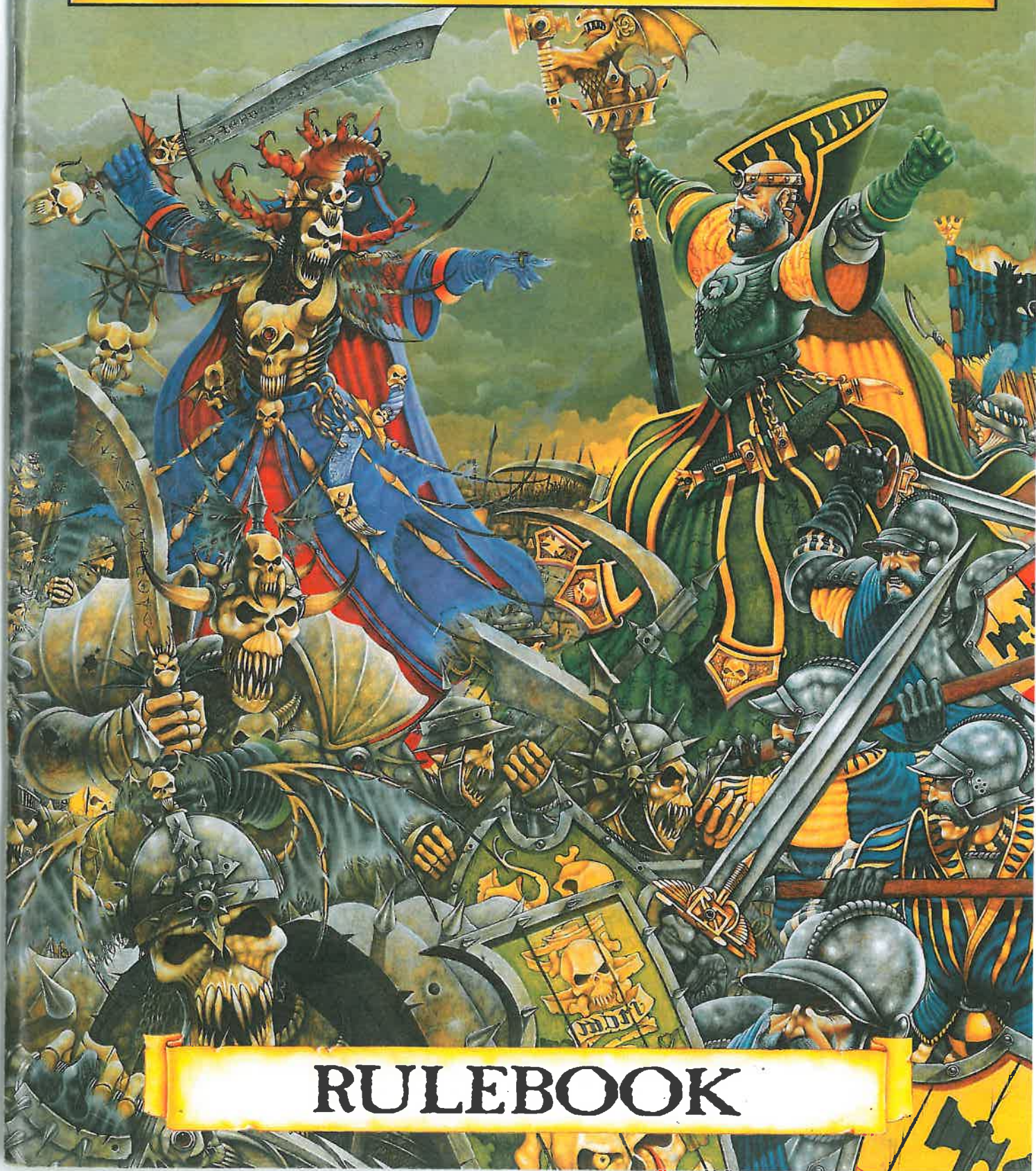


# WARHAMMER ARCANE MAGIC



RULEBOOK



ELTHARION RIDING STORMWING CONFRONTS A CHAOS DWARF SORCERER ON A LAMMASU



CHAOS SORCERER



SAVAGE ORC SHAMAN



SKAVEN GREY SEER



JOSEF BUGMAN



ICE QUEEN OF KISLEV



NECROMANCER

# WARHAMMER

## ARCANE MAGIC

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*This box contains:*

1 Arcane Magic rulebook	3 Dark Magic spell cards
10 Ice Magic spell cards	84 Magic Item cards
10 Necromancy spell cards	4 Flying High/Driven Off counters
10 Chaos Dwarf spell cards	

Arcane Magic contains card versions of all the spells and magic items previously published in the Warhammer Armies Books up to and including the publication of the Undead book. We have also included some completely new items, offering further choice of magic for Warhammer characters.

We have been encouraged to produce this supplement by the many players who prefer not to cut up their Warhammer Armies books and find photocopying inconvenient. If this proves a popular alternative we will publish further supplements along similar lines as new Warhammer Armies books are released and more magic items and spells become available.

Note that this supplement does not include the Chaos items or spells which are already available on card in the Chaos Warhammer Armies supplement. However, we have included these in the summary at the back together with a summary of the original items and spells from Warhammer Battle Magic. We have also taken the opportunity to include the revised rules on Orc and Goblin, Undead and Chaos magic which also appear in the relevant Warhammer Armies books. This information has been repeated for the benefit of players who do not own these books.

## MAGIC IN WARHAMMER

Magic is an important part of the Warhammer game. It contributes a great deal towards the fun of fighting a battle and in the case of some forces, notably the Undead, it is a vital part of the way the army functions. Without their Necromancers and spells the Undead would be a feeble and ineffectual force. As it is the Undead are one of the most powerful armies of all. Most armies don't rely on magic to the extent the Undead do, but magic is still a potent weapon to be wielded with care and precision. If you choose the right mix of magic and troops you will substantially improve your chances of winning.

### CHOOSING WIZARDS

Some players like to play with a lot of magic but others prefer the straightforward challenge of conventional tactics and hard fighting. If you and your opponent want to place a self-imposed limit on the number of wizards in your armies then it's entirely up to you. For example, you might decide before a game that you are going to limit yourselves to a single magic level 1 wizard each. Of course, this will affect some armies more than others, and for that reason the army lists allow you to spend your points much more freely than this.

At the opposite end of the spectrum you can have an entertaining battle between forces consisting entirely of wizards! A game of duelling wizards will often not last very long but it can be quite exciting, and is certainly an entertaining way of passing the odd hour when you don't have enough time for a full Warhammer battle.

In a usual 3000 points a side Warhammer battle most players will prefer to include two wizards. The points available (usually up to 50% for all your characters) place a limit on the number and magic level of wizards. This often means you have a choice of one single really powerful wizard or two less potent ones. A good combination is a magic level 3 wizard and a magic level 1 wizard. The level 1 wizard probably won't survive the battle, but he provides a useful back up to the more senior wizard. He is also fairly cheap and therefore expendable!

It is also possible to extend your spell casting by buying magic items which contain spells or confer spell casting abilities. These items can be given to other characters and allow you to combine the advantages of both wizard and hero. This is a useful option if points are tight and you can't stretch to a second wizard.

### CHOOSING COLLEGE MAGIC

When it comes to selecting your spells the choice may seem quite daunting! In fact most of the Warhammer races have only a narrow selection of spells – ten in the case of Orcs/Goblins and thirteen in the case of the Skaven for example. However, the choice is more complex for human wizards because you must first decide which of the eight types of wizard you want.

The eight different College magic decks are actually biased in favour of different types of magic. Four decks are quite specialised and straightforward (Bright, Jade, Light and Amethyst) while the remaining four are something of a mixture of the others. Depending on how you want to use your wizards, and also upon how many wizards you want, you will



probably choose one type of wizard over another. The eight colour based College decks are roughly biased as follows.

**BRIGHT.** Powerful ranged attacking spells. This is the most aggressive type of magic and the least difficult to use! If you see wizards as magical artillery Bright Magic is the one for you. Recommended choice for the least experienced player, but can be used effectively by the most able generals.

**JADE.** Protective spells. The spells in this deck are mostly protective or restorative. If you favour magic as a way of shielding your army then choose a Jade wizard.

**LIGHT.** Entrapment spells. The Light spells include many trapping or binding spells. These can be used to spoil the enemy's battle plan and slow up or take out enemy units. If your idea is to co-ordinate magic with the rest of your army, trapping some enemy units and concentrating your forces against the rest, then this is your choice. However, it requires a subtle touch to make a Light wizard work to your best advantage!

**AMETHYST.** Close quarter spells. Amethyst magic is mostly close combat attacks or very short ranged attacks. Like Bright magic it is based around the concept of the wizard as a mobile weapon platform, but in this case the accent is on hand-to-hand fighting rather than ranged attacks. For this reason Amethyst wizards have to live dangerously to be effective, and the higher the magic level the longer they will survive.

**GOLD.** Magic of change. The Gold wizard has a broad range of abilities including two short range attacks and two long range attacks. The unusual spells in this batch are the psychology based *Fear of Aramar* and *Fool's Gold*. You'll probably choose a Gold wizard if you're looking for a balance

of magic and for this reason they are a good choice if you have only one wizard in your force.

**AMBER.** Nature. Amber offers a high proportion of entrapping spells and a good mixture of protective and movement spells. It also includes some aggressive magic but this isn't really the strength of the Amber wizard. In effect, Amber magic offers some of the advantages of Light magic but a broader mixture of other abilities. An Amber wizard is another good choice if you want a single high level wizard with a mixture of abilities.

**CELESTIAL.** Portent and movement. The Celestial wizard offers a broad range of abilities but his chief advantage lies in the two spells *Portent* and *Fortune*. These allow dice roll modifiers or re-rolls during the coming turn, effectively removing an element of risk from combat or whatever. The *Wind Blast* spell and *Crystal Charioteer* are also useful spells and you can easily base your magic tactics on either of them. It is actually quite hard to get the best out of a Celestial wizard because many of his spells need to be coordinated with broader tactics. Definitely the thinking man's wizard!

**GREY.** Move and attack. Grey wizards have lots of attacking magic and three magic spells that move either themselves or other troops about. The *Horn of Andar* is a potent spell that works well against enemy armies susceptible to panic. As with Celestial magic these are enough to base your magic tactics around. Your tactics will depend on which cards you end up with, so it's worth aiming to hold one of two specific cards right from the start.

## CHOOSING MAGIC ITEMS

Which magic items you choose will depend on your army and your preferred tactics. It is absolutely essential to tailor your magic to the racial characteristics of your army. Many magic items are race specific, but most aren't and it is up to you to decide which offer the most advantages at the least points cost. There is no substitute for simply reading through the magic item cards and familiarising yourself with their contents.

The other major deciding factor is your opponent. If you know that your opponent is bringing along an Undead army you would be wise to tool up with magic weaponry that is effective against Undead. Similarly, if the leadership of your troops is in doubt it is worth investing in items that overcome fear or boost leadership values. When fighting against an opponent whose army includes substantial numbers of Goblins, then anything that inspires panic or worries away at the enemy's leadership is a good bet. On the other hand, Dwarfs are so solid and dependable that magic which causes psychological effects is usually a waste of time, and it's better to concentrate elsewhere.

Just as some players prefer to impose their own house rules limiting the number of wizards on each side, so a few generals are happiest using only a limited number of magic items. You can do this any way you like and it is up to you and your opponent to come to an agreement before the game. Possible variations include limiting each character to one item or to a predetermined total points value, say 100 points. Another option is to impose a limit on the total points value of magic items in the army, say 10% of your total or 300 points in a 3000 points army.

We have found that it is beneficial to impose limits when fighting very large games – say 10,000 points a side or more.

The reason for this is that the large number of points available for magic compromises the normal element of choice. In a 3,000 point game you have relatively few points available for magic so you have to make hard decisions about which items to include.

In very big games you can choose more items and it's easier to completely protect or tool up a favoured unit with magic laden characters. This can change the balance of the game in an unsatisfying sort of way. After all, if you take the trouble to deploy 10,000 points of troops you ought to get the chance to use all of them rather than let the battle be decided by one completely over the top unit.

## NEW MAGIC ITEMS

Warhammer Arcane Magic includes some new magic items as well as existing ones from the Warhammer Armies books. We decided to invent some nasty surprises for big monsters and a few equally nasty pitfalls for very powerful characters. Not too nasty of course, but enough to give more lowly characters a chance when they get pounced on by an Elf Lord perched on top of a Manticore waving his Frost Blade as he gulps down a Potion of Strength. You know the sort!

Amongst the new magic items is Aldred's Casket of Sorcery. This casket can be carried by any character and gives him the ability to trap spells from an enemy wizard in base contact. A spell you have trapped is not only denied to your enemy but you can use it once yourself by releasing it from the casket.

Another item that works against magic is the Chaos Dwarf Chalice of Darkness. This removes a random number of magic cards from the Winds of Magic, and can also rob spells from either side if the winds of magic are not particularly strong. A third device with strong anti-magical properties is the Ring of Corin, which allows its wearer to destroy magic items close by.

Two devices have been invented to stave off attacks from the air. These are the Talisman of Ravensdark and the Scarecrow Banner. The Talisman whips up a localised aerial storm so that aerial attackers require a 6 to hit. The Scarecrow Banner enables a unit carrying it to cause terror against flying creatures.

Van Horstmann's Speculum will be popular with Champions and more lowly Heroes. When a challenge is issued the Speculum switches over the Strength, Attacks, and Initiative of the combatants. The Black Gem of Gnar is another useful weapon for modest characters. It causes the wearer and one model in base combat to become locked in time – effectively taking both out of the game until your opponent can dispel its effects on a D6 roll of 6. We liked both of these new items because they are specifically useful for ordinary characters. The more over-the-top characters have enough going for them already!

There are more new magic items too: Mad Cap Mushrooms for Goblin Fanatics, the Gauntlet of Bazhrakk the Cruel and Black Hammer of Hashut for Chaos Dwarfs, the Star Lance, Bow of Loren, Sky Arrow of Naloer, and new magic banners. We've also given the previously published magic items a good going over, re-wording here and there and making minor modifications to aid play.

We have also included some Flying High/Driven Off counters, which Warhammer Battle players should find useful.

## THE MAGIC DECK

The magic deck is normally shuffled and dealt randomly in each magic phase. A spell cast with a Total Power card cannot be dispelled, so it is quite possible to take out an important character by magical means. This can be quite devastating, especially during the first turn of the game, and some uncommonly timid players find this disturbing!

However, you can make magic more or less potent by altering the way the magic cards are dealt. It is quite all right to do this so long as both players agree before the game. Warhammer Battle Magic gives some examples of how the deal can be varied, and here are some more variations which you can try.

**Straight Deck.** If you want to play with the full set of magic cards exactly as described in Warhammer Battle Magic then fine! You're playing with what, for the sake of argument, we'll call a straight deck. Unless both players agree otherwise the usual method is to play with a straight deck.

**One Use.** Shuffle and deal the cards in the normal way. Power and dispel cards are recycled as normal, but the special cards can only be used once. Once used, they are not placed on the discard pile like the rest of the cards, but are removed from the deck altogether. The only time these special cards are shuffled back into the deck is if they remain unused in your hand at the end of the magic phase.

*As you would expect, the one use method reduces the effect of the special cards. It means that Total Power, Mental Duel and the other unique special cards can only be used once per game. Power and dispel cards are recycled as normal.*

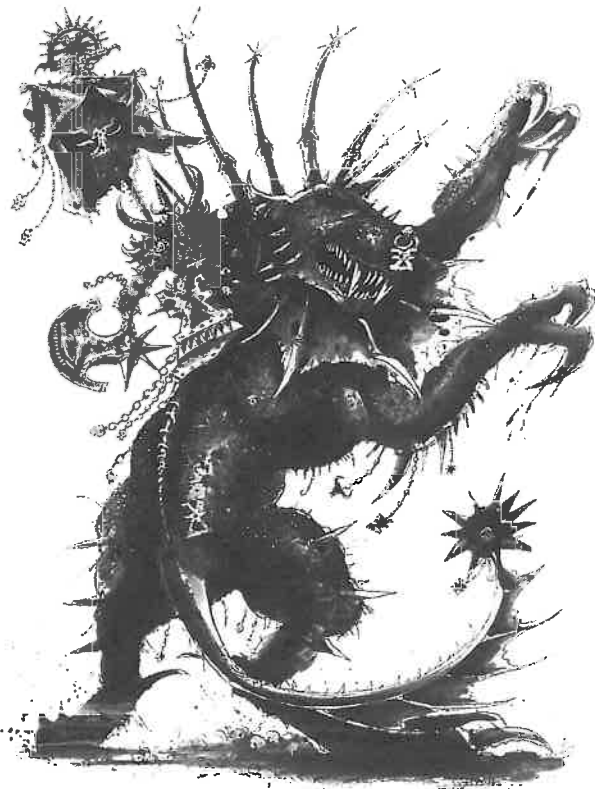
**Deck Limits.** Before the game begins both sides can agree to limit the cards in the magic deck by removing cards as they see fit. There is nothing to stop you reducing the number of power or dispel cards to boost or reduce the potency of magic. You can also remove any of the special cards to make the magic more predictable.

*By setting a deck limit you can tailor the magic to the level you and your opponent are most happy with. You could, for example, simply remove the Total Power card from the deck, or take half the power cards out! There is no reason you can't set a deck limit and also play with 'one use' as described above.*

**Bar.** Before the game begins take out any or all of the unique special cards and put them aside. These cards are shuffled back into the deck after an agreed number of magic phases have passed.

*By setting a bar of so many magic phases you can guarantee that the unique special cards won't affect the first part of the battle – often when characters are most vulnerable to magic. The best way of doing this is to set a bar until the second turn, so the first player to take his second turn shuffles the cards back into the deck (ie the third magic phase of the game). The most common approach is to take out all the unique special cards: Total Power, Mental Duel, Rebound, etc, and keep them to one side until the second turn of the game.*

**Cycle.** The magic deck is normally shuffled at the start of each magic phase – this means that there is an equal chance of receiving any given card in each turn. An alternative method is to cycle through all the cards before shuffling the discard pile back into the magic deck. This method makes the



magic more predictable. It will neither reduce nor increase the overall effect of the magic, but it does mean that in an average game you can be sure no card will typically turn up more than twice.

Each of these variations has something to recommend it. Before starting a game, agree with your opponent how you are going to use the magic deck.

## NEW SPELL DESCRIPTIONS

This supplement provides you with a number of spells originally printed as part of the Warhammer Armies series of books. All the spells are described in the standard format. To save space on the cards a few stock phrases are used as discussed in the Warhammer Battle Magic book. These are recapped below and a few new clarifications have been added. See the explanatory notes in the Warhammer Battle Magic book for further details.

### Unit

Many spells can be cast upon a **unit**. Bear in mind that although the target is described as a unit, character models, large monsters, war machines and chariots are eligible under certain circumstances exactly as for bowfire and other shooting. For example, a character model more than 5" away from a regiment of troops can be shot at, and a character within 5" but not part of a regiment can be shot at if he is the closest model. Check out the rules for shooting at characters and monsters in the Warhammer rulebook.

### Single Model

Some spells specify that they may be cast at a **single model**. These spells can be directed against a single model, whether it

is one of a regiment of troops or a character model either within a regiment or on his own. The normal restrictions about shooting missiles at characters and monsters do not apply. Many spells can be cast at either a unit or a single model.

### Range

Many spells have a maximum range measured from the base of the caster to the base of the nearest model in the target unit, or to the base of the target model. Some spells use templates, in which case the centre of the template must be placed within the maximum range of the spell.

### Saving Throws

Saving throws for armour normally apply to wounds sustained from spells just as they apply to wounds inflicted by swords, arrows, etc. Armour saving throws are modified in the normal way for the strength of the attack (S4 -1 save and so on). Some spells specifically state that armour saves do not apply: these spells override saves from armour, including armour saving throws from magic armour, unless stated otherwise.

In general, magic armour merely enhances the wearer's basic armour save, or allows a re-roll, or protects against specific types of attack. Although magical, such armour is still armour, and a spell or magic weapon which overrides ordinary armour will also override magic armour. In exceptional cases a spell or magic item ignores ordinary armour but not magical armour. In such cases this is specifically stated on the card.

### Rolling Under Characteristics

Some spells require that a test be made against one of the target's characteristics. Generally speaking this will be a roll under a characteristic, or a roll equal to or under a characteristic. If a test is required by a unit then make a single test against the characteristic of the troopers. A character accompanying a unit is affected, but must make a separate roll against his own characteristic value. A dice roll of a 6 is always a failure.

### Panic Tests

Some spells cause panic or psychology tests of one kind or another. Additionally, any unit of troops that suffers 25% casualties in the magic phase must take a Panic test in the same way as a unit suffering 25% casualties from missile weapons in the shooting phase. Only one test needs to be taken during any magic phase, further casualties do not initiate further tests, even if hit several times in succession.

A unit which fails its Panic test whilst in hand-to-hand combat will flee immediately and is considered to have broken from combat. Its enemy may pursue and other friendly units within 12" have to take a Panic test on account of friends being broken in hand-to-hand fighting.

### Split Units

Some spells trap models, preventing them from moving with the rest of their unit. In such cases a unit is divided and the two parts of the unit become two separate units while the spell lasts. When the spell ends the smaller part of the unit must attempt to rejoin the larger part. Until it does so the smaller part may not declare charges and will not pursue enemy broken in hand-to-hand combat. The larger part of the unit fights as normal.

### Remains in Play

Some cards continue to have an effect over several turns and are said to 'remain in play'. The spell card may be placed by the affected model or at the side of the table face up to indicate this. Some spells are represented by separate markers or templates. If a spell continues to have an effect over several magic phases, then work out the results before ordinary spell casting. This applies to spells such as *The Purple Sun of Xereus* and *Conflagration of Doom* which require dice rolls to determine their effects in following turns.



While they remain in play spells cannot be cast again. Such spells usually last until they are dispelled or until the caster chooses to end them, although this is not always the case and the spell description will specify the circumstances when a spell ends. A wizard cannot cast and voluntarily end a spell in the same magic phase.

### Spells in Hand-to-Hand Combat

Wizards can cast spells while fighting hand-to-hand combat and some spells can only be cast in this way. The spells and any damage they cause are still worked out in the magic phase along with other spell casting. Any wounds inflicted do not count towards combat resolution, although if sufficient casualties are inflicted by magic a Panic test will be required.

### Spells and Flying High

Flying creatures can fly high above the battlefield out of range of all missile fire and magic from the ground. A flying high wizard may not cast spells down onto the battlefield, and neither is it possible to cast spells from the battlefield at him. However, dispels can still be cast freely, regardless of whether the caster or dispeller is on the battlefield or on high.

If two enemy wizards are both flying on high then they can cast spells against each other. However, many spells won't work in aerial combat because spells are designed to work on the ground, not in the air! The following guidelines will help you to interpret how spells work in the air. Note that these are guidelines, not a definitive list of spells that will or won't work. Further comments are included in the commentaries.

**Contact Spells.** Some spells work by physical contact, ie you need to be in base contact with your target or you need to be in hand-to-hand combat. As there is no such thing as a static combat engagement on high such spells cannot work. Models are never touching in the magic phase. Examples are *Iyrtu's Embrace* and *Mace of Years*.

**Ranged Attacks.** These are broadly defined as spells that have a range and inflict 1 or more hits, which are then resolved in a conventional way. For example, *The Fate of Bjuna*, *Fireball*, *Blast*, etc. These spells can be used normally and all flying high targets are assumed to be within range. Other comparable spells cause automatic wounds or a chance of damage worked out in some other way, for example *The Choking Foe*. These can also be worked out as normal. Some ranged attacks affect anything underneath an extended line, such as *The Burning*



*Head*, or anything within a fixed distance, such as the *Crown of Taidron*. These spells affect one target only.

**Movement Spells.** Spells which move you or your target about are of no use to a flying wizard. For example, *Wings of Fire*, *Speed of Lykos*, etc. Such spells cannot be used to move you from on high to the battlefield or vice versa.

**Remain in Play.** In the upper air the power of magic is effuse and spells will not hold for long. Because of this spells don't remain in play in the air except for spells cast upon yourself such as *Amaranth* and *Vengeful Hood*. Other spells which last for several turns or for the duration of the battle will not do so. You can still continue to use such spells in most cases, but they only work for one magic phase. For example, the *Sanguine Swords*, *Light of Battle* and *The Purple Sun of Xereus*.

**Templates.** Spells which use templates can be used against a single target as if they were ranged attacks. Some spells of this type will normally remain in play once cast. When used in the air spells never remain in play. Examples include *Flamestorm* and *The Purple Sun of Xereus*. If a template spell normally has a chance of scattering away from its target, then make the scatter roll as normal. If the spells scatters then it automatically misses. For example, *Da Krunch*.

**Binding or Entrapment Spells.** Some spells bind the target, preventing movement, shooting and combat for several turns. Such spells will generally have no effect in the air because the magic doesn't last long enough. For example, the *Crimson Bands*, *Writhing Worm*, *The Amber Trance* and *Abulla's Snare*.

### Off Table

Wizards who are off the table, fleeing, or flying wizards who have been driven off the table, take no part in the magic phase. They cannot cast spells or make dispels.



### Roll Offs

There are over two hundred magic spells or items and they interact together in a fairly complex way. We have tried to make sure that there are as few obvious contradictions as possible, but inevitably some will arise. One common problem that occurs is when one magic item or spell negates a saving throw, while another spell or magic item automatically passes a saving throw. Other situations can arise where the magic of both sides appears equally irresistible or equally immovable.

In such situations you can always resort to a straight dice roll to decide what happens. The magic is obviously of equal



strength, and sometimes one side's magic will prevail and sometimes that of the other side will win out. Both players roll a D6 and the highest score wins. The dice roll doesn't set any kind of precedent. If the same situation arises again you can put it to a dice roll once more.

### Ice Magic

This supplement includes two new magic spell decks: the Ice Magic deck and the Chaos Dwarf Magic deck. Ice Magic is a magical discipline perfected by the Khan-Queens of the Gospodars, the antecedents of the Tzars and Tzarinas of Kislev. Ice Magic was taught to the Norse in ancient times, and today it is practised throughout the northlands. It is a powerful but specialised form of magic that draws its power from magical energies frozen deep within the permafrost.

Ice Magic is used by the Kislevites. Any Empire army that includes Kislevites may also include Kislevite Ice Mages – these are chosen in exactly the same way as other wizard characters in the Empire army. The idea behind this is simply to enable more models to use Ice Magic, which is otherwise restricted to the Ice Queen herself.

### Chaos Dwarf Magic

Chaos Dwarf Magic is almost the opposite of Ice Magic, being the sorcery of molten metal, fire and burning. Only the Chaos Dwarf Sorcerers can use this kind of magic. Their power is derived from their cruel god Hashut, a callous and evil deity whose demands for fresh sacrifices keep the furnaces of Zharr Naggrund burning day and night.

# MAGIC ITEM SUMMARY

The following list is a summary of all the magic items that have been printed to date, including the new items that are making their first appearance in this boxed set. It includes all the card magic items from Warhammer, Warhammer Battle Magic and Warhammer Armies – Chaos, plus all those that have been printed on the pages of Warhammer Armies – The Empire, Dwarfs, Orcs & Goblins, High Elves, Skaven and the Undead, and others from White Dwarf magazine.

For the sake of convenience the list is divided into seven categories: magic armour, devices of protection, miscellaneous magic items, magic weapons, wizards only, magic item/spell and magic banners. In each category the items are presented in descending points value, in alphabetical order.

## MAGIC ARMOUR

The following items are all magic armour. A character can have no more than one suit of magic armour and no more than one magic shield. Wizards cannot wear armour without compromising their spell casting ability.

### BLACK ARMOUR OF NAGASH 100 points

Unmodified 4+ armour save against hand-to-hand or missile attacks. 4+ save against magic spells or attacks (unmodified).

*Nagash only*

Note that although the Armour of Nagash offers a saving throw against the effects of a magic spell, this does not constitute a dispel. It is possible for Nagash to avoid the effects of a spell which devastates accompanying troops, for example. Also note that the Armour of Nagash does not affect Nagash's ability to cast spells.



### SPELLEATER SHIELD 100 points

Any spell cast against the bearer or unit he is with will be dispelled on a roll of 3 or more on a D6. After use, roll off to keep or discard enemy's spell card.



### ARMOUR OF BRILLIANCE 75 points

Foes suffer -2 to hit. Armour confers 3+ saving throw.

*Brettonia only*

### ARMOUR OF SKALDOR 75 points

Saving roll of 2+. Wearer may re-roll failed save on 4+ (unmodified). Confers immunity from all fire attacks.

*Dwarf King only*

### DRAGON ARMOUR OF AENARION 70 points

Gives Tyrion basic save of 4+. Re-roll failed saves on 4+ (unmodified). Ignores saving throw modifiers for all fire-based attacks.

*Tyrion only*

### ARMOUR OF PROTECTION 50 points

Counts as heavy armour (save 5+). Wearer can re-roll failed armour save, and will save on 4+ (unmodified).

### CHAOS RUNESHIELD 50 points

If attacked by a magic weapon, the shield negates its magical effects.

*Chaos only*

### GOLDEN HELM OF ATRAZAR 50 points

If the wearer suffers 1 or more wounds the helm will negate each on a D6 roll of 3+. Roll once per wound.

### SHADOW ARMOUR 50 points

Counts as heavy armour (5+ save). Bearer may move through difficult terrain and obstacles with no penalty. Subtract -1 from Strength of attacks made against bearer, unless magic.

*High Elves only*

### SPELLSHIELD 50 points

Shield may deflect enemy spells cast at bearer or unit he is with. Roll scatter dice. If 'hit', spell is unaffected. If arrow, spell deflected 4D6" in direction indicated.

### WARPSTONE ARMOUR 50 points

Saving throw of 4+ (unmodified). For every hit saved armour inflicts S3 hit against the attacker. May be worn by Skaven wizards without compromising their ability to cast spells.

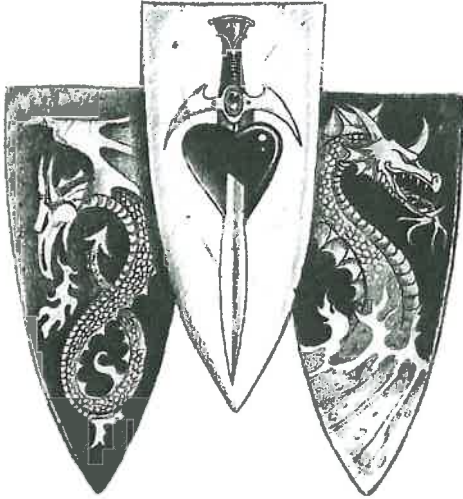
*Skaven only*

**ARMOUR OF METEORIC IRON**

25 points

Wearer has armour saving roll of 2+.

Note that because the save of Armour of Meteoric Iron is not improved by shields, the Shield of Ptoios and the Enchanted Shield are useless with it.

**BANESHIELD**

25 points

When bearer saves against enemy in close combat, shield unleashes 1 S4 energy bolt against that enemy.

*High Elves only***CRIMSON ARMOUR OF DARGAN**

25 points

Confers a basic saving throw of 4+. Attacking model must pass Leadership test to strike.

*Chaos only***ARMOUR OF FORTUNE**

15 points

Counts as heavy armour. Wearer can re-roll failed armour save, and will save on 5+ (unmodified).

**CHAOS ARMOUR**

10 points

Confers basic 4+ save. A Wizard may wear Chaos Armour and still cast spells.

*Chaos only***DRAGONHELM**

10 points

Extra unmodified saving throw of 2+ against fire attacks.

**SHIELD OF PTOIOS**

10 points

Basic saving throw of 1+ vs missile attacks.

Note that although the shield counts against war engines, it only does so if the machine normally gives a save – eg, Dwarf flame cannon and the Skaven jezzail.

**ARMOUR OF ENDURANCE**

5 points

Counts as heavy armour. Wearer can re-roll failed armour save, and will save on 6 (unmodified).

**ENCHANTED SHIELD**

5 points

+1 bonus on armour saving rolls.

**DEVICES OF PROTECTION**

These items offer protection of some kind or another, either against magic, or against physical damage incurred in some other way.

**JADE GRIFFON**

75 points

Takes effect at the end of each shooting phase and each hand-to-hand combat phase. If the Theogonist has suffered any wounds, but not been killed, all his wounds are instantly healed. If he is killed outright, the Jade Griffon cannot save him.

*Empire Grand Theogonist only***THE SILVER SEAL**

75 points

Enemy missile shots and hand-to-hand combat blows against the bearer suffer -1 to hit modifier. Enemy spells cast against bearer or unit he is with dispelled on 4+.

**BLACK AMULET**

50 points

Negates any wound on a 4+. In hand-to-hand combat any wound saved by the amulet is rebounded against the foe, no saving throw allowed, not even for magic armour.

The Black Amulet is not armour. It will work against any magic weapon which normally ignores armour. It will even work against a weapon which ignores magic armour. The Black Amulet's save is not modified for the strength of attack, but gives a straight 4+ save. Any wounds saved by the Black Amulet are rebounded against the attacker, but note that it cannot rebound the magical effects of weapons. It simply rebounds each wound struck. In the case of magic weapons that score multiple wounds (eg 'each unsaved wound = D3 wounds') take the Black Amulet's save before multiplying the wounds. In this case wounds will only be multiplied if the Black Amulet fails to save.

**DAWNSTONE**

25 points

Re-roll failed armour save.

Note that the Dawnstone allows a re-roll of an armour save that you are otherwise entitled to. It does not count as magical armour or give ordinary armour magic abilities. It cannot therefore be used to save against a magic weapon which negates armour saves.

**TALISMAN OF ULRIC**

25 points

Bearer recovers 1 wound at the start of his turn. The Talisman has no effect if the bearer is slain.

*Empire Elector Count only***MAGIC WAR PAINT**

5 points

Saving throw of 3+ against missile weapons and 5+ against hand-to-hand combat attacks.

*Savage Orcs, Skaven, Forest Goblins & Wood Elves only*

Magic War Paint isn't magic armour but it is comparable in its effects. A character cannot have Magic War Paint and Magic Armour, if he were to do so the effect of the Magic War Paint would be cancelled out. Unlike armour, War Paint does not compromise the ability of its wearer to cast spells. Although it is not armour in the strict sense, War Paint offers the same protection against a magic weapon or spell as magic armour. For example, it does give a save against the Sword of Justice which automatically penetrates normal armour but still allows a save against magic armour.

## MAGIC ITEMS - MISCELLANEOUS

**CROWN OF SORCERY**

125 points

User can use magic as magic level 3 wizard (select spells as Necromancer). Each time the bearer casts a spell, roll 2D6 against his Ld. If he fails, he can do nothing until the next magic phase.

*A character wearing the Crown of Sorcery has the abilities of a wizard but can still wear armour as normal - this does not inhibit the character's ability to cast spells. There is nothing to prevent a character wearing the Crown and a helmet as the one simply sits on the other.*

*Note that this item has a special rule designed for campaign play. In normal play this works as follows. Test at the end of each game to determine if the character is affected. If he is, then the character (together with any mount/chariot he rides) counts as slain for purposes of victory points. In addition, you may not use the magic item thereafter when you play the same opponent. The item can be reintroduced, but only if your opponent agrees.*

**ROD OF CORRUPTION**

100 points

Use in hand-to-hand combat. If rod hits, victim must roll D6 against T (6 always fails) or be horribly killed. Only magic armour may save. If victim passes test, roll for wounds and armour saves as normal.

*Skaven Plague Monks only*

**TALISMAN OF OBSIDIAN**

100 points

Negates magic of any wizard in base contact with bearer (and magic of bearer if he is a wizard). A wizard whose magic is nullified cannot cast spells, use magic cards, and any of his spells already in play are dispelled. Any spells cast against the caster or unit he is with are dispelled automatically.

**TALISMAN OF HOETH**

85 points

Bearer can cast spells and use magic cards as Wizard Champion (magic level 2). Spells must be from the College decks.

*High Elves only*

*A character with the Talisman of Hoeth has the abilities of a wizard but can still wear armour as normal - this does not inhibit the character's ability to cast spells.*

**STAFF OF COMMAND**

80 points

Makes the Grand Theogonist the equivalent of a level 2 wizard (he may choose his spells from any of the Colour decks or the High Magic deck). As long as the War Altar is undamaged, the Theogonist may add +2 to his Strength. If damaged, he may add +1. If the Altar is destroyed, the Theogonist receives no bonuses, and may no longer cast spells or use dispels.

*Empire Grand Theogonist only*

*This magic item is attached to the Grand Theogonist's War Altar of Sigmar.*

**LIBER BUBONICUS**

75 points

Bearer casts spells as Wizard Champion (ie, magic level 2, 2 spell cards). See card for details of which spell cards he may choose.

*Skaven Plague Monks only*

*A character with the Liber Bubonicus has the abilities of a wizard but can still wear armour as normal - the book does not inhibit the character's ability to cast spells. Note that the Skaven special character Plaguelord Skrolk also uses this item. He is a lord of Clan Pestilens, the clan of the Plague Monks.*

**CLOAK OF SHADOWS**

75 points

Wearer cannot be charged or shot at unless enemy first scores 6 on a D6. Spells can only be cast at the wearer if the attacking wizard first rolls 5 or 6.

*Skaven Assassins only*

*Note that the dice roll made to charge, shoot or cast spells at the character is a test to determine if he has been seen. If the test fails then the enemy has not detected his presence and so cannot shoot, charge or cast spells at him. This doesn't prevent the enemy choosing a new target and the enemy hasn't spent his shot, failed his charge, or wasted his spell.*

**DRAGON CROWN OF KARAZ**

75 points

The Dwarf King and any unit he is with are immune to fear and terror. Any unit with the King takes unmodified Break tests at the King's Ld.

*Dwarf King only*

**RUBY CHALICE**

60 points

Only starts to work when bearer or unit he is with takes a wound. -2 dice roll on enemy missile attacks; -1 to hit close combat attacks. Effects work until bearer is killed.

**ALDRED'S CASKET OF SORCERY**

50 points

May be used once at the start of each magic phase. The casket steals one spell from an enemy wizard in base contact (determine spell randomly). The spell may be played during the magic phase in the normal fashion, though it costs no power cards to do so. Discard the spell after use. The casket may contain any number of spells. Spells may be captured and used in the same magic phase.

*Note that spells that cost a variable amount of power (like Fireball), count as being cast with 3 power by Aldred's Casket of Sorcery.*

**BUGMAN'S TANKARD**

50 points

May be used at any time except during hand-to-hand combat. The bearer or unit he is with may heal 1 wound. Maximum 1 use per turn.

*Three uses only. Dwarfs only*

**CHALICE OF DARKNESS**

50 points

Use after magic cards have been dealt but before any spells are cast. Roll 1D6 and remove that many magic cards from each side. If a player doesn't have enough magic cards, he must also surrender a spell card. Roll a D6 for every spell surrendered. On a 4+ the Chalice bearer sustains 1 wound. Discard all spell cards collected in this way.

*Chaos Dwarfs only*

**COLLAR OF ZORGA**

50 points

Wearer immune to monster attacks in hand-to-hand combat. At the end of any hand-to-hand combat round that his side has won, he may attempt to take over any enemy monsters in base contact. If he rolls equal to or less than his Ld on 2D6 he may temporarily take over the monster, which may make an additional move and hand-to-hand combat attack. Control of the monster then reverts to the owning player.

*Orcs and Goblins only*

**CROWN OF COMMAND** 50 points

Bearer Ld 10. In hand-to-hand combat he always takes Break test at Ld10.

*As with any crown, the Crown of Command can be combined with helmets without any problem.*

**DAEMON STEED** 50 points

A Daemon Steed takes the form of a mighty horse (for stats see card). The Steed has a daemon saving throw of 4+ plus armoured barding for 3+ in total. It is not affected by daemon animosity, and counts as a monster. A model riding a Daemon Steed causes fear.

*Chaos only*

**GOLDEN SCEPTRE OF NORGRIM** 50 points

Each turn, the unit lead by sceptre bearer may add +1 M, or add +1 S to each model, or have +1 save.

*Dwarfs only*

**GREAT BOOK OF GRUDGES** 50 points

Bearer and any unit he is with *hates* all enemy on the battlefield.

*Dwarf King only*

**HEALING POTION** 50 points

Restores user to full wounds. Use after all combat has been resolved.

*One use only*

**HEART OF AVELORN** 50 points

Gives Tyrion save of 4+ vs hostile magic. If Tyrion is reduced to 0 wounds, the Heart will restore him to 1 wound then shatter.

*Tyrion only*



**SKALM** 50 points

Heals user back to full wounds.

*One use only. Skaven only*

**SKAVENBREW** 50 points

Use before start of battle on regiment character is with. Effects last all the battle. Roll a D6: 6 - Unit fights at double its M and A. Roll a D6 at the end of each player's turn. On a 6 the regiment suffers D6 wounds; 4-5 - Unit subject to frenzy; 2-3 - Unit *hates* all non-Skaven; 1 - No effect.

*One use only. Skaven only*



**SLAANESH'S SCEPTRE OF DOMINATION** 50 points

Enemy characters within 12" must take Ld test on 2D6 or may do nothing. If immobilised in this way, enemy attacks hit the victim automatically. If test is passed, character is immune.

*Chaos - Slaanesh only*

**TALISMAN OF RAVENSDARK** 50 points

May be activated when bearer or unit they are with is charged by a flying creature, and affects all flying creatures in base contact. Flying creatures must roll a 6 to hit. Riders may not attack at all.

**THE CARSTEIN RING** 50 points

If slain, Vampire is restored to full wounds.

*Vampires only. One use only*

*Although the Vampire is reincarnated together with his weaponry, equipment, and magic items, any magic items already expended are not returned. Magic items which are part used (1 use left out of 3 for example) are returned but only with the appropriate number of uses left.*

**TOMB KING'S CROWN** 50 points

Any Undead model within 12" of wearer may use his WS and BS instead of its own. This ability may not be used if the wearer is in hand-to-hand combat himself.

*Mummy Tomb King only*

**GAUNTLET OF BAZHRACK THE CRUEL** 35 points

Wearer has +2 Strength. If he rolls a 1 to hit, blow is struck against a randomly determined friendly model in base contact.

*Chaos Dwarfs only*

## MAGIC ITEM SUMMARY

### HORN OF SIGISMUND

35 points

May be winded when the war altar charges into combat. The Horn causes terror in the charged enemy unit.

*Empire Grand Theogonist only*

*This magic item is attached to the Grand Theogonist's War Altar of Sigmar.*

### VAN HORSTMANN'S SPECULUM

35 points

When wearer fights a challenge, he fights with his opponent's S, A & I (and vice versa).

*It is important to remember that this artifact affects only the basic characteristic values of the antagonists - effectively swapping Strength, Attacks, and Initiative. It does not affect modifiers or bonuses that might apply to those characteristics.*

### BLACK GEM OF GNAR

25 points

Wearer and one model in base contact are locked in time. While locked in time, they may not be attacked or harmed in any way. Only a Dispel will break the enchantment, and you must roll 6 to do so.

*One use only*

*A 6 is always required to break the time lock, even from a dispel scroll or a magic item that would normally dispel automatically.*

### AMULET OF FIRE

25 points

Will dispel spell cast at user or unit he is with on D6 roll of 4+. Only works once per magic phase.

*In the case of this and other items which give a dispel, the score required is not modified by the magic levels of the spell's caster or the item's bearer.*

### CURSED BOOK

25 points

Affects any living creature within 6". Victims suffer -1 to all to hit rolls (both shooting and hand-to-hand).

*Chaos or Undead only*

### FIERY RING OF THORI

25 points

May be used at any time during the player's turn so long as there are no enemy within 6". Creates barrier of flame 6" in front of wearer and unit he is with. Only enemy immune to flame may cross the barrier. Lasts one turn.

*One use only. Dwarfs only*

*Note that the Fiery Ring of Thori is a magic item, not a magic item/spell.*

### HEART OF WOE

25 points

Explodes when bearer is slain, causing variable hits and damage.

*Note that the Heart of Woe is strictly a one use item! Although it hardly seems necessary to put this on the card, there are a few circumstances where it actually matters. For example, if a character has the Heart of Woe and the Carstein Ring, the situation can arise where the character is slain, explodes as per the Heart of Woe, and is then reincarnated together with his magic items. Such a character is reincarnated but the Heart of Woe is spent and cannot be used again. The same comment applies to the Apotheosis spell and the Heart of Woe.*

### HELM OF MANY EYES

25 points

Wearer always strikes first in combat.

*Chaos only*

*This is an example of an item where roll offs are often required, in this case because there are several magic items which allow a user to strike first.*

### MAD CAP MUSHROOM

25 points

The character must be with a Night Goblin unit that contains Fanatics. The Mushroom is fed to a Fanatic as he is released from the unit, and he causes an extra D6 hits to the first unit he moves into base contact with.

*One use only. Night Goblins only*



### POISON WIND GLOBES

25 points

May be thrown up to 8" in the shooting phase, if the character is not in hand-to-hand combat. Use small 2" diameter template. Roll to scatter: on arrow globe travels D3" off course. Affected models suffer 1 wound on roll of 4+, no saving throw.

*Skaven only*

### POTION OF CHAOS

25 points

Drink at the start of any turn and roll a D6: 1-3 - Recover 1 wound; 4 - +1 S this turn only; 5 - +2 S this turn only; 6 - Take random Chaos Gift.

*Chaos only*

### WARPSTONE AMULET

25 points

Enemy models in base contact with wearer must score equal to or less than their Ld on 2D6 or suffer -2 to hit/-2 S against the wearer.

*Skaven only*

### POTION OF STRENGTH

10 points

Increases character's Strength by +3 for one turn.

### WARPSTONE CHARM

10 points

Re-roll any one dice throw, and add +1 or deduct -1 from the result.

*One use only. Skaven & Chaos only*

## MAGIC WEAPONS

*Magic weapons are generally described as swords or axes, but it would be rather petty minded to restrict items purely to models so armed. While you may wish to convert a favourite model so that its weapon matches your preferred magic armament, it is also acceptable to simply assume that a blade can be an axe, mace or whatever and vice versa. A few magic weapons are of specific type – notably lances and flails – and obviously you can't represent these with anything else. Remember that the normal bonuses for double-handed weapons, spears, etc don't usually apply to magic weapons. Any exceptions are noted on the card and below.*

*Many weapons cause multiple wounds. Usually this is expressed as 'each unsaved wound = D6 wounds' or whatever. The procedure for this is always the same. First roll to hit as normal. If you hit roll to wound as normal. If you score a wound your enemy makes any save he is allowed. If he fails his save then you can roll to multiply up the wounds (D3, D6 or whatever). Never, ever, multiply the wounds and attempt saves for each... not even if we forgot to write the word 'unsaved' in the original description! Note, however, that some weapons cause multiple hits (Hydra Sword). In this case roll to hit as normal. If you hit roll to multiply up the hits, then resolve each hit exactly as normal, saving against each wound scored.*

**SWORD OF DEFLIANCE** 150 points

+3 Toughness.

**FELLBLADE** 135 points

Bearer S10. Unsaved wounds inflict D6 wounds. Roll D6 at end of turn: on 6 bearer suffers 1 wound, no save possible.

*Skaven only*

**BLACK AXE OF KRELL** 125 points

Double-handed weapon. No save allowed, even for magic armour. Victims that suffer 1 or more wounds roll D6 at start of each magic phase. On 1 or 2 they take 1 extra wound.

*Undead or Chaos only*

**AXE OF GRIMNIR** 125 points

Any hit wounds on 2+ (unmodified). Only magic armour may save, -3 modifier. Each unsaved wound = D3 wounds (Ogres and Trolls = D6 wounds).

*Dwarf King only*

**DAEMON SLAYER** 125 points

+3S when rolling to wound. Each unsaved wound = D3 wounds. Against daemons hits wound automatically and inflict D3 wounds per hit.

**DRAGON SLAYER** 125 points

+3S when rolling to wound. Each unsaved wound = D3 wounds. When used against dragons hits wound automatically and inflict D3 wounds per hit. Dragons who wish to charge bearer must test for fear.

**GOTREK'S AXE** 125 points

Hits wound on 2+ (unmodified). Only magic armour saves (-3 modifier). Each unsaved wound = D3 wounds (Dragons and Daemons = D6 wounds).

*Dwarf Slayers only*

**HELLFIRE SWORD** 125 points

If wound is scored, target model bursts into flames and is slain. All models, except bearer, in base contact with victim suffer 1S3 hit.

**MORGOR THE MANGLER** 125 points

Bearer +1WS, +1T, +1S. Always strikes first. Only magic armour saves against the axe.

*Orcs, Savage Orcs & Black Orcs only*

**SUNFANG - RUNESWORD OF TYRION** 125 points

Roll to wound at +3S. Each unsaved wound = D3 wounds. Against Daemons, Sunfang wounds automatically and each wound causes D3 wounds. Once per game Tyrion may cast firebolt. Use Dragon Breath template. Every model affected hit on 4+ for 1 S3 hit.

*Tyrion only*

**DEATH SWORD** 100 points

Bearer S10.

**FEARFROST** 100 points

If 1 unsaved wound caused, the victim automatically suffers a further D6 wounds. Only magic armour may save.

*Tzarina of Kislev only*

**FROST BLADE** 100 points

Hits that inflict an unsaved wound kill instantly. Only magic armour may save.

**SWORD OF DESTRUCTION** 100 points

No magic items carried by models in base contact with bearer will work. For each unsaved wound inflicted by the sword, one magic item carried by the victim will be destroyed. The wielder may carry no other magic items.

**SWORD OF TECLIS** 100 points

All hits wound automatically. Once per battle, during hand-to-hand combat, the bearer can unleash a storm of lightning that causes an extra D6 S6 hits on the enemy unit.

**SWORD OF UNYIELDING** 100 points

Bearer +2 Toughness.

**THE BLADE OF COURONNE** 100 points

At the end of each Bretonnian movement phase, any Undead creature within 3" of the Blade suffers 1 wound. Character and any unit he is leading are immune to fear and terror caused by Undead.

*Brettonnia only*

**THE HAMMER OF SIGMAR** 100 points

Hits wound automatically. Only magic armour may save.

*Empire only*

**GIANT BLADE** 80 points

Bearer +3 Strength.

**BLADE OF DARTING STEEL** 75 points

Hits automatically.



**BLADE OF LEAPING GOLD** 75 points

Bearer gains +3 Attacks.

**BLESSED SWORD** 75 points

Bearer Weapon Skill 10.

*May not be used by Orcs or Goblins*

**CHAOS TOMB BLADE** 75 points

For each wound inflicted on a living creature, the wielder may take a magic card to use in the next magic phase.

*Chaos or Undead only*

**DESTROYER** 75 points

If sword hits enemy carrying magic items or who can cast spells, will steal their power on D6 roll of 4+. Bearer may use magic item/spell until sword steals another. Spells may only be used if the wielder is himself a wizard.

*Dark Elves only*

*Spells may be still be stolen by non-wizard characters, even if they themselves cannot make use of them.*

**HYDRA SWORD** 75 points

Each attack that hits = D6 hits – resolve each hit separately. Roll to wound for each.

**OBSIDIAN BLADE** 75 points

If wound is scored, victim gets no armour save, and blow destroys his armour. Magic armour saves as normal, but will be destroyed if it fails.

**SWORD OF UNHOLY POWER** 75 points

See the Wizards section for details.

**BLACK HAMMER OF HASHUT** 70 points

Wielder +2S. No armour saves allowed. Targets that are vulnerable to fire are automatically destroyed if they sustain any wounds.

*Chaos Dwarfs only*

**VENOM SWORD** 70 points

Each unsaved wound = D6 wounds.

**CHAOS RUNESWORD OF GRUNGNI IRONHEART** 65 points

Wielder +1 WS, +1S and +1 Attacks.

*Undead or Chaos only*

**CHAOS DAEMON SWORD** 60 points

Any unsaved wound = D6 wounds. If you roll a 1 when determining the no. of wounds, the wound is inflicted back on the wielder! Only magic armour saves. No saves may be made for the rebounded wound, not even for magic armour.

*Chaos only*

**STAR LANCE** 60 points

+3S bonus when wielder charges. No armour saves apply.

**SWORD OF HEROES** 60 points

Bearer fighting opponent with T5 or greater rolls to wound with +3S, and each wounding hit inflicts D3 wounds.

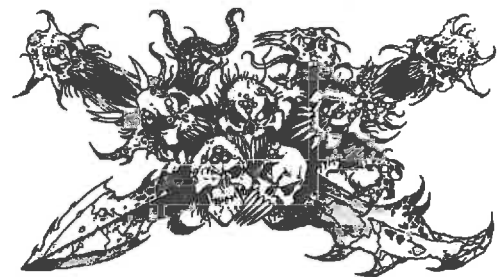
**AXE OF GROM** 50 points

Each wound inflicted = 2 wounds. No armour save allowed, except for magic armour.

*Orcs & Goblins only*

**BLADE OF LEAPING BRONZE** 50 points

Bearer +2 Attacks.



**BOW OF LOREN** 50 points

The Bow of Loren has a 36" range, and may be fired in the shooting phase. It fires a number of shots equal to the user's A, at his S. All the shots fired in each shooting phase must be directed at the same target.

*High Elves and Wood Elves only*

**DARK MACE OF DEATH** 50 points

Bearer may release energy blast that affects all models he is touching. Affected models take D3 wounds, no armour saving throw allowed.

*One use only*

**DRAGON BLADE** 50 points

Each hit = 2 hits. Roll to wound for each.

**DWARF-GOUGER** 50 points

Wounds have -3 save modifier. Each unsaved wound = 2 wounds. Always wounds Dwarfs on 2+.

*Skaven only*



**FANGSWORD OF ELTHARION** 50 points

Wounds have -3 save modifier. Automatically stops 1 enemy attack.

*Eltharion only*

**GROMRIL BLADE** 50 points

Only magic armour may save.

*May not be used by Orcs or Goblins*

**HEART SEEKER** 50 points

Bearer may re-roll any of his attacks that miss in hand-to-hand combat.

**SKABSKRATH** 50 points

Bearer causes terror, and is immune to fear and terror himself.

*Undead only*

**SWORD OF CHANGE** 50 points

When the sword inflicts 1 or more unsaved wounds upon an enemy, but does not kill him outright, roll a D6. Add +1 to the score for each additional wound inflicted after the first. On a score of 5 or more the victim is turned to Chaos Spawn, and is dealt D6 Chaos Gifts (see rules in Warhammer Armies - Chaos). Move the Spawn 2D6" directly away from the sword bearer.

*Chaos only*

**SWORD OF FORTITUDE** 50 points

Bearer and unit he is with immune to fear, terror and panic.

**SWORD OF JUSTICE** 50 points

When bearer rolls to hit, he may re-roll once any dice that miss. Only magic armour can save.

*Empire only*

**SWORD OF RESILIENCE** 50 points

Bearer +1 Toughness.

**THE TOMB BLADE OF ARKHAN** 50 points

When model with 1 wound is killed by this blade replace it with a Skeleton warrior under the command of the bearer.

*Necromancer, Vampire or Liche only*

**WEEPING BLADE** 50 points

Bearer +1 to wound, -1 opponent's armour saving throw. Each unsaved wound = D3 wounds.

*Skaven only*

**CHAOS RUNEBLADE** 45 points

Each unsaved wound = 1D3 wounds. Only magic armour may save.

