Hereditary Spell

Trollguts

CV	*Type*	*Duration*
12+/16+	Range 12"/24"	Immédiat

Effect

The target has Regeneration (4+) until the start of the caster's next Magic phase.

Hereditary Spell

The Maw

CV	*Type*	*Duration*
15+/18+	Range 18"/18"	Immédiat

Effect

Hereditary Spell

Spinemarrow

CV	*Type*	*Duration*
8+/16+	Range 24"/24"	Immédiat

Effect

The target has Stubborn and Immunity (Panic) until the start of the caster's next Magic phase. Boosted version targets all friendly units within range.

Hereditary Spell

Toothcracker

CV	*Type*	*Duration*
8+/12+	Range 12"/24"	Immédiat

Effect

The target has +1 T until the start of the caster's next Magic phase.

Hereditary Spell

Bullgorger

CV	*Type*	*Duration*
7+/11+	Range 12"/24"	Immédiat

Effect

The target has +1 S until the start of the caster's next Magic phase.

Hereditary Spell

Braingobbler

CV	*Type*	*Duration*
9+/12+	Range 18"/36"	Immédiat

Effect

The target must take a Panic test. Units with Immunity (Psychology) cannot be targeted by this spell.

Hereditary Spell

Bonecrusher

CV	*Type*	*Duration*
8+/11+	Range 18"/36"	Immédiat

Effect

Causes 2D6 S 2 hits which Ignores Armour saves.

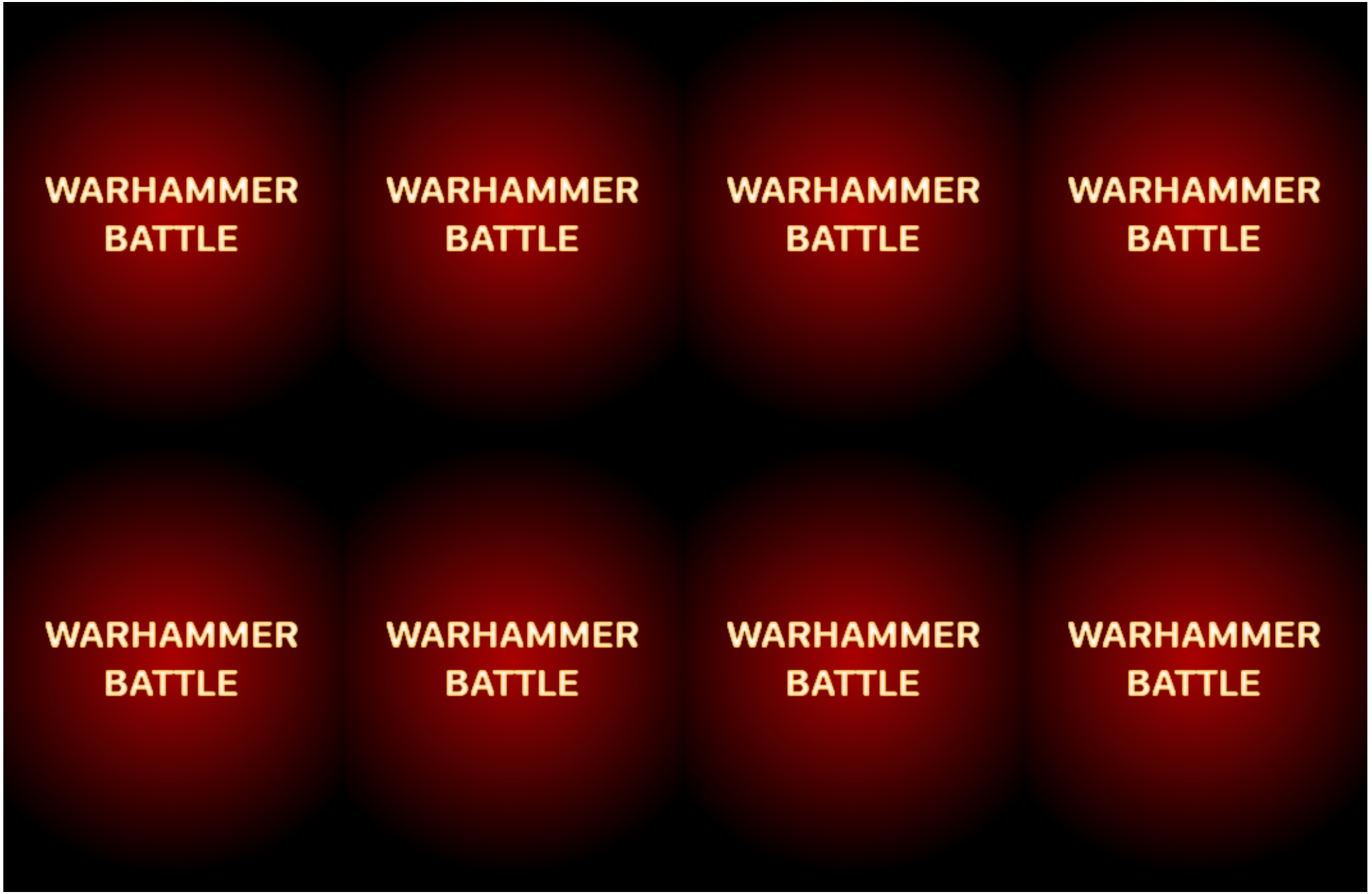
Hereditary Spell

Bloodgruel

CV	*Type*	*Duration*
-	Range	Immédiat

Effect

Roll a D6 immediately after resolving the effects of a successfully cast spell from the Lore of the Great Maw. On a roll of 2-6, the Wizard that cast the spell recovers one lost Wound (up to his starting number of Wounds), and adds +1 to the total rolled on the dice the next time he attempts to cast or dispel a spell. On a roll of 1 the Wizard that cast the spell suffers a S 6 hit.


WARHAMMER
BATTLE
WARHAMMER
BATTLE
WARHAMMER
BATTLE
WARHAMMER
BATTLE
WARHAMMER
BATTLE
WARHAMMER
BATTLE
WARHAMMER
BATTLE
WARHAMMER
BATTLE

Place the small/large round template anywhere within 18" of the caster. Roll the artillery dice and the scatter dice. Unless a Hit! is rolled, move the template the distance shown on the artillery dice, in the direction shown on the scatter dice.

If a misfire is rolled, centre the template on the caster and roll a scatter dice and a D6/2D6. The template moves the number of inches equal to the result of the D6/2D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol).

Once the final position of the template is determined, all models under the template must take an I test. Models that pass the test suffer a S 3 hit. Models that fail the test suffer a S 7 hit with Multiple Wounds (D6).