

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>Immédiat</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"	Immédiat	Hereditary Spell Plague <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>15+</td><td>Range 18"</td><td>Immédiat</td></tr></table> Effect	CV	Type	Duration	15+	Range 18"	Immédiat	Hereditary Spell Plague Rash <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range 6"</td><td>Immédiat</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"	Immédiat	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>Immédiat</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	Immédiat
CV	Type	Duration																									
12+	Range 12"	Immédiat																									
CV	Type	Duration																									
15+	Range 18"	Immédiat																									
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Hereditary Spell Vermintide <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Range</td><td>Immédiat</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	Immédiat	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>Immédiat</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"	Immédiat	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>Immédiat</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"	Immédiat	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>Immédiat</td></tr></table> Effect	CV	Type	Duration	18+	Range 24"	Immédiat
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8+	Range	Immédiat																									
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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>Immédiat</td></tr></table> Effect	CV	Type	Duration	14+/18+	Range 4D6"	Immédiat	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>Immédiat</td></tr></table> Effect	CV	Type	Duration	14+/18+	Range 24"	Immédiat	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>Immédiat</td></tr></table> Effect	CV	Type	Duration	10+/14+	Range 12"/24"	Immédiat	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>Immédiat</td></tr></table> Effect	CV	Type	Duration	-	Range 6"	Immédiat
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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>Immédiat</td></tr></table> Effect	CV	Type	Duration	7+/14+	Range 18"/36"	Immédiat	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>Immédiat</td></tr></table> Effect	CV	Type	Duration	13+/16+	Range 24"	Immédiat	Hereditary Spell Warpstorm <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>10+</td><td>Range 12"</td><td>Immédiat</td></tr></table> Effect	CV	Type	Duration	10+	Range 12"	Immédiat	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>Immédiat</td></tr></table> Effect	CV	Type	Duration	8+/16+	Range 24"/24"	Immédiat
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10+	Range 12"	Immédiat																									
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8+/16+	Range 24"/24"	Immédiat																									

Warp Lightning (Bound Spell)

Armour of Darkness

Black Whirlwind

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

Warp Stars

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

Toxic Rain

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

Effect

Swiftcamper

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+/18+	Range	Immédiat

Veil of Shadows

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

Effect

Skitterleap

<i>CV</i>	<i>Type</i>	<i>Duration</i>
5+/9+	Range	Immédiat

<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"	Immédiat	8+/12+	Range 12"/24"	Immédiat
<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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