*Chaos only*

**DRAGONBLADE LANCE** 40 points

User +2S when charging, and hits automatically. When he charges, the user may elect to make one special Dragonblade attack in place of his normal attacks, hitting automatically. If the model is slain, the lance hits the model directly behind it in the second rank, at 1 less S than before. If this model is slain, then a model in the third rank will be hit, at a further 1 less S, and so on.

*High Elves only*

**DRAGON BOW** 40 points

The Dragon Bow has a range of 36", at S5. It may be fired up to three times in the shooting phase, but all shots must be against the same target.

*Empire Elector Count only*

**OGRE BLADE** 40 points

Bearer +2 Strength.

**TORMENTOR SWORD** 40 points

Foe wounded by the sword becomes subject to stupidity. A wizard affected by stupidity must roll a D6 each time he casts a spell. On a roll of 1-3 the spell fails, and the power is wasted.

**BONE BLADE** 35 points

Unsaved wounds inflict D3 wounds.

**MORTIS THE GREAT BLADE OF DEATH** 35 points

Nagash +1 Strength. Wounds inflicted by the blade may be used to restore Nagash's own wounds.

*Nagash only*

**SHRIEKING BLADE** 35 points

Bearer causes fear (and is immune to fear himself).

**WARRIOR BANE** 35 points

Each wound suffered reduces victim's attacks by -1.

MAGIC ITEM SUMMARY

**BLADE OF SEA GOLD** 30 points

Bearer causes wounds with an extra -3 saving throw modifier.

**FLAIL OF SKULLS** 30 points

Against living creatures, each unsaved wound causes 2 wounds.

*Although worded slightly differently from other magic weapons that cause multiple wounds the Flail of Skulls works in exactly the same way - each unsaved wound inflicted on living opponents causes 2 wounds. Note that the normal flail rules also apply - the flail requires two hands to use and receives a +2 Strength bonus in the first turn of any hand-to-hand combat.*

**RELIC SWORD** 30 points

Bearer +1 Weapon Skill.

**RUNEFANG** 30 points

Wounds inflicted cannot be saved against, even by magic armour. Undead struck and wounded suffer not 1 but 2 wounds.

*Empire only*

**SKY ARROW OF NALOER** 30 points

May be shot from the ground at any creature flying high. Shooter may add +1 to hit. Arrow inflicts D6 S10 hits.

*One use only*



**BANISHER SWORD** 25 points

Each unsaved wounding hit inflicts D3 wounds against Undead. Only magic armour saves.

**BLADE OF LEAPING COPPER** 25 points

Bearer +1 Attacks.

**BLOOD DRINKER** 25 points

For each unsaved wound suffered a victim deducts -1 from his Strength for the rest of the game.

**HAIL OF DOOM ARROW** 25 points

When fired, arrow splits into 3D6 magic arrows in flight. The arrows count as magical, and are S4. Roll to hit using the firer's BS.

*Wood Elves only. One use only*

**RENDING SWORD** 25 points

Any unsaved wound counts as 2 wounds.

**SOUL BLADE** 25 points

For each unsaved wound suffered the victim deducts -1 from his Toughness for the rest of the game.

*Chaos only*

**STORM DAEMON** 25 points

See Wizards Only section for details.

**SWORD OF SWIFT SLAYING** 25 points

Wielder may strike first in hand-to-hand combat.

**BLADE OF ENSORCELLED IRON** 20 points

Bearer adds +1 to hit in close combat.

**BLADE OF SLICING** 20 points

Bearer causes wounds with an extra -2 saving throw modifier in close combat.

**GOLD SIGIL SWORD** 20 points

Bearer Initiative 10.

**PARRYING BLADE** 20 points

One enemy has 1 less attack against the wielder.

**SWORD OF MIGHT** 20 points

Bearer +1 Strength.

**DARK SWORD** 15 points

For each unsaved wound suffered the victim deducts -1 from his WS and BS for the rest of the game.

*Chaos or Dark Elves only*

**SILVER SIGIL SWORD** 15 points

Bearer +3 Initiative.

**BERSERKER SWORD** 10 points

Bearer immune to psychology. He must move as fast as he can towards the enemy, and charge into combat at the first opportunity. He will always pursue fleeing opponents.

**BITING BLADE** 10 points

Bearer causes wounds with an extra -1 saving throw modifier.

**BRONZE SIGIL SWORD** 10 points

Bearer +2 Initiative.

**LANGUISHER SWORD** 10 points

For each unsaved wound suffered the victim deducts -1 from his Initiative for the rest of the game.



**SWORD OF BORK** 10 points

Unit with bearer ignores its first Animosity test failure.

*Orcs and Savage Orcs only*

**COPPER SIGIL SWORD** 5 points

Bearer +1 Initiative.

## WIZARDS ONLY!

The following items may only be used by wizards of one sort or another. In some cases special characters may also be entitled to use specific items, even though they may not be wizards.

**WAR CROWN OF SAPHERY** 125 points

Bearer gains 1 magic level and can draw 1 extra spell card.

*High Elf Mage only*

**BOOK OF NAGASH** 100 points

Bearer gains 1 magic level and can draw 1 extra spell card, which must be taken from the Necromantic magic deck.

*Necromancers only*

**STAFF OF NURGLE** 100 points

In the magic phase, may be used to destroy enemy model within 12" of user automatically. Staff exhausted on D6 roll of 1 or 2.

*Chaos - Sorcerer of Nurgle only*

**TALON OF DEATH** 100 points

Models in contact with user suffer 1 automatic wound at the beginning of every hand-to-hand combat phase. Does not affect Undead models.

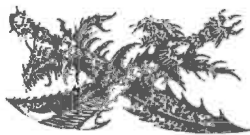
*Necromancer, Liche or Vampire only*

**STAFF OF VOLANS** 75 points

The bearer can use the Staff to make a spell unbreakable (ie, it can't be dispelled, rebounded or destroyed). Magic cards must be paid to power the spell as normal. Roll a D6 each time the staff is used - on a 1 or 2 its power is exhausted.

*Empire Supreme Patriarch only*

*Note that in the case of a spell which remains in play, it may be dispelled normally in subsequent magic phases.*

**SWORD OF UNHOLY POWER** 75 points

Wielder may cast one of their Dark Magic or Necromantic Magic spells in the magic phase, at no cost. Roll a D6 each time sword is used. If score is equal to or less than power normally required to cast spell, sword is exhausted for rest of battle.

*Wizards with Dark or Necromantic spells only*

**BOOK OF ASHUR** 50 points

Bearer gains 1 magic level and can draw 1 extra spell card. He may swap spells before the game, and may take spells from any race's deck.

*The Book of Ashur may not be used in combination with the War Crown of Saphery or the Book of Nagash.*

*Note that this item has a special rule designed for campaign play. In normal play this works as follows. Test at the end of each game to determine if the character is affected. If he is, then the character (together with any mount/chariot he rides) counts as slain for purposes of victory points. In addition, you may not use the magic item thereafter when you play the same opponent. The item can be reintroduced, but only if your opponent agrees.*

**CHAOS FAMILIAR** 50 points

The Sorcerer is accompanied by a tiny Chaos Familiar. As long as the Familiar is in base contact with its master he may add 1 to, or subtract 1 from, any one dice roll each turn. The player must declare he is doing this before he does so. Note that only Chaos Sorcerers may have Chaos Familiars.

*Chaos Sorcerers only*

**CLOAK OF MISTS AND SHADOWS** 50 points

Wearer can cast *Dark Mist* spell once per magic phase.

**DESTROY MAGIC SCROLL** 50 points

May be used to counter enemy spell cast at user or unit he is with. In addition, both players roll a D6. If the Scroll's user rolls higher the enemy's spell card is discarded for the rest of the game.

*One use only*

**SKAVEN WARPSROLL** 50 points

May be cast on an enemy unit within 24" in the magic phase for a S3 hit on each model. Causes Panic test.

*Skaven only. One use only*

**SPELL FAMILIAR** 50 points

The wizard may draw 1 extra spell at the start of the battle, which he may use as long as the Familiar is in base contact with him. For stats see card.

**STAFF OF DAMNATION** 50 points

In the magic phase, every unit of Skeletons, Zombies, Mummies, Wights, Wraiths and Skeleton Horsemen within 36" of the caster may take one of the following extra actions: charge, march move, fight round of hand-to-hand combat, shoot missile weapons. Several units can be affected. Staff exhausted on a D6 roll of 1 or 2.

*Necromancer, Liche or Vampire only*

**STAFF OF FLAMING DEATH** 50 points

Casts Flaming Skull spell once per magic phase. Range 24", strikes first model/unit in its path for D3 S4 hits. Unit that takes 1 or more casualties must take Panic test or flee.

**STAFF OF LIGHTNING** 50 points

The staff fires a lightning bolt at the first enemy model in its path within 24". The victim sustains 3 S6 hits, no saving throw allowed, even for magic armour. After each use, roll a D6: staff is exhausted on 1 or 2.

*Orcs & Goblin Shamans only*

**STAFF OF OSIRIS** 50 points

Releases bolt of energy once per magic phase. The bolt flies 18" in a straight line from the caster. The first model in its path takes 1 S6 hit for D3 wounds, no save allowed, even for magic armour. If the first victim is killed, the bolt strikes the next model in its path (like a bolt thrower). It will continue to do this until it fails to kill a target, or reaches the end of its range. Roll a D6 each time the Staff is used: it is exhausted on a 1 or 2.

*Wizards & Settra only*

*This item is carried by Settra the Tomb King of Khemri as described in the Warhammer Armies Undead book. Settra is an exception to the general rules in that although he is a Mummy, he is permitted to carry magic items as if he were a Necromancer, Liche or Vampire.*

## MAGIC ITEM SUMMARY

### WAND OF JET 50 points

Reduces cost of casting spell by 1 power point. Spells of 1 power point can be cast for free. Wand exhausted on a D6 roll of 1 or 2.

### WARPSTORM SCROLL 50 points

All creatures 'flying high' suffer D6 S6 hits, and are forced down to earth, re-entering the table on their own side's table edge in their following turn.

*One use only. Skaven wizards only*

*Note that in this case flyers are merely forced down to the ground, they are not 'driven off' in the manner of flyers defeated in hand-to-hand fighting. Consequently, the flyers are not obliged to miss an entire turn off the table, as are flyers which have been driven off from combat.*

### SKULL WAND OF KALOTH 40 points

Can be used to attack a close combat opponent. On a successful hand-to-hand hit, victim must save against his Ld on 2D6 or be killed. If he passes the test, roll to wound as normal.

### STAFF OF POWER 40 points

Stores up to 4 magic cards (but not *Total Power* or *Drain Magic*). The staff starts the game already containing 1 magic card.

*Nagash only*

### CHALICE OF CHAOS 35 points

The bearer may drink from the Chalice at the start of any magic phase. Roll a D6: 1 - Turned to Chaos Spawn; 2-3 - Enemy receives 1 less magic card when they are dealt; 4-5 - The bearer receives 1 extra magic card when they are dealt; 6 - End magic phase if you wish.

*Chaos Sorcerer or Beastman Shaman only*

*Note that if the bearer is turned to Chaos Spawn he may no longer use the Chalice (see the rules for Chaos Spawn in Warhammer Armies - Chaos).*

### CHALICE OF SORCERY 35 points

Entitles user to take 1 extra magic card, after the magic cards have been dealt. If an extra card is taken, roll a D6. On a score of 6 the wizard loses 1 wound.

### GOLDEN EYE OF TZEENTCH 35 points

Enemy models in base contact with Sorcerer must take Ld test (2D6) or be transfixed and unable to fight. While transfixed, enemy attacks hit automatically.

*Chaos Sorcerers of Tzeentch only*

### SEER STONE 35 points

Each extra power card expended extends spell range by D6".

*Skaven wizards only*

### SKULL OF KATAM 35 points

The Sorcerer may cast any 2 or 3 point spell for 1 point less. After each use, roll 2D6 against the user's Ld. If you roll equal to or less than his Ld he passes the test but loses -1 Ld. If he rolls more he is driven insane and is removed as a casualty.

*Chaos Sorcerer only*

### SKULL STAFF 35 points

Opposing player must reveal magic items/spells held by models that are within 12" of the staff's user. Holder +1 bonus to use dispel.

### POWER FAMILIAR 30 points

The wizard may store 1 power card in the Familiar at the end of the magic phase, which may then be used in any subsequent magic phase. He may store/withdraw a card only if the Familiar is in base contact. If the Familiar is killed while holding a card it explodes causing a S4 hit on all models in base contact. See card for Familiar's stats.

*Wizards only*

### POWER SCROLL 30 points

Will power 1 spell for free during the magic phase.

*One use only*

*Note that spells that cost a variable amount of power (like Fireball), count as being cast with 3 power by a Power scroll.*

### DISPEL MAGIC SCROLL 25 points

Stops enemy spell working.

*One use only*

### ROD OF POWER 25 points

Can store up to 3 unused power cards at end of magic phase. Roll a D6 at the start of the next magic phase. If the roll is equal to or less than the number of stored cards the stored cards are lost.

### STORM-DAEMON 25 points

As halberd. Can unleash equivalent of Warp Lightning spell in magic phase of each turn, up to 24". Inflicts D6 S5 hits, each causing 1 wound with no save allowed, even for magic armour. After use roll D6: weapon is exhausted on 1 or 2.

*Skaven Warlock Engineers only*

### WARRIOR FAMILIAR 25 points

If its master is attacked, the Familiar will interpose itself between him and his attackers, who must then fight the Familiar. Familiars always attack first. For stats see card.

*Wizards only*

### MOON STAFF OF LILEATH 20 points

Teclis can draw D6 extra magic cards once per game. From the beginning of next turn all his characteristics are halved for the rest of the game.

*Teclis only*

## MAGIC ITEM/SPELL

*The following items can be used by ordinary characters as well as wizards. These spells are cast in the magic phase in the same way as the spells of wizards except that they require no power to cast - their power comes from the item itself.*

### DOOMFIRE RING 100 points

Three times per battle in the magic phase the wearer can direct a jet of flame at an enemy model up to 18" away. The victim sustains 2D6 S3 hits, no saving throw allowed (not even for magic armour).

*Three uses only*

### HORN OF URGOK 75 points

Affects all units within 24". Enemy units in close combat must take a Panic test or be broken and flee. Fleeing friendly units rally.

*May be used three times only*

**PIPES OF DOOM** 75 points

In the magic phase, the holder may cast a spell on any mounted single model or cavalry unit within 18". The unit or rider suffers D6 S4 hits. Victims may not charge next turn.

**SKARSNIK'S PRODDER** 75 points

In magic phase, the Prodder may fire 1 blast for each Orc or Goblin unit within 12", plus one extra for each that is in hand-to-hand combat. Blast is S4, max. range 24", and hits first model in its path. Orc units must be 10 strong, Goblin units 20 strong, to count. Blasts may also be directed against opponents in base contact.

*Night Goblins only*

**BRASS ORB** 65 points

May be thrown in magic phase. Use large stone thrower template. Affected models must save against 1 on D6 or be sucked into the Realm of Chaos (roll of 6 always fails). Roll to see whether template reappears.

*One use only. Skaven only*

**CLAW OF NAGASH** 50 points

Can be used against a model within 6". Roll 2D6 and subtract victim's Toughness = number of wounds caused. No saving throw allowed, not even for magic armour.

*One use only*

**RING OF CORIN** 50 points

Once a turn, during the magic phase, the bearer may attempt to nullify the power of a named magic item within 12". Roll 2D6 and multiply the result by 10. If the total equals or exceeds the points value of the target magic item its power is drained and it becomes useless for the rest of the game.

*Note that the user must name the item he wishes to nullify. This means that he can only be sure of finding an item once it has been used - although there is nothing to stop him guessing!*

**THE ORB OF THUNDER** 50 points

Prevents flying creatures flying high. Creatures already flying high cannot descend. Spell lasts until dispelled.

*May be used three times per battle*

**BANDS OF POWER** 40 points

Use in magic phase. Wearer doubles S (max. S10) until beginning of next magic phase.

*Three uses only. Skaven only*

**RING OF VOLANS** 25 points

The ring starts the game containing 1 randomly determined spell card (from a College deck). The spell may be used once per game in any magic phase, and costs no power to cast.

*One use only*

**MAGIC BANNERS****BANNER OF ARCANE WARDING** 100 points

Works when hostile spell is cast against any target within 6" of the banner. Roll scatter dice. On a 'hit' the banner has no effect. If an arrow is rolled the spell is deflected 4D6" in the direction indicated, and will hit the first eligible target more than 6" away from the banner.

**BATTLE BANNER** 100 points

Adds +D6 to the combat result of the side carrying it.

**BANNER OF WRATH** 75 points

In the magic phase of each turn, the banner unleashes D6 lightning bolts with a range of 24". Each bolt strikes the first model in its path for 1 S4 hit. Can also be used against foes in base contact with the bearer. No armour save allowed, even against magic armour.

*This is a spell and may be used when you have the opportunity to cast a spell in the magic phase, just like any other spell item or spell.*

**HELL BANNER** 75 points

Enemy models within 6" suffer -2 penalty on all Leadership-based tests.

*Undead only*

**SACRED STANDARD OF THE HORNED RAT** 75 points

Carrying regiment Ld 10. When enemy spell is cast against unit, roll D6 for each power card used. On 4+ the power card is absorbed and may be used that phase by the Skaven wizards.

*Skaven only*

**MORK'S WAR BANNER** 65 points

Spells (friendly and hostile) cast at unit dispelled on 4+. Any wizard/shaman touching unit will be killed by magical overload.

*Orcs and Goblins only*

**BANNER OF ARCANE PROTECTION** 50 points

Dispels enemy spell cast against unit on D6 roll of 4+. Undead/Daemon models touching a unit carrying this banner suffer 1 wound on D6 roll of 4+ in the magic phase.

**BANNER OF DEFIANCE** 50 points

Unit counts double its normal rank bonus in hand-to-hand combat. Will never pursue.

**BANNER OF DOOM** 50 points

Enemy models/units within 6" suffer -1 penalty on Leadership-based tests.

*Undead only*

**BANNER OF MIGHT** 50 points

Unit carrying banner adds +1 to hit in hand-to-hand combat.

**BANNER OF RAGE** 50 points

Unit carrying banner is subject to *frenzy*.

*Chaos - Khorne only*

*This item is restricted to 'Khorne units'. This is defined as any unit of troops led by a Champion of Khorne.*



**BLASTED STANDARD** 50 points

May be used once per battle, in any magic phase. Spell may be cast at enemy unit within 8", and causes 2D6 S6 hits. Any survivors must take an immediate Panic test.

*Chaos – Tzeentch only. One use only*

*This is a spell and may be used when you have the opportunity to cast a spell in the magic phase, just like any other spell item or spell.*

*This item is restricted to 'Tzeentch units'. This is defined as any unit of troops led by a Champion of Tzeentch.*

**DREAD BANNER** 50 points

The unit carrying this banner causes fear (and is therefore immune to fear itself).

**RAPTUROUS STANDARD** 50 points

Slaanesh unit carrying banner is immune to psychology, and cannot be broken.

*Chaos – Slaanesh only*

*This item is restricted to 'Slaanesh units'. This is defined as any unit of troops led by a Champion of Slaanesh.*

**SCARECROW BANNER** 50 points

Causes terror in flying creatures. Enemy that overcome their terror must test again if they charge the unit. Roll a D6: 1-2 Enemy driven off, 3-4 Charge fails, enemy may not move that turn, 5-6 Flyer charges as normal.

*Note that many large flying creatures cause terror, and so do not need to test to overcome their own terror. Because a unit carrying this banner effectively causes terror against flyers it becomes immune to terror inflicted by them.*

**BAD MOON BANNER** 35 points

All shots at unit are at -1 to hit. In hand-to-hand combat, unit always strikes first.

*Night Goblins only*

**SPIDER BANNER** 35 points

Unit carrying banner (and any associated characters) doubles all attacks during its first turn of hand-to-hand combat of the game.

*Forest Goblins only*

**VALOROUS STANDARD** 35 points

Unit carrying banner may roll an extra D6 when making a psychology test, and may select the lowest 2 dice rolls. Break tests are not affected.

**BANNER OF COURAGE** 25 points

If it is not otherwise allowed to re-roll a failed Break test, the unit may do so once per turn.

*This item functions in the same way as a battle standard for the unit carrying it. However, only one re-roll is allowed, even if the army's battle standard is within 12".*

**DOOMRIDER BANNER** 25 points

A unit of Skeleton Horsemen that includes the Doomrider Banner bearer automatically hits when charging into hand-to-hand combat. Only the Skeleton Horsemen and the standard bearer hit automatically, any characters with the unit must roll to hit as normal.

*Undead only*

*Note that although many Undead character models are allowed to ride Skeletal Steeds not all will fit satisfactorily on the skeletal frame. For this reason it is perfectly acceptable for the character to ride another horse model but counting as a skeletal steed - these 'undead horses' can be painted black with red eyes, or a ghostly pallid green to indicate their undead status.*

**GORK'S WAR BANNER** 25 points

Unit gains +1S when charging.

*Orcs and Goblins only*

**STANDARD OF SHIELDING** 25 points

Unit carrying banner receives +1 on all armour saves, or an armour save of 6+ if they had no armour to begin with.

**WAR BANNER** 25 points

Adds +1 to combat result of side carrying it.

**PLAGUE BANNER** 20 points

May be used once per game, in the magic phase. Spell inflicts D6 wounds on any enemy unit in close combat with the unit carrying the banner, no armour save allowed.

*Skaven/Chaos – Nurgle only. One use only*

*This is a spell and may be used when you have the opportunity to cast a spell in the magic phase, just like any other spell item or spell.*

*This item is restricted to 'Nurgle units'. This is defined as any unit of troops led by a Champion of Nurgle.*



**EVIL SUN BANNER** 10 points

Unit may re-roll failed Animosity test.

*Night Goblins only*

# SPELL SUMMARY

The following list summarises all the magic spells that have been printed to date. As well as the spells that were published in Warhammer Battle Magic, it includes Chaos Dwarf spells from White Dwarf 163, the Ice Magic spells from Warhammer Armies – The Empire, the complete and revised Dark Magic and Necromantic spell decks, and the three decks of Chaos spells from Warhammer Armies – Chaos. Where we think it may be helpful we have also included summaries of pertinent rules, where these may have been revised or expanded from the original rules in Warhammer Battle Magic, eg Chaos and the Undead. At the end of the Spell Summary you will find a summary of the Chaos Rewards.

The table immediately below summarises what spells the different types of wizard may take.

WIZARDS & SPELLS		
Type of Wizard/Race	Spell deck/s	Notes
Human	Colour Magic	Human wizards take their spells from the same colour spell deck, so Grey wizards take Grey Magic spells, Bright wizards take Bright spells, and so on.
Ice Queen of Kislev	Ice Magic	
High Elf Mages	Any Colour/High Magic	Must always take 1 High Magic
Wood Elf Mages:		
Mage (level 1)	Amber or Jade	
Mage Champion (level 2)	Amber/Jade	
Master Mage (level 3)	Amber/Jade/1 Colour	
Mage Lord (level 4)	High Magic/Any Colour	
Dark Elf Mages	Dark	
Orc/Goblin Shamans	Waaagh! Magic	
Skaven Wizard	Skaven	Note there are 13 (not 10) spells in the Skaven spell deck
Chaos Dwarf Sorcerers	Chaos Dwarf	
Chaos Sorcerers	Own God's/Dark	Chaos Sorcerers must always take at least 1 of their own God's spells
Beastman Shamans	Any Chaos/Dark	
Undead:		
Necromancers/ Vampires/Liches	Necromantic/Dark/Colour	Must take at least 1 Necromantic spell, and may only take spells from one of the Colour decks



## ☞ BRIGHT MAGIC ☞

*Bright Magic spells are archetypal battle magic spells – fiery and destructive, ideally suited to blasting your foes apart.*

### BLAST Power 2 Range 24"

A blast of red-hot energy flies up to 24" in a straight line from the caster. The first model in its path is hit for D6 S5 hits.

### CONFLAGRATION OF DOOM Power 3

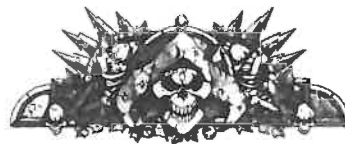
A burning fireball appears in the sky. Place a Conflagration of Doom marker on the target point. Roll a D6 at the start of each subsequent magic phase. On 1-4, place another marker on the first. On 5-6 the fireball strikes the ground, destroying everything with a radius of inches equal to the number of markers. Until the fireball strikes the ground, models within the potential area of destruction must take a Panic test at the beginning of their own turn. A successful dispel removes 1 marker.

*Remains in play*

### CRIMSON BANDS Power 3 Range 24"

This spell may be cast at a single enemy model or unit within 24". The victim is trapped in bands of glowing magic, and may not move, shoot weapons, or fight in close combat. An entrapped wizard may not cast spells, but may still use magic cards.

*Remains in play*



### FIREBALL Power 1+ Range 24"

The caster sends balls of fire off in a straight line, up to 24" long. One fireball is produced for each power point spent. The first model in a fireball's path suffers 1 S4 hit. No armour saves allowed.

**SPELL SUMMARY**

**FLAMESTORM** Power 3 Range 24"

A flaming inferno appears on the battlefield. Place the Flamestorm template within 24" of the caster. Each model more than half under the template takes a S4 hit. A unit or model attacked by the flamestorm is immediately moved 4" away from the blaze. May be left in place, in which case it blocks movement.

*May remain in play*

**PIERCING BOLTS OF BURNING** Power 2 Range 18"

Arrows of orange flame fly a max. distance of 18", striking the first unit in their path, causing 2D6 hits. Each hit causes 1 wound on a D6 score of 4+. No armour saves allowed.

**SANGUINE SWORDS** Power 3 Range 24"

Six swords materialise around the caster. In each subsequent combat phase a single model within 24" of the caster may be nominated as a target for the swords. Each sword makes 1 attack with WS6 and S4.

*Remains in play*

**SCARLET SCIMITAR** Power 1

Wizard may attack any hand-to-hand opponent in the magic phase, automatically causing D3 S5 hits.

*Remains in play*

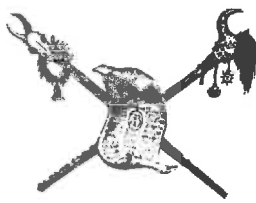
**THE BURNING HEAD** Power 2 Range 18"

A flaming head burns a trail of destruction along a line 18" long, stretching from the caster. Every model crossed by the line suffers 1 S4 hit causing 1 wound. Any unit suffering casualties must make a Panic test.

**WINGS OF FIRE** Power 1

The wizard may fly to another part of the battlefield on wings of fire. He may fly into close combat, and counts as charging if he does so.

*If a wizard mounted on a steed, monster, or riding in a chariot casts Wings of Fire (or any similar spell from a different College of Magic such as the Crucible, Swiftwing, etc), his mount/chariot is transported with him.*



☉ **JADE** ☉

*Most Jade Magic spells are defensive or protective in nature, which makes them a good choice if you are more interested in protecting your own troops than attacking your enemy.*

**DRAIN LIFE** Power 1

The caster may attempt to drain the life from a hand-to-hand combat opponent. Roll 2D6: for every point the score beats its Toughness by, the target suffers 1 wound. Only magic armour may save.

**EARTH BLOOD** Power 1

The wizard vanishes from the battlefield. He may reappear at the start of any subsequent magic phase anywhere on the table. While away, the wizard is restored to full wounds. During the magic phase in which he returns, he is dealt the first D6 magic cards available.

**FLESH OF STONE** Power 2 Range 6"

May be cast on the wizard or any model within 6". The affected model turns to stone, and may fight normally. The model's T and S are doubled up to a maximum of 10, its M is halved, and it gains an unmodified armour save of 4+ against spells and damage (regardless of what it was before).

*Remains in play*

**PEACE** Power 1 Range 24"

May be cast on any model/unit within 24". Fleeing models will rally. If not fleeing, the affected model/s may neither move/fire missiles in the following turn unless it passes a Ld test first.

**THE CLOAK OF DAIN** Power 1

Roll D6 at the start of the player's turn, the cloak will negate that many wounds between then and the start of the player's next turn. If attacked by a spell that causes wounds or kills outright the cloak will save its wearer on 4+, but is itself dispelled by doing so.

*Remains in play*



**THE EMERALD POOL** Power 1 Range 24"

The caster turns to water and may reappear anywhere within 24", or within 24" of any body of water. He can use the spell to carry himself into close combat, and counts as charging.

**THE GREEN EYE** Power 2 Range 18"

The caster's eyes project an 18"-long straight beam of green energy. Any model in the path of the beam suffers D3 S4 hits (chariots, war machines and such D3 S10 hits).

**THE JADE CASKET** Power 1

Any dead friendly model may be revived. Place the model within 6" of the caster. The revived model is restored to full wounds: It loses all its magic weapons, armour, etc, and may no longer cast spells. The model may be returned to death by a successful dispel.

**THE MIST OF DUTHANDOR** Power 2 Range 24"

May be cast at any model or unit within 24" of the caster. The target is covered in green mist. No model may see from, into, or through the mist. Missiles may not be fired at or by the target. The affected model/s may move in a random direction at half rate, but the mist stays with them. If the target engages in close combat, the mist extends over all the combatants and the number of hits caused by both sides is halved, rounding up. A unit broken while covered by mist is destroyed.

*Remains in play*

**THE SPIRAL STAIR** Power 1

A misty spiral staircase carries the wizard high into the sky. He can see over the entire battlefield, and cast spells without reduction in range. Only airborne troops may engage him in hand-to-hand combat or shoot at him. While on the stair, the caster has an armour save of 2+. Spells cast against the wizard are automatically dispelled, though a dispel spell may be used against the stair. If the magic stair is dispelled, the wizard floats safely to the ground.

*Remains in play*



## ⚡ CELESTIAL ⚡

*Celestial Magic contains a good mix of offensive, defensive and enhancement-type spells, so is a good choice if you want a wizard who can do a bit of everything.*

### AZURE BLADES Power 1

Razor-like shards whirl round the wizard. Any close combat opponents take a S4 hit immediately (normal armour saves apply), and in each subsequent combat phase before they strike a blow.

*Remains in play*

### CERULEAN SHIELD Power 1

A shield of energy forms on the wizard's left arm. The shield automatically negates any hand-to-hand combat or shooting hit that only causes 1 wound. Any blow that causes more than 1 wound is negated if the wizard can roll more than the number of wounds caused on a D6. If the shield fails to save it is instantly dispelled. If the wizard is attacked by a spell or a magic weapon that either causes wounds or kills him outright, the shield will save him on 4+, in which case it is dispelled, whether the wizard saves or not. The shield stays in play until dispelled or the caster suffers 1 wound.

*Remains in play*

### CRYSTAL CHARIOTEER Power 1 Range 24"

A gigantic bubble imprisons a single model within 24", and carries its prisoner 2D6" in a direction nominated by the caster. As long as the spell lasts, the prisoner is carried another 2D6" in the same direction at the start of his own turn. The prisoner may do nothing except try to break free by rolling under his Strength on a D6 after each time he is moved.

*Remains in play*

### FORTUNE Power 3

Until the beginning of the next magic phase one model or unit may re-roll any failed dice rolls.

*Remains in play*

### LIGHTNING Power 1 Range 24"

A bolt of blue lightning leaps from the wizard to strike the first model in its path. The victim suffers a S6 hit for 1D3 wounds. Chariots, war machines, etc suffer D3 S10 hits. No armour saves allowed.

### PORTENT Power 1

Both players roll a D6, and the difference between the scores is the amount by which the wizard can adjust any single dice roll in the coming turn.

*Remains in play*

### STORM OF SHEMTEK Power 3 Range 24"

2D6 lightning bolts fly from the caster's body, each with a range of 24". Each bolt strikes the first model in its path for a S6 hit causing D3 wounds. After the last bolt has struck the caster collapses unconscious, and will only regain consciousness at the start of his turn on 4+. No armour saves apply.

### SWIFTWING Power 1

The wizard can move anywhere on the battlefield. He may move straight into close combat, in which case he counts as having charged.

### THE SAPPHIRE ARCH Power 2 Range 24"

Place the Sapphire Arch template on the table to show the area affected by the spell. The magical Arch remains in place until the end of the wizard's next movement phase. Models that move into the Arch disappear, and may reappear in any subsequent movement phase after the wizard has cast the Arch to a new location.

### WIND BLAST Power 2 Range 4D6"

A howling blast of wind shoots out from the wizard in a straight line 4D6" long. Any units or models crossed by the wind must roll equal to or under their Strength on 2D6 or be blown off their feet and be unable to do anything while the blast lasts (make just one roll for units). Use the Wind Blast marker to show the end point of the wind blast.

*Remains in play*

## ✂ AMETHYST ✂

*Amethyst Magic is predominantly offensive, with some potent hand-to-hand combat spells, so Amethyst wizards can be very effective in close combat.*

### AMARANTH Power 1 Range 6"

This spell may be cast on the wizard himself, or any one model within 6". The target's T is doubled (max. T10).

*Remains in play*

### IYRTU'S EMBRACE Power 1

The wizard may attempt to crush a single hand-to-hand opponent. The wizard rolls D6 and adds his Strength. For every point by which he beats the target's Toughness he inflicts 1 wound. No armour saves allowed.

### MANACLE OF CALOE Power 1 Range 24"

A heavy manacle of energy forms around any unit or model within 24". The Manacle may restrain a model/models up to a total Strength of 3D6. The target/s may not move until the Manacle is dispelled.

*Remains in play*

### PURPLE SUN OF XEREUS Power 3 Range 4D6"

The caster creates a ball of burning darkness. Use the Orb template to indicate its path. The Purple Sun moves 4D6" immediately, and continues to move 4D6" in the same direction at the start of each subsequent magic phase. Any models touched by the template are killed on 3+. Not even magic armour may save. Any unit that suffers casualties must take an immediate Panic test.

*Remains in play*

### SPEED OF LYKOS Power 1 Range 6"

This spell may be cast on the wizard himself, or any model within 6". The target may immediately move anywhere on the tabletop, directly into hand-to-hand combat if desired, in which case it counts as charging.

### THE CARESS OF LANIPH Power 2 Range 24"

The spell engulfs a single model within 24". The target suffers hits equal to 2D6 minus his own Strength.

### THE CHOKING FOE Power 2 Range 18"

Purple energy attacks a single model within 18". If the victim fails a Ld test it is killed. Creatures subject to stupidity must roll a Ld test on 3D6. No armour saves allowed.

## SPELL SUMMARY

### THE FATE OF BJUNA Power 2    Range 18"

May be cast at a single model or unit within 18". The target sustains 2D6 hits with a Strength equal to its own. No armour save allowed.

### THE PURPLE SCYTHE Power 1

The wizard conjures a glowing scythe. The weapon replaces the wizard's normal attack in hand-to-hand combat, and automatically inflicts D3 S5 hits on every foe in base contact with the wizard in the magic phase. Normal armour saves apply.

*Remains in play*

### THE WILD KIN OF ZANDOX Power 1

The wizard summons 2 protective shadow-beasts. If the wizard is within 2" of an enemy during the close combat phase each shadow may make 3 attacks on one enemy model (WS5, S5).

*Remains in play*

## ♁ GOLD ♁

*Gold Magic spells revolve around transmutation, so they tend to aid your troops in a more indirect way by disrupting the enemy forces. Some Gold Magic spells are particularly useful for attacking tough enemy characters.*

### BURNISHED GAUNTLET Power 1    Range 6"

A golden magic gauntlet flies off to strike any single model up to 6" away. It hits automatically, and causes 1 wound on a 3+. No armour saves allowed.

### FEAR OF ARAMAR Power 3    Range 24"

This spell can be cast at a single model or unit within 24", causing it to flee immediately, no test allowed. The target may subsequently attempt to rally, but at -3 penalty on its Ld. Does not affect creatures that are not fully alive, eg Undead and Daemons.

### FOOLS' GOLD Power 2    Range 24"

May be cast at a unit or model within 24" of the caster. The target becomes subject to Stupidity for the whole of the next turn.

### GLEAMING ARROW Power 3    Range 72"

A magic golden arrow will attack a single model within 72", hitting automatically, and causing D6 S5 hits.

### GLITTERING ROBE Power 1

If the wizard sustains 1 or more wounds from either shooting or close combat the robe will negate each wound on a roll of 3+. Make 1 roll per wound. If the wizard is attacked by a spell which either causes wounds or kills outright, the Robe will save the wizard on 4+, then dispels itself.

*Remains in play*

### SEARING DOOM Power 2    Range 18"

Golden bolts of fire fly up to 18" in a straight line from the caster and strike the first unit in their path. The bolts cause 2D6 hits, and each hit causes 1 wound on 4+. No armour saves allowed.

### THE CRUCIBLE Power 1

This spell can be used to carry the wizard to another part of the battlefield. He may use it to move straight into hand-to-hand combat, in which case he counts as charging in the first round of fighting

### THE GILDED CAGE Power 1    Range 24"

The player takes a loop of string (or similar) up to 18" long and places it around any models on the battlefield to form a 'cage'. The models inside the 'cage' may not move out. At the end of each movement phase they may try to break free by rolling under the Strength of the strongest trapped model on 1D6.

*Remains in play*

### THE GOLDEN TOUCH Power 1

After the spell has been cast, the next enemy model the wizard hits in close combat is turned to gold, with no saving throw, not even for magic armour. Victims may be brought back to life by a successful dispel.

*Remains in play until the caster touches an opponent*

### TRANSMUTATION Power 1    Range 24"

The wizard may turn a 12" square area of terrain (woods, building, hedge or length of wall) into golden dust. The terrain can be restored in future turns by a successful dispel or Drain Magic.

## ♁ LIGHT MAGIC ♁

*Light Magic spells are highly powerful and destructive, and are useful for attacking or entrapping the enemy.*

### ABULLA'S SNARE Power 2    Range 3D6"

A magical snare wraps itself round a single model within 3D6", and brings him to the caster. The victim may do nothing once ensnared. This spell does not remain in play and may be recast. A snared victim may be freed by a dispel, but may do nothing until the end of his following turn.

### CREVASSE Power 3    Range 24"

A huge crevasse opens up within 24" of the wizard. Use the special template to represent the area affected. Anything more than half under the template must roll equal to or less than their I on 1D6 to leap aside. Models that fail fall to their doom. War machines/chariots etc automatically tumble in, though their crew may attempt to leap out. Buildings at least half under the template collapse on 4+.

### DEATHLY SHARDS Power 2    Range 18"

Shards of energy fly from the caster and attack the first model or unit in their path, causing 2D6 S4 hits.

### LIGHT OF BATTLE Power 2    Range 3"

May be cast on the wizard himself or any model within 3". The target immediately moves 2D6" in a straight line in a direction nominated by the caster. Any model in its path takes a S10 hit. Once the model has moved roll a D6. On a 1 the affected model is destroyed. On 2-5 the model remains energised. On a 6 the spell is ended and the target returns to normal. While the target is energised it may do nothing but move 2D6" in a random direction in the movement phase. Roll after each time it moves, as above.

*Remains in play*

### MACE OF YEARS Power 1

The wizard automatically strikes all enemy models in base contact unless they can roll equal to or under their I on a D6. Affected models may do nothing while they endure an accelerated cycle of life and death. A victim may be restored to normal by a dispel. The Mace cannot affect a model protected by magic armour or a protective spell. No other armour will save.

**NET OF AMYNTOK** Power 2 Range 12"

A magic net wraps itself round a single model or unit within 12". The target may do nothing while the spell lasts.

*Remains in play*

**SHIMMERING CLOAK** Power 1

A magic cloak springs up around the wizard. Any hit scored by a shooting attack is deflected harmlessly. Any close combat blow requires a 6 to hit.

*Remains in play*

**THE CLAW OF APEK** Power 1

A magic talon attacks a model within 6" of the caster. Measure the range and roll a D6. If the score is less than or equal to the range the Claw strikes for D6 S5 hits. If the target is in base contact with the caster, it sustains D6 S5 hits immediately.

**THE DWELLERS BELOW** Power 3 Range 24"

Must be cast at a unit of at least 5 models. Every model must attempt to roll its S or less on a D6 or be dragged under the earth and imprisoned. Mounted models may re-roll if they fail to escape the first time. A dispel will not free the imprisoned models.

**THE HANDS OF KARKORA** Power 2 Range 24"

May be cast at any unit or model within 24". To escape, the target must roll equal to or less than their M on 2D6 or be held fast. If affected, the victim may not move, and always counts as having a lower WS than its opponent in hand-to-hand combat. If shooting, the victim needs a 6 to hit. If forced to flee, the victim is destroyed.

*Remains in play*

↖ **AMBER** ↗

*Amber spells mostly bind or entrap the enemy, though there are some long range attack spells and a couple of potent hand-to-hand attack spells.*

**AWAKENING OF THE WOOD** Power 2

A storm of leaves and branches flies from a single wood on the tabletop, and attacks the nearest enemy unit within 18", causing 2D6 S4 hits. Normal armour saving throws apply.

**HUNTING SPEAR** Power 2 Range 24"

The wizard casts a magical spear at a single model or unit within 24". If the target is a single model, it is hit automatically and suffers a S6 hit for D3 wounds. If the target is a unit, the spear attacks like a bolt thrower, going through the ranks. Only magic armour may save.

**TANGLING THORN** Power 3 Range 24"

May be cast at any unit or model within 24". While entangled by the writhing thorns and branches, the target may do nothing. If a Fireball is cast at the thorns it frees D6 victims.

*Remains in play*

**THE AMBER TRANCE** Power 1 Range 18"

The spell can be cast at a single model within 18". The target rolls 1D6 and adds its Ld. The caster rolls 3D6, and if he equals or beats the target's score the victim falls into a deep trance and his body turns into amber. While transformed into amber, a model cannot be harmed or moved. A successful dispel will turn the victim back to flesh.

*Remains in play*



**THE CURSE OF ANRAHEIR** Power 3 Range 24"

The Curse affects a single model or unit within 24". The target can only hit its enemies on a roll of 6, and must re-roll any successful armour saving throws it makes. The target's move is halved, and mounted targets must take a Panic test at the start of each turn.

*Remains in play*

**THE FLOCK OF DOOM** Power 2 Range 24"

Thousands of birds attack a single model or unit within 24" of the caster. The target suffers 3D6 S3 hits.

**THE FLYING BOWER** Power 1

The caster is transported anywhere on the battlefield. He may move straight into hand-to-hand combat, in which case he counts as charging in the first round of combat.

**THE SAVAGE BEAST OF HORROS** Power 1

The wizard transforms into a vicious wild beast. In hand-to-hand combat he has 3 attacks at WS6 and S6. He also causes fear in his foes. While in beast form the wizard may not cast spells, but may use dispels normally.

*Remains in play*

**THE VENGEFUL HOOD** Power 1

The magic hood will negate any wound suffered by the caster on 4+. In hand-to-hand combat, any wound saved by the hood is rebounded against the attacker.

*Remains in play*

**THE WRITHING WORM** Power 1 Range 24"

A worm of magic energy attacks a single enemy model within 24". Unless the victim can roll equal to or less than their Strength on 2D6 it is cocooned and may do nothing.

*Remains in play*

## SPELL SUMMARY

### ↓ GREY ↓

*Grey wizards have a good selection of movement and defensive magic, and are generally cheap to cast.*

#### BRIDGE OF SHADOWS Power 2

The wizard can transport a single model or unit up to 18" across the tabletop in any direction. If used to carry friendly troops into hand-to-hand combat, they count as charging in the first round.

#### RADIANCE OF PTOLOS Power 1 Range 36"

May be cast at a single model or unit within 36". The target glows very brightly, and may not be shot at. The radiance lasts until the target enters hand-to-hand combat.

*Remains in play*



#### STORMCALL Power 1 Range 3"

The wizard summons winds and lightning to attack his foes. Each enemy model within 3" takes 1 S4 hit.

#### THE CROWN OF TAIDRON Power 1 Range 3"

The spell casts D6 S6 hits that can be divided between enemy models with 3" of the caster. Normal armour saves apply.

#### THE DANCE OF DESPAIR Power 2 Range 24"

May be cast at any model or unit within 24". The target moves D6" directly forward in its movement phase, and will continue to move in this way for as long as the spell lasts. While affected, the victim may do nothing.

*Remains in play*

#### THE DARK STEED Power 1

The wizard is borne to another part of the battlefield by a sorcerous steed. If used to carry the wizard into hand-to-hand combat, he counts as charging in the first round.

#### THE GREY WINGS Power 1 Range 36"

A single friendly model within 36" of the caster may be transported anywhere on the battlefield. The model may be moved straight into hand-to-hand combat, in which case it counts as charging in the first round of combat.

#### THE HORN OF ANDAR Power 2 Range 36"

A piercing horn blast echoes over the battlefield, affecting units within 36". All enemy units engaged in hand-to-hand combat must make an immediate Panic test. If they fail they are broken and must flee. All fleeing friendly units in range rally immediately.

#### THE PIT OF TARNUS Power 3 Range 24"

A dark pit 3" in diameter opens up within 24" of the caster (use the special template). All models at least half under the template must roll under their S on a D6 or be entombed alive forever as the pit closes up. Victims cannot be freed by a dispel.

#### TRAITOR OF TARN Power 3 Range 24"

May be cast at any enemy unit or model within 24". The casting player chooses any model in the target unit and rolls 3D6. If he scores more than the target's Ld he can take over and control the target as if it were one of his own. If the first attempt is successful, the player may attempt to take over another model from the same unit. He may continue to do this until he fails to take over a model, or until he controls all the models in the chosen unit.

*Remains in play*

### ✱ HIGH MAGIC ✱

*High Magic spells can be extremely potent, and mostly work by undoing or blocking an enemy's spells or troops.*

*If your army's wizards have at least one High Magic spell, after the magic cards have been dealt you may discard however many power cards you wish, and draw that many replacement cards from the magic deck.*

#### APOTHEOSIS Power 1 Range 6"

A single friendly model slain during the game may be returned to life, and reappears within 6" of the wizard. The model returns with all its magic items, armour, equipment and steed (if it was mounted – though not monsters). The resurrected model causes fear in enemy models.

*Remains in play*

#### ASSAULT OF STONE Power 3 Range 24"

The wizard may move a single hill within 24" up D6". Anything touched by the hill may be crushed. Individual models must roll lower than their I on a D6 or suffer D3 wounds. Units suffer 2D6 wounds automatically. Not even magic armour will save.

#### BANISHMENT Power 2 Range 12"

Each Undead or Daemon model within 12" of the caster suffers D6 wounds on the roll of 4+. Dark Magic or Chaos spells within 12" are dispelled on a roll of 4+.

#### CORUSCATION OF FINREIR Power 1

A pillar of white fire carries the Sorcerer into the air. He can see over the entire battlefield and cast spells as normal, without reduction for range. The Sorcerer may only be shot at or attacked in hand-to-hand combat by flying models. While on the pillar, he has an armour save of 2+. He may fly up to 24" like a flying creature. If the coruscation is dispelled, the wizard floats safely to the ground.

*Remains in play*

#### DEADLOCK Power 1 Range 12"

The wizard may nullify a magic item or spell within 12". The magic item is rendered powerless, or the spell unusable, for the duration of the spell.

*Remains in play*

#### DRAIN MAGIC Power 3

All magic power is drained from the battlefield, and spellcasting is ended for the turn. All players' magic cards are discarded. Any spells currently in play are dispelled. Drain Magic cannot be dispelled.

**FIERY CONVOCATION** Power 2 Range 24"

Flames attack an enemy model or unit within 24" range. The target suffers 2D6 S4 hits immediately. In each subsequent magic phase the target suffers 2D6 hits with a Strength 1 point higher than the previous turn.

*Remains in play*

**GLAMOUR OF TECLIS** Power 1 Range 36"

Glamour may be cast on a single model or unit within 36". Each time the target wishes to move it must pass a Ld test on 3D6. If it fails, the wizard may move the models instead.

*Remains in play*

**HAND OF GLORY** Power 2 Range 12"

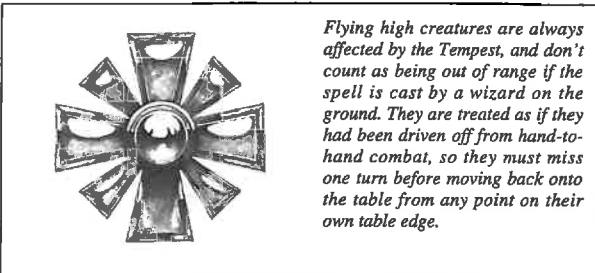
Any fleeing friendly models or units within 12" of the caster instantly rally. They are also immune to fear and terror, and counts as having Ld 10 while the spell lasts.

*Remains in play*

**THE TEMPEST** Power 3 Range 48"

A lurid storm rages across the battlefield, extending 48" from the wizard in all directions. All enemy units must pass a Ld test on 2D6 before they can move or charge. Flying creatures are forced down to the ground and may not fly while the tempest lasts. All missile fire is at -2 to hit. War engines and buildings suffer D6 S7 hits each subsequent magic phase.

*Remains in play*



*Flying high creatures are always affected by the Tempest, and don't count as being out of range if the spell is cast by a wizard on the ground. They are treated as if they had been driven off from hand-to-hand combat, so they must miss one turn before moving back onto the table from any point on their own table edge.*

✧ **DARK MAGIC** ✧

*Dark Magic is extremely dangerous and Dark Magic spells are mostly designed to inflict damage upon the foe.*

*If your army's wizards have at least one Dark Magic spell, after the magic cards have been dealt you may discard however many special cards you wish, and draw that many replacement cards from the magic deck.*

**ARNIZIPAL'S BLACK HORROR** Power 3 Range 4D6"

The wizard summons a corrosive cloud of darkness – use the special template to indicate its path. The Horror moves 4D6" immediately, and continues to move 4D6" in the same direction at the start of each subsequent magic phase. All models touched by the template are killed unless they can roll under their S on a D6. Any unit that suffers casualties must take an immediate Panic test.

*Remains in play*

**BLADE WIND** Power 2 Range 24"

The Blade Wind hits the first model or unit in its path, up to 24" distant. It causes 3D6 hits minus the target's WS. Each hit causes 1 wound on D6 roll of 4+. Normal armour saves apply.

**DARK HAND OF DESTRUCTION** Power 1

The wizard may make a single hand-to-hand attack on one opponent in base contact. If the attack hits it causes D3 wounds. Only magic armour may save.

**DEATH SPASM** Power 2 Range 18"

A bolt of pure Dark Magic hits the first model in its path, up to 18" away. Roll 1D6. If the score exceeds the target's Toughness it dies, no saves allowed. The dying model inflicts a single hit at its own Strength on any models in base contact with it.

**DOOMBOLT** Power 2 Range 18"

A bolt of black fire hits the first model in its path, up to 18" away. The target suffers D6 S5 hits. Chariots, war machines and buildings suffer D6 S10 hits.



**MALEDICTION OF NAGASH** Power 3 Range 36"

The spell can be cast at any single model or unit within 36". The target cannot move or shoot. If it fights in close combat, it suffers -2 penalty to WS and I. At the start of each subsequent magic phase the target suffers D3 wounds.

*Remains in play*

**POWER OF CHAOS** Power 1

Roll a D6. On a roll of 2-6 the wizard may immediately draw 3 extra magic cards which he may use in this magic phase. On a roll of 1 he is drawn into the Realm of Chaos and killed.

**SOUL DRAIN** Power 3 Range 24"

Place the Soul Drain template anywhere on the battlefield within 24" of the wizard. Each model more than half covered by the template suffers a S4 hit. For every 2 wounds inflicted the wizard gains 1 wound (this may take the wizard's wounds above his starting level). Only magic armour may save.

**THE TRANSFORMATION OF KADON** Power 3

The wizard may turn himself into a Chimera, a Manticore, a Hydra or a Wyvern. While transformed, the wizard may not cast any spells, but may use dispels normally. Wounds are carried over between transformations.

*Remains in play*

**WITCH FLIGHT** Power 1

The caster may transport himself anywhere on the battlefield. He may move straight into close combat, in which case he counts as charging in the first round of fighting.

## UNDEAD MAGIC

Necromancers, Liches and Vampires may take their spells from the Necromantic deck and the Dark Magic deck. They must always take at least one Necromantic spell – so Necromancers and Vampire Counts, who are only entitled to one spell card, *must* take a Necromantic spell.

Unlike most other types of wizards, Liches' and Vampires' magic levels are not equal to the number of spell cards or magic items they may have.

Undead Wizard	Magic Level	Spell Cards	Maximum number of Magic Items
Liche	4	3	4
Necromancer Lord	4	4	4
Master Necromancer	3	3	3
Necromancer Champion	2	2	2
Necromancer	1	1	1
Vampire Lord	3	2	4
Vampire Count	2	1	2

### NECROMANTIC MAGIC

Necromantic spells are used in a slightly different way from other spells.

An Undead wizard may cast the same Necromantic spell more than once during a magic phase, so long as he has sufficient power to do so. Roll a D6 after the spell has been cast and consult the table below. You must roll each time the spell is cast. If the dice roll is less than the number shown on the table the spell may not be used again that magic phase. If the roll equals or exceeds the number shown the spell may be recast.

Undead Wizard	D6 roll required to retain card
Liche	Automatic
Necromancer Lord	Automatic
Master Necromancer	2 or more
Necromancer Champion	3 or more
Necromancer	4 or more
Vampire Lord	5 or more
Vampire Count	6 or more

Liches and Necromancer Lords do not need to roll if they want to recast a Necromantic spell.

See Warhammer Armies - Undead for more details.

## NECROMANTIC SPELLS

*Note that the three new Dark Magic cards Death Spasm, Dark Hand of Destruction, and Power of Chaos (which first appeared in Warhammer Armies - Undead) replace the original three 'Necromantic' Dark Magic cards (Raise the Dead, Vanhel's Danse Macabre and Hand of Dust) that came in Warhammer Battle Magic. These three spells now form part of the Necromantic Magic deck. We recommend you discard the three original cards (identifiable by having 'Dark Magic Spell' on the reverse) and use the three new updated versions included in Arcane Magic. This is particularly important for Raise the Dead, as the new version differs from the old.*

### DRAIN LIFE Power 2 Range 2D6"

Any living model within 2D6" takes an S3 hit (no armour save allowed). Wounds inflicted in this way may be used by the wizard to restore any that he has lost during the game.

### GAZE OF NAGASH Power 2 Range 18"

Bolts of Dark Magic strike the first unit or model in their path, causing 2D6 S4 hits, no armour save allowed.

### HAND OF DUST Power 2

The wizard may attack a single hand-to-hand combat opponent. Both players roll a D6 and add their model's Strength. The wizard then doubles his total. For each point the wizard wins by, he inflicts 1 wound on the victim. A victim killed by this spell is turned into a Wight under the control of the caster (enemy wizards are turned into Wraiths).

### RAISE THE DEAD Power 2 Range 24"

2D6 Skeletons or Zombies are created from the bodies of the fallen. The new models can be added to existing units of the same type within 24", or may form a new unit if at least five models have been raised.

### SUMMON SKELETONS Power 1 Range 18"

D6 Skeletons or Zombies are created from the bodies of the fallen. The new models can be added to existing units of the same type within 18", or may form a new unit if at least five models have been raised.

### SUMMON UNDEAD HORDE Power 3 Range 36"

3D6 Skeletons or Zombies are created from the bodies of the fallen. The new models can be added to existing units of the same type within 36", or may form a new unit if at least five models have been raised.



### THE CURSE OF YEARS Power 3 Range 24"

The spell may be cast at any enemy model or unit within range. Roll a dice for each affected model at the end of this and every subsequent magic phase. In the first magic phase a victim dies on a roll of 5+ on a D6; in the next magic phase they die on a roll of 4+, and so on.

*Remains in play*

### THE DARK MIST Power 1

When the wizard casts this spell, he may move 24" in each of his movement phases. He may move through solid objects and buildings, but not living creatures. He may not attack, but may cast spells. The caster may only be harmed by magic weapons and spells.

*Remains in play*

### VANHEL'S DANSE MACABRE Power 1 Range 36"

This spell can be used on a regiment of Skeletons, Zombies, Mummies, Wights, Wraiths or Skeleton Horsemen. During the magic phase, the regiment may take one of the following actions: charge, move, march move, fight a round of close combat, or shoot with missile weapons.

### WIND OF DEATH Power 3

Place the Purple Sun of Xereus template touching any table edge, with the arrow indicating its direction of travel. The wind moves 2D10" immediately, and 2D10" in the same direction at the start of each subsequent magic phase. All living models touched by the wind suffer D6 wounds on a D6 roll of 4 or more. No armour saves apply.

*Remains in play*

## ICE MAGIC

*Ice Magic draws its power from the magical energies frozen deep within the permafrost. Ice Magic is used by the Ice Queen of Kislev and the Kislev Ice Mages.*

### BRIDGE OF ICE Power 2

This spell transports a single friendly model or unit up to 18" across the table. If used to move troops into hand-to-hand combat, they count as charging in the first round of fighting.

### CHILL BLAST Power 3    Range 24"

An icy blast strikes the first unit in its path for 2D6 S5 hits. No armour saves allowed, even for magic armour.

### CRYSTAL CLOAK Power 2

A magic cloak of snow protects the caster. Any hit scored on the caster by an ordinary weapon is deflected on the D6 roll of 3 or more. If hit by a magic weapon the cloak is immediately dispelled, but the caster suffers no damage, and the magic weapon is itself dispelled on a D6 roll of 3 or more.

*Remains in play*

### DEATH FROST Power 3

May be cast against a hand-to-hand combat opponent. Roll 2D6. The difference in scores = the number of S10 hits inflicted. On a double, add the scores together to get the no. of S10 hits inflicted.

### FREEZE WATER Power 1

The spell may be used to freeze an entire body of water anywhere on the battlefield. The water stays frozen, but the spell does not remain in play as such. Certain Bright Magic spells will thaw the frozen water – see card for details.

### HAWKS OF MISKA Power 1    Range 18"

May be cast at a single model or unit within 18". The target must take a Fear test immediately. If it fails, it must flee. If engaged in hand-to-hand combat the target will break if it fails the test.

### ICE SHARDS Power 2    Range 18"

A storm of magic icicles strike the first unit or model in their path for 2D6 S4 hits.

### SHIELD OF COLD Power 1

The spell affects the caster and any unit they are with. Missile weapons must roll 4+ on a D6 to penetrate the shield, then roll to hit. The spell is dispelled if the wizard and unit he is with enters close combat.

*Remains in play*

### SNOW BLIZZARD Power 2    Range 18"

A raging blizzard envelops a unit within 18". The unit must halt, and may do nothing until the beginning of the following magic phase. A wizard affected may not cast spells though he may use dispels.

### WIND OF COLD Power 3    Range 6D6"

A cold wind shoots 6D6" from the caster and strikes each target (unit or single model) in its path. No saving throws allowed. Target models may not move.

## WAAAGH! MAGIC

### ORC AND GOBLIN SHAMANS

The power of Orc and Goblin shamans comes from the raw Waaagh! energy generated by all the excited Orcs and Goblins round them. The more Waaagh! energy being generated, the easier it is for a shaman to cast spells. However, a shaman can only take so much energy before he suffers dangerous side-effects, and a really severe power overload can make his head explode!

Orc and Goblin shamans are dealt cards from the Waaagh! magic deck.

### THE WAAAGH TEST

Orc and Goblin shamans must take a special Waaagh test during the magic phase, as explained in Warhammer Battle Magic.

After the magic cards have been dealt, but before any spells are cast, the player must test to see whether each Orc and Goblin shaman can control the Waaagh magic coursing through his brain.

1. Count the number of Orc and Goblin units within 12" of the shaman. Orc units must be at least 10 strong; Goblin units at least 20 strong. Fleeing models do not count.
2. Add +1 to the total for each Orc or Goblin unit in hand-to-hand combat within 12". The total score is the Shaman's 'Eadbanger' value.
3. Roll a D6, and, if testing for an Orc shaman, add his magic level.

If the dice roll (+ level modifier for Orcs) is more than his 'Eadbanger' value the shaman has passed the test and comes to no harm. Otherwise the shaman has failed the test. Roll on the 'Eadbangerz' Chart to see what happens to him.

### EADBANGERZ' CHART

#### D6 roll Effect

- 6 Discard one magic card of your choice. Otherwise the shaman is unharmed and may cast spells normally.
- 5 Your opponent can discard one of the shaman's magic cards (select randomly). The shaman is otherwise unharmed, and may cast spells normally.
- 4 The shaman can't cast any Waaagh spells, or spells from magic items, but he may still use magic cards to dispel enemy magic.
- 3 Your opponent may select (at random) and discard one of the shaman's spell cards. The shaman can't cast any Waaagh spells, or spells from magic items, but he may still use magic cards to dispel enemy magic.
- 2 The shaman vomits out an explosive blast of Waaagh power before collapsing unconscious. The heads of any Orcs or Goblins in base contact will explode unless they roll equal to or less than their T on a D6. The shaman may do nothing until he wakes up at the start of the next magic phase.
- 1 The shaman's head explodes! Remove him from the tabletop. The heads of any Orcs or Goblins in base contact will explode too unless they can roll equal to or less than their T on a D6.

Shamans who are more than 12" away from any eligible Orc or Goblin units can't cast spells at all, though they may still dispel enemy magic as usual. In this case the shaman need not take a Waaagh test.

### NIGHT GOBLIN SHAMANS

Night Goblin shamans start the game with one piece of magic mushroom per magic level. Each piece may be used once during a game.

The shaman may eat a piece of mushroom at the start of any magic phase, before the Winds of Magic are determined, entitling him to D6 extra magic cards to be used in that magic phase only.

## SPELL SUMMARY

If a Night Goblin shaman has consumed a piece of mushroom he may cast spells even if there are no Orc/Goblin units within 12" to supply Waaagh energy. In this case he is dealt no cards from the Winds of Magic, but is limited to his D6 extra cards.

If the Night Goblin shaman has eaten a piece of mushroom, and fails his Waaagh! test, deduct -1 from his roll on the 'Eadbangerz chart.

### FOREST GOBLIN SHAMANS

A Forest Goblin adds +1 to his score when he rolls on the 'Eadbangerz chart. If he rolls a 6+ he is completely unaffected.

Every time a Forest Goblin shaman fails a Waaagh test he staggers D6" in a random direction (use the scatter dice to determine which). This happens even if he rolls 6 on the 'Eadbangerz chart.

Move the shaman before applying the 'Eadbanger results. If he moves into an enemy he becomes engaged in hand-to-hand combat and must fight in the following hand-to-hand combat round (and counts as charging). If he is already in hand-to-hand combat, he will not move away, but counts as charging in the next round.

### SAVAGE ORC SHAMANS

If a Savage Orc shaman joins a Mob of Savage Orcs he gets an extra magic card when they are dealt at the start of the magic phase. The bonus card may only be used by that shaman. In addition, the shaman's protective tattoos now give him a saving throw of 5 or 6 rather than a 6. The Savage Orcs' tattoos also give them an enhanced saving throw of 5 or 6.

### BRAIN BURSTA Power 2 Range 24"

A bolt of Orky power speeds away from the shaman in a straight line, up to 24" across the battlefield. The first model touched by the bolt must roll equal to or less than its T on a D6 or its head explodes! Armour, even magical, is no protection.

### DA KRUNCH Power 3 Range 24"

The mighty foot of Gork squashes the Orcs' enemies! Place the special template over the target area and roll the scatter dice. If an arrow is rolled, move the template 4" in the indicated direction. Any models more than half under the template suffer a S10 hit unless they can roll under their 1 on D6 to get out of the way.



### EADBUTT Power 1 Range 36"

The shaman smashes the head of an enemy wizard with a bolt of Orky magic. Both players roll a D6 and add the magic level of their shaman/wizard. If the enemy wizard loses he suffers 1 wound and can't cast any spells until the next magic phase.

### ERE WE GO! Power 2 Range 36"

This spell can be cast on a unit of Orcs or Goblins within 36" of the shaman. For the duration of the next turn the unit has +1T and always hits first in combat, even if it has been charged.

### FISTS OF GORK Power 2

The shaman can inflict D6 S6 hits among his close combat opponents. If he rolls a 6, roll an extra D6 hits. He can carry on doing so until he fails to roll a 6!

### GAZE OF MORK Power 2 Range 24"

The shaman sends a beam of destructive energy out in a straight line 24" long. Anything in the path of the beam suffers a S4 hit.

### MORK SAVE US! Power 1 Range 24"

The spell affects one unit of Orcs or Goblins within 24" of the caster and stops any magic (including friendly magic) affecting them for the rest of the magic phase. It also automatically dispels any spells currently affecting them.

### MORK WANTS YA! Power 1 Range 24"

A giant magic hand lifts a single enemy model within 24" into the air. The victim may do nothing except try and escape at the beginning of each turn. To escape, the victim must roll equal to or less than its Strength on 2D6. If the victim is freed by any other means he falls to the ground and suffers 1 S4 hit.

*Remains in play*

### THE HAND OF GORK Power 2 Range 18"

The shaman can transport a unit of Orcs or Goblins anywhere on the battlefield up to 18" away. The transported troops may be moved into hand-to-hand combat, in which case they count as charging.

### WAAAAAAGH! Power 3 Range 36"

All enemy wizards in range are knocked flat unless they can roll equal to or less than their magic level on a D6. If they fail they suffer 1 wound and can't cast any more spells this magic phase, though they can use magic cards to dispel. All Orc and Goblin units within 36" of the caster add +1 to their WS and can re-roll and Ld tests until the next magic phase.

## SKAVEN

*Note that there are thirteen cards in the Skaven magic deck, rather than the usual ten.*

### CRACKS CALL Power 2 Range 18"

A crack in the ground, starting at the caster, runs for 18" in a straight line. Any models in its path must roll equal to or less than their Initiative to leap out of the way (6 always fails). If they fail they fall into the crevasse never to be seen again. War engines, chariots, etc must roll 5 or 6 or be destroyed. Buildings affected suffer D6 damage points.

### CURSE OF THE HORNED ONE Power 3 Range 12"

The Grey Seer selects a single enemy model or unit to be attacked. The Skaven player rolls 2D6 for each victim; the opposing player rolls 1D6 and adds the victim's Toughness. If the Skaven player scores highest the victim is transformed into a Skaven under the control of the Skaven player.

*Grey Seers only*

### DEATH FRENZY Power 3 Range 6"

The Grey Seer wafts warpstone gas over a single model or unit within 6". The target moves at double rate, and has double attacks. It must charge into hand-to-hand combat as soon as possible, and must always pursue. In each subsequent magic phase the subject/s suffers D6 wounds from over exertion.

*Grey Seers only.*

*Remains in play*





**MADNESS** Power 2 Range 24"

Can be cast on a single enemy model in range. Both players roll a D6. If the Skaven player scores higher he can control the model next turn (If he takes control of a wizard, he may not cast spells). If the roll is equal or lower the spell fails. In each subsequent magic phase roll again to see if the Skaven player can control the model next turn.

*Grey Seers only. Remains in play*

**PESTILENT BREATH** Power 1

The Skaven wizard exhales a foul, black vapour. Use the cone-shaped template to represent the area affected. Any models touched by the template suffer 1 wound on a roll of 4+. Only magic armour may save.

**PLAGUE** Power 3 Range 18"

May be cast on a single model within 18". The target suffers 2D6 minus its Toughness number of wounds. If the victim dies, the plague can move on to the nearest model within 4". This process continues until a victim survives, or there are no more potential victims within 4".

**POISON WIND** Power 3 Range 24"

May be cast at an enemy unit. Place the Poison Wind template to represent the area covered by the Poison Cloud. Roll a D6 for every model more than half under the template. On a 5 or 6 they suffer D6 wounds. No armour saves allowed.

**PUTREFY** Power 1 Range 24"

May only be cast against an enemy unit engaged in hand-to-hand combat. The unit must take an immediate Break test. Even if they pass the test they suffer -1 to hit in their next hand-to-hand combat round.

**SKITTERLEAP** Power 1 Range 3"

The spell may be used on the caster himself, or a single model within 3". The target disappears and may reappear anywhere on the battlefield. The model may move directly into hand-to-hand combat if desired, and will count as charging on the first round.

**SCORCH** Power 1 Range 24"

The Skaven wizard selects a unit or area of terrain within 24". Flames suddenly consume the area. If the target is a unit, roll a D6 for each model: on a 6 it suffers 1 wound (saves apply normally). If the target is a flammable piece of terrain it will catch fire on 3+. Units can't enter burning terrain, and any models in burning terrain suffer a wound at the end of their movement phase. Roll for every fire at the start of the Skaven turn: 1-2 fire goes out; 3-4 fire continues; 5-6 fire will spread to another piece of flammable terrain within 6".

**VERMINTIDE** Power 2 Range 3D6"

The Skaven Sorcerer summons a heaving mass of rodents and vermin. Use the special template to represent them. It starts in contact with the Sorcerer, and moves off 3D6" in a straight line immediately. In each subsequent magic phase the template moves another 3D6" in the same direction. Any model touched by the template suffers a S3 hit with a -1 saving throw. Vermintide is unaffected by weapons or magic.

*Remains in play*

**WARP LIGHTNING** Power 2 Range 24"

A warp lightning bolt strikes any unit in sight up to 24" away. The target suffers D6 S5 hits, each causing 1 wound. No saves allowed.

**WITHER** Power 1

The Skaven inflicts D6 S6 hits upon enemy models in base contact. Only magic armour may save.

## CHAOS DWARF

**ASH CLOUD** Power 2 Range 18"

Target unit's M, WS, BS, I and A halved (rounding up) until the beginning of next magic phase. Does not affect Undead or Daemons.

**DOOMROAR** Power 2 Range 36"

Enemy units in hand-to-hand combat must take a Panic test immediately. If they fail they are broken and must flee. Fleeing friendly units immediately rally.

**ERUPTION** Power 3 Range 24"

Use 3" diameter template to indicate area of effect. Models beneath the template must roll equal to or less than their I or be killed. War machines, chariots etc are instantly consumed (though their crew may attempt to escape). Buildings collapse on 4+.

**FIST OF FIRE** Power 2

Wizard automatically causes D3 wounds on any close combat opponents he hits.

*Remains in play*

**FLAMES OF AZGORH** Power 2

Use teardrop-shaped flame template. Any models under template are hit on 4+ for 1 S4 hit. No armour saving throws allowed.



**FLAMING HIDE** Power 1 Range 6"

May be cast on the Sorcerer himself or any model within 6". Any wound suffered will be negated on 4+. In hand-to-hand combat, any model that hits the Hide suffers 1 automatic hit for each hit scored.

*Remains in play*

**LAVA STORM** Power 2 Range 18"

Hits first unit in its path, up to 18" away. Causes 2D6 hits, each hit causes a wound on 4+. No armour saving throws allowed.

**MAGMA POOL** Power 1

The Sorcerer may move himself anywhere on the battlefield. If he moves into hand-to-hand combat, he counts as charging.

**SHADOWS OF HASHUT** Power 2 Range 18"

A mighty shadow bull rushes away from the caster in a straight line up to 18" long. Any model the bull touches suffers 1 S4 hit causing 1 wound. Any unit that sustains casualties must take a Panic test.

**SORCERER'S CURSE** Power 2 Range 24"

Affected model must roll under S on 2D6 at the start of every turn or be unable to do anything.

*Remains in play*

# CHAOS

## CHAOS SORCERERS

A Chaos Sorcerer must take at least one spell from the deck of his patron Chaos God, and may choose additional spells from the Dark Magic deck. Beastman Sorcerers may use spells from any Chaos God/s, and from the Dark Magic deck.

Chaos Sorcerers receive a Mark of Chaos. This Mark is unique to their patron Chaos God, and imbues the Sorcerer with a special inherent magic ability, which does not need to be powered with magic cards. See P43 of Warhammer Armies - Chaos for more details.

Chaos Sorcerers may wear Chaos Armour without it affecting their ability to cast spells.

Chaos Sorcerers may be bought Chaos Rewards, though Beastman Shamans may not.

The full rules for Chaos Sorcerers can be found in Warhammer Armies - Chaos.

## GREATER DAEMONS

Except for the Bloodthirster of Khorne, Greater Daemons may cast spells as if they were level 4 wizards.

Greater Daemon	No. of Spells	May draw from
Keeper of Secrets	4	Slaanesh spell deck
Great Unclean One	4	Nurgle spell deck
Lord of Change	4	Tzeentch spell deck
Bloodthirster	—	May not cast spells

## DAEMON UNITS

Certain daemons may also cast spells, though they do so as a unit rather than as individuals. The whole unit is treated as a single wizard with its own magic level and spells. The unit's magic level and the number of spells it has are determined by its size. The more daemons there are in the unit, the higher its magic level and the more spells it may cast.

If a daemon unit suffers casualties and its size decreases, its magic level should be adjusted accordingly. It may be necessary to discard spells if the unit has more than it is now entitled to.

Type of Daemon	May draw from
Daemonette of Slaanesh	Slaanesh spell deck
Plaguebearer of Nurgle	Nurgle spell deck
Pink Horror of Tzeentch	Tzeentch spell deck

No. of Models in unit	Magic level	Number of Spells
1-5	1	1
6-10	2	2
11-15	3	3
16-20	4	4

## NURGLE

### CLOUD OF FLIES Power 1 Range 12"

May be cast on any model or unit within 12". The victim may neither move nor shoot. Missiles may not be fired at the target.

*Remains in play*

### FLY SWARM Power 1

In any turn, the first wound inflicted on the Sorcerer is automatically saved. If he is attacked by a spell or magic weapon that kills outright the Sorcerer is saved on a D6 roll of 4+, but the fly swarm is dispelled.

*Remains in play*

### MIASMA OF PESTILENCE Power 2

The caster is surrounded by a cloud of foul vapours. All models within 6" of the caster have their characteristics halved (rounding up). Chaos Champions, Sorcerers and Daemons of Nurgle are unaffected.

*Remains in play*

### PILLAR OF PUTREFACTION Power 1

A magic pillar carries the Sorcerer into the air. He can see over the entire battlefield and cast spells as normal. The Sorcerer may only be shot at or attacked in hand-to-hand combat by flying models. While on the pillar, he has an armour save of 2+. Any spells cast at the Sorcerer are automatically dispelled without affecting the pillar. A dispel will cause the pillar to sink back into the ground.

*Remains in play*

### PIT OF SLIME Power 2 Range 12"

May be cast at an enemy model within 12". A pit of disgusting slime opens up beneath the target's feet. Roll a D6 - if the target rolls less than his Strength he escapes the pit and it is dispelled. If he fails, he is trapped in it. While trapped, a victim may do nothing at all. The victim may attempt to escape at the start of each subsequent magic phase - roll less than his Strength on a D6 to struggle free. If he rolls more he is slain. If he rolls equal to his S he is still stuck.

*Remains in play*

### PLAGUE WIND Power 3 Range 24"

May be cast at any enemy unit within 24" of the caster. The Plague Wind inflicts 3D6 hits minus the target's T. Each hit causes a wound on 4+. No armour saves allowed. For every 3 wounds inflicted a Plaguebearer is created, forming a new unit within 3" of the target unit.



### RANCID VISITATION Power 2 Range 18"

May be cast at a unit up to 18" away, causing 2D6 S4 hits. No armour saves allowed.

### SHRIVELLING POX Power 1

May be cast on a single model in base contact. The Chaos player rolls 2D6, his opponent rolls 1D6. If the Chaos player's score is greater then the difference is the number of wounds suffered by the victim. Only magic armour may save.

### STENCH OF NURGLE Power 1

May be cast on any enemy model in hand-to-hand combat with the Sorcerer. The victim and all models within 3" are afflicted by a foul stench, and lose -1 Attack. Champions, Sorcerers and Daemons of Nurgle are unaffected.

*Remains in play*

### STREAM OF CORRUPTION Power 2

Place Stream of Corruption template so the pointed end is touching the Sorcerer and the broad end covers the target. All models under the template must roll equal to or less than their I on a D6 or be killed outright (6 always kills). Targets with T7 or more take D6 wounds instead. Only magic armour may save.

## TZEENTCH

### BLUE FIRE OF TZEENTCH Power 1 Range 18"

A blue flame flies from the caster to strike the first unit in its path. The target suffers D6 S4 hits. Normal armour saves apply.

### BOLT OF CHANGE Power 2 Range 12"

The Bolt of Change strikes the first model in its path, with a maximum range of 12". The target must roll equal to or less than its Toughness on 2D6 or be slain by waves of uncontrolled mutation. Only magic armour may save.



### BOON OF TZEENTCH Power 1

The Chaos player may take D3 magic cards, and cast a further spell immediately if he wants.

### GIFT OF CHAOS Power 1

The Chaos player may take another Chaos Gift.

### GLEAN MAGIC Power 2 Range 24"

The Sorcerer steals a spell from an enemy wizard within 24" (determine which spell at random). The Sorcerer may cast the spell as if it were his own. If the stolen spell is dispelled it is returned to its original owner. If he has been slain, it is discarded. The Sorcerer may only hold 1 spell stolen in this fashion at a time.

### INCANDESCENT ASSASSIN Power 2 Range 24"

The caster causes a creature of magical flame to appear over a model within 24". The target rolls D6 + WS. The Sorcerer rolls D6+6. If the Sorcerer scores higher he inflicts a number of wounds equal to the difference in scores. Armour saves as normal but with a -3 modifier.

### PINK FIRE OF TZEENTCH Power 1 Range 6"

A pink flame flies from the caster to strike the first model in its path. The target suffers D6 hits at Strength D6+4. Only magic armour may save.

### SHIELD OF FIRE Power 1

The Sorcerer summons a fiery shield to protect him. Enemy attacking in hand-to-hand combat must roll 6 to hit. If any enemy attacks the Sorcerer with a magic weapon, on a roll of 1 to hit the weapon is destroyed.

*Remains in play*

### TOUCH OF TZEENTCH Power 1

May be cast against any model in base contact with Sorcerer. Victim sustains D6 S4 hits – only magic armour may save.

### TZEENTCH'S FIRESTORM Power 3 Range 24"

Scarlet flame flies from the Sorcerer and strikes the first target in its path. Place the Firestorm template over the target. Every model under the template suffers a S5 hit. Only magic armour may save. For every 3 full wounds inflicted a Pink Horror is created (draw spells for the new unit immediately).

## SLAANESH

### ACQUIESCENCE Power 1

May be cast at any model in base contact. Target must roll equal to or less than its I on a D6 – a roll of 6 always fails. If affected, the victim's characteristics are all halved (rounding up) and he becomes subject to the rules for Stupidity.

*Remains in play*

### BEAM OF SLAANESH Power 2 Range 24"

A beam of light flies from the caster and strikes the first model in its path. The target must roll equal to or less than its Ld on 3D6 to avoid the spell's effects. If affected, the victim's characteristics are all halved (rounding up) and he becomes subject to the rules for Stupidity.

*Remains in play*

### BONDAGE OF SLAANESH Power 2 Range 12"

The target unit or model is enveloped in glowing threads of magic, and may do nothing (eg, move, shoot, cast spells, etc) while the spell remains in play.

*Remains in play*

### CACOPHONIC CHOIR Power 1

All enemy models within D6" of the caster sustain a S5 hit. No armour saves allowed, even for magic armour.

### CHAOS SPAWN Power 3 Range 24"

Target model must roll equal to or less than its T on 2D6 to avoid the spell's effects. If he fails, the victim is turned into a Chaos Spawn. Deal the Spawn D6 Chaos Gifts to represent his mutations. Move the model 2D6" straight forward immediately, thereafter it moves randomly in the Chaos player's turn. See the rules for Chaos Spawn in Warhammer Armies – Chaos.

### CURSED CARESS Power 2

May be cast at a single model in base contact. The Chaos player rolls a D6. If he scores equal to or more than the number of wounds the target has it is killed. Only magic armour may save.

### LASH OF SLAANESH Power 1 Range 8"

The Lash strikes the first unit in its path for 2D6 S4 hits.

### PAVANE OF SLAANESH Power 2 Range 24"

May be cast against unit or single model within 24". Target must roll equal to or under its Ld on 2D6 to avoid the spell. If affected, the victim starts to dance uncontrollably, and may neither move, shoot, or fight back in hand-to-hand combat.

*Remains in play*

### SLICING SHARDS OF SLAANESH Power 2 Range 24"

The Slicing Shards hit the first unit in their path for 2D6 S4 hits. Armour saves apply as normal.

### SUCCOUR OF CHAOS Power 1 Range 12"

May be cast at a unit of troops within 12". The affected unit, including any attached character models, may add +1 to all dice rolls to hit in hand-to-hand combat.

*Remains in play*



## CHAOS REWARD SUMMARY

The Chaos Rewards come as a set of cards in Warhammer Armies – Chaos. They may be bought for Chaos Champions and Sorcerers in much the same way as other magic items.

### NURGLE

*Champions or Sorcerers of Nurgle only*

#### NURGLE'S FOUL ODOUR 50 points

The Champion and any unit he is with are surrounded by a cloud of nauseous gas. Any enemy fighting them suffers -1 WS in hand-to-hand combat. Any unit with the Champion is unaffected by the smell.

#### NURGLE'S ROT 35 points

After making normal attacks in hand-to-hand combat, roll D6 for each enemy model in base contact. On a roll of 6 they contract Nurgle's Rot and suffer a single wound. Even magic armour may not save.

#### NURGLE'S CLOUD OF FLIES 30 points

A cloud of flies surrounds the Nurgle Champion. All enemy models in base contact suffer -1 to hit, whether they are attacking the Chaos Champion or another target.

### KHORNE

*Champions of Khorne only*

#### COLLAR OF KHORNE 100 points

If the Champion is attacked by a magic weapon and makes a successful save for his Chaos armour the weapon is destroyed. If the Champion or unit he is with are attacked by a magic spell it is dispelled on 4+. If successfully dispelled roll a D6: on a 4+ the spell is destroyed (discard the spell card) and the caster sustains 1 wound.

#### AXE OF KHORNE 75 points

If the axe scores any wounds, the enemy model is killed outright. Each time the axe slays an enemy roll a D6: on a score of 6 the axe is sated and cannot be used again.

#### BATTLE FURY OF KHORNE 50 points

The Champion must charge any enemy within charge reach at the start of the turn, or advance as close as possible. If he is part of a unit he will leave it to do so. The Champion gains +1A, and an extra +1A when he charges.

#### PRAISE OF KHORNE 25 points

The Champion may retake any failed armour save. Each time he does so roll a D6: on a roll of 1 the card must be discarded.

### TZEENTCH

*Champions or Sorcerers of Tzeentch only*

#### DESTINY OF TZEENTCH 40 points

Every time the Champion suffers a wound roll a D6. On a 1-3 the wound is restored but you must discard this card. On a 4-6 the wound is restored, and you may keep the card.

#### FORTUNE OF TZEENTCH 35 points

Once per turn the Champion may re-roll any one dice throw. After doing so, roll a D6. On a roll of a 1 you must discard this card.

### SLAANESH

*Champions or Sorcerers of Slaanesh only*

#### ALLURE OF SLAANESH 50 points

In hand-to-hand combat, enemy models must test against Ld on 3D6 to be able to strike the Champion. Once a model has passed the test, it need not test again.

#### GAZE OF SLAANESH 30 points

All enemy models attempting to fight the Champion in hand-to-hand combat lose -1A.

### NON-ALIGNED REWARDS

*These rewards may only be taken by Chaos Champions or Chaos Sorcerers*

#### BREATHE FIRE 50 points

Use teardrop-shaped template. Any models affected are hit on D6 roll of 4+ for a single S4 hit.

#### REGENERATION 50 points

The Champion can regenerate damage like a Troll, and regenerates wounds on 4+ (see rules for Trolls on P15 of the Battle Bestiary). Once the Champion has suffered a wound from a flame-based attack, this ability is nullified.

#### IRON HARD SKIN 40 points

The recipient benefits from a 4+ saving throw against wounds, taken after any normal armour save for armour has been failed, and is *not* modified by the enemy's Strength.

#### HIDEOUS APPEARANCE 35 points

The Champion causes fear, and is immune to fear himself.

#### SCORPION TAIL 35 points

After the Champion has made his normal attacks he may make an extra attack with his tail (S5). No armour save allowed, even for magic armour.

#### MACE TAIL 25 points

After his normal attacks, the Champion may make 1 additional attack with his tail (S5).

#### MANY ARMS 25 points

Champion may either carry an additional weapon for +1 Attacks, or an additional shield for +1 save.

#### MASSIVE HORNS 25 points

+1 Attack in hand-to-hand combat.

#### SCALY SKIN 25 points

The Champion has a 4+ saving roll against wounds, taken after any normal saving throw has been failed, and which is modified by his enemy's Strength as usual.

## DWARF RUNE SUMMARY

Dwarfs have a unique system of runic magic, which involves enscribing items with magic runes to give them special powers. The full rules for runic magic items, and more detailed descriptions of the runes, can be found in *Warhammer Armies – Dwarfs*. See page 39 for a depiction of the runes themselves.

### DWARFS & MAGIC

Dwarfs are unable to cast spells, and have no wizards.

During the magic phase, the Dwarf player is dealt magic cards as usual, though he may only make use of the Dispel and Drain Magic cards. Because Dwarfs have such a high resistance to magic, Dispel cards always work on a roll of 4+. The rules for Dwarfs using magic cards and dispels are given in full in *Warhammer Battle Magic*.

### RUNIC MAGIC

Runes may be enscribed onto weapons, armour, standards, war machines and talismans. Each of these has its own type of rune.

A character may not have more than one runic magic item or one magic item from each category (for Dwarfs, armour and shields count as one category).

A Dwarf character may carry ordinary magic items and runic magic items at the same time, but the total number of magic items he may carry is limited as normal.

#### Rule of the Runes

Up to three runes may be enscribed onto a runic magic item, subject to the following restrictions:

1. No item may have more than three runes.
2. Weapon runes may only be enscribed on weapons, armour runes may only be enscribed on armour, etc.
3. No more than one magic item may carry the same rune/combination of runes.
4. No master rune may be used more than once, and no more than one master rune can be enscribed on one item.
5. With the exception of master runes, runes may be combined together and used in multiples.
6. Runes may not be enscribed onto existing magic items.

For the full rules for Dwarf runes see *Warhammer Armies – Dwarfs*.



### WEAPON RUNES

*Weapon runes may be enscribed onto swords, hammers, axes or two-handed swords.*

#### MASTER RUNE OF BANISHMENT 100 points

If the weapon inflicts a single wound on any Undead, and if the wound is not saved, then the creature is slain outright.

#### MASTER RUNE OF DAEMON SLAYING 100 points

If the weapon inflicts a wound on a daemon, and that wound is not saved, the daemon is slain outright.

#### MASTER RUNE OF DEATH 100 points

If an enemy suffers even 1 wound from this weapon he is automatically killed, regardless of how many wounds he may be able to sustain. Roll to hit and wound as normal and make any permitted save. If at least 1 wound is inflicted the enemy is killed.



#### MASTER RUNE OF DRAGON SLAYING 100 points

If the weapon inflicts a single wound on a dragon, and that wound is not saved, then the dragon is slain outright.

#### SKALF BLACKHAMMER'S MASTER RUNE 75 points

Any weapon bearing this rune will automatically wound if it hits. Roll to hit as normal. If a hit is scored no roll to wound is required.

#### SNORRI SPANGELHELM'S MASTER RUNE 75 points

Any blows struck by a weapon engraved with this rune will always hit. No roll to hit is necessary.

#### RUNE OF SMITING 70 points

A weapon engraved with the Rune of Smiting causes not 1 but D6 wounds when it wounds its target. Roll to hit and to wound as normal. If the target is wounded then roll a further D6 to establish how many wounds are inflicted. Separate saving throws must be made for each wound suffered. Bear in mind that each attack can only be directed against one enemy model, so all D6 wounds from that blow will be suffered by one model and any excess wounds are effectively wasted.

#### ALARIC THE MAD'S MASTER RUNE 50 points

This rune cancels an opponent's armour saving throw. When wounded by this weapon the target is not allowed an armour saving throw of any kind. This rune is effective against ordinary and magic armour.

#### MASTER RUNE OF FLIGHT 50 points

This rune may only be inscribed onto a hammer. The wielder may throw the hammer in the shooting phase. The hammer may be thrown up to 12" at any enemy model within range. The target model is automatically hit once as if struck by the wielder, then the hammer flies back into the wielder's hand.

**RUNE OF MIGHT** 50 points

The wielder of this weapon may double his Strength when attacking creatures with a Toughness greater than his own. The rune has no effect against other targets. If engraved twice the wielder's Strength is trebled, if engraved thrice it is quadrupled. The maximum Strength value that can be attained is 10.

**CURSE RUNE** 25 points

If an enemy is struck by this weapon roll a D6: 1-2 no effect; 3-4 enemy model loses -1 Strength; 5-6 enemy model loses -1 Toughness. These penalties apply for the rest of the game. If you have several Attacks roll once for each successful hit. If you have more than one Curse rune on your weapon then do not roll for each rune, instead add +1 to the dice roll for each additional rune. It is not possible to reduce an enemy's Strength or Toughness to below 1.

**MASTER RUNE OF SWIFTNESS** 25 points

A weapon engraved with this rune always strikes first. In situations where both sides are entitled to strike first, the highest Initiative value has priority over the lower value. If initiatives are equal, both sides roll a D6 and the highest score strikes first.

**RUNE OF BREAKING** 25 points

If the wielder of this weapon successfully hits a character carrying a magic weapon then both sides roll a D6. If the wielder rolls highest the enemy's magic weapon is broken, its power is negated by the rune and rendered useless. Make this test as soon as the hit is scored, then go on to work out wounds and saves as normal.

**RUNE OF FATE** 25 points

This rune affects only the first enemy character model struck by the weapon during the battle. All wounds inflicted on the character by the weapon are doubled - ie for each wound inflicted the target suffers two wounds. Take any saving throws after doubling wounds, so the foe has a chance to save each wound inflicted. This bonus applies to all further attacks made by the weapon against that enemy model for the rest of the game. If this rune is enscribed twice wounds are trebled; if enscribed three times wounds are quadrupled.

**RUNE OF CLEAVING** 20 points

The wielder of this weapon adds +1 to his Strength.

**RUNE OF FURY** 20 points

The wielder of this weapon adds +1 to his Attack characteristic.

**RUNE OF PARRYING** 20 points

This rune cancels out one enemy attack in hand-to-hand combat - the weapon parries the attack automatically. The rune cancels only one attack regardless of how many enemy may be fighting the weapon's wielder. The player may choose which attack he parries.

**RUNE OF STRIKING** 20 points

The wielder of this weapon may add +1 to his Weapon Skill.

**RUNE OF CUTTING** 10 points

An enemy struck by this weapon must make any saving throw with an additional -1 save modifier.

**RUNE OF FIRE** 10 points

The weapon bursts into flame as it is withdrawn from its scabbard. Fire can cause extra damage on some targets (such as Treemen).

**ARMOUR RUNES**

*These runes are enscribed onto armour and shields. Any Dwarf character who has armour or a shield may be given up to three armour runes.*

**MASTER RUNE OF GROMRIL** 150 points

A character wearing armour enscribed with this rune has a Toughness of 10. This rune cannot be combined with any other armour rune.

**MASTER RUNE OF ADAMANT** 50 points

This rune adds +2 to the armour save of the character. This rune can be combined with a Rune of Stone to give a +3 save. It is possible that this may reduce the required dice roll to a negative number, in which case only attacks with a high saving throw modifier can harm the character.

**RUNE OF FORTITUDE** 50 points

This rune gives its bearer +1 wound.

**RUNE OF IRON** 50 points

This rune adds +1 to the Toughness of the character.

**RUNE OF RESISTANCE** 50 points

This rune allows the character to re-roll any failed armour saving throws. The re-roll saves on a D6 score of a 4+ and no modifiers apply.

**RUNE OF SPELL EATING** 50 points

Any spell cast specifically at the bearer of this rune is automatically dispelled with no effect. When this happens roll a D6 and subtract the dispelled spell's power. If the result is 1 or less then the rune is overloaded and may not be used again for the rest of the game.

**RUNE OF STONE