multiple times on the same target and the effects are cumulative.	CV	Type	Duration	11+/15+	Range 12"/24"	Instantáneo	Hereditary Spell Curse of the Horned Rat <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>18+</td><td>Range 24"</td><td>Instantáneo</td></tr></table> Effect	CV	Type	Duration	18+	Range 24"	Instantáneo
CV	Type	Duration																									
8+	Range	Instantáneo																									
CV	Type	Duration																									
9+/12+	Range 24"/48"	Instantáneo																									
CV	Type	Duration																									
11+/15+	Range 12"/24"	Instantáneo																									
CV	Type	Duration																									
18+	Range 24"	Instantáneo																									

Hereditary Spell Cracks Call <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>14+/18+</td><td>Range 4D6"</td><td>Instantáneo</td></tr></table> Effect	CV	Type	Duration	14+/18+	Range 4D6"	Instantáneo	Hereditary Spell Death Frenzy <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>14+/18+</td><td>Range 24"</td><td>Instantáneo</td></tr></table> Effect May be cast on enemies in close combat. Each model in the targeted unit must pass a T test or suffer D3 S 6 Hits with Lightning Attacks. Each model in the targeted unit must pass a T test or suffer D3 S 6 Hits with Lightning Attacks. If cast on a unit engaged in close combat, all units involved in the fight (friend and foe) will be affected. After working out the effects of the spell, removing casualties, roll a dice on the Plague Chart and continue to apply the results until the spell ends or there are no targets within range.	CV	Type	Duration	14+/18+	Range 24"	Instantáneo	Hereditary Spell Flensing Ruin <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>10+/14+</td><td>Range 12"/24"</td><td>Instantáneo</td></tr></table> Effect Targets a single model (even a character in a unit). The target suffers D3 S 6 Hits with Lightning Attacks.	CV	Type	Duration	10+/14+	Range 12"/24"	Instantáneo	Hereditary Spell Musk of Fear <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>-</td><td>Range 6"</td><td>Instantáneo</td></tr></table> Effect Whenever a spell from the Lore of Ruin is cast, all enemy units within range of the caster suffer -1 to their LD (to a minimum of 1) until the start of the caster's next magic phase.	CV	Type	Duration	-	Range 6"	Instantáneo
CV	Type	Duration																									
14+/18+	Range 4D6"	Instantáneo																									
CV	Type	Duration																									
14+/18+	Range 24"	Instantáneo																									
CV	Type	Duration																									
10+/14+	Range 12"/24"	Instantáneo																									
CV	Type	Duration																									
-	Range 6"	Instantáneo																									
Hereditary Spell Howling Warpgale <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>7+/14+</td><td>Range 18"/36"</td><td>Instantáneo</td></tr></table> Effect Is cast on the wizard itself. Until the start of the caster's next Magic phase, no units within range of the caster may use Fly, and all nonmagical missile attacks suffer -1 To Hit.	CV	Type	Duration	7+/14+	Range 18"/36"	Instantáneo	Hereditary Spell Scorch <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>13+/16+</td><td>Range 24"</td><td>Instantáneo</td></tr></table> Effect Place the small/large round template anywhere within range – it then scatters D6"/2D6". All models underneath suffer a Flaming S 4 hit. Any unit that suffers an unsaved wound must take a Panic test.	CV	Type	Duration	13+/16+	Range 24"	Instantáneo	Hereditary Spell Warpstorm <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>10+</td><td>Range 12"</td><td>Instantáneo</td></tr></table> Effect Affects all units within range. Roll a D6 for each unit within range, including units in close combat. On a 4+, enemy units suffer D6 S 5 hits with Lightning Attacks. Friendly units are only affected on a 6.	CV	Type	Duration	10+	Range 12"	Instantáneo	Hereditary Spell Warp Lightning <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>8+/16+</td><td>Range 24"/24"</td><td>Instantáneo</td></tr></table> Effect Can affect Infantry. The unit suffers 3D6 Hits, though no single model can be Hit more than once. Each Lightning unit is automatically slain with only Magic Resistance being allowed as a save. If the whole unit is removed as casualties, replace them with a number of Distant equal to the number of casualties, with any normally allowed equipment or command, facing the same direction as before. The casting player now controls this unit. If the casting player does not have enough models to replace the entire unit, transfigure what you can, the rest are considered destroyed. If a natural 1, then the caster suffers a S 5 hit instead of the target. If the number rolled is not great enough to replace the whole targeted unit, then remove as many casualties as the number rolled.	CV	Type	Duration	8+/16+	Range 24"/24"	Instantáneo
CV	Type	Duration																									
7+/14+	Range 18"/36"	Instantáneo																									
CV	Type	Duration																									
13+/16+	Range 24"	Instantáneo																									
CV	Type	Duration																									
10+	Range 12"	Instantáneo																									
CV	Type	Duration																									
8+/16+	Range 24"/24"	Instantáneo																									

Warp Lightning (Bound Spell)

Armour of Darkness

Black Whirlwind

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10+/13+	Range 24"/24"	Instantáneo

Warp Stars

<i>CV</i>	<i>Type</i>	<i>Duration</i>
5+/10+	Range 18"/18"	Instantáneo

Toxic Rain

<i>CV</i>	<i>Type</i>	<i>Duration</i>
-	Range 6"	Instantáneo

Toxic Rain

Swiftcamper

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+/18+	Range 24"/12"	Instantáneo

Swiftcamper

Veil of Shadows

<i>CV</i>	<i>Type</i>	<i>Duration</i>
11+	Range	Instantáneo

Skitterleap

<i>CV</i>	<i>Type</i>	<i>Duration</i>
5+/9+	Range 12"/24"	Instantáneo

Skitterleap

<i>Hereditary Spell</i>			<i>Hereditary Spell</i>		
Stickypaws			Bless with Filth		
<i>CV</i>	<i>Type</i>	<i>Duration</i>	<i>CV</i>	<i>Type</i>	<i>Duration</i>
6+/12+	Range 24"/12"	Instantáneo	8+/12+	Range 12"/24"	Instantáneo
<i>Effect</i>			<i>Effect</i>		
Can be cast on an Infantry unit. The target unit ignores Dangerous and Impassable Terrain (note that it may not end its move within 1" of it as normal) until the start of the caster's next Magic phase. Boosted version targets all friendly Infantry units within range.			The target gets Poisoned Attacks until the start of the caster's next Magic phase. If the unit already has Poisoned Attacks, the warriors will also cause an automatic wound on a To Hit roll of 6+.		

Remains in Play. Uses the large template. Once the template is placed, the player then nominates the direction in which the Veil of Shadows will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by 3. Any model touched by the template takes a S 3 hit, and the unit will count as being Disrupted for the remainder of the turn.

If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice and a D6. The template moves the number of inches equal to the result of the D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol). In either event, in subsequent turns, the Veil of Shadows travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, the Veil of Shadows is removed.



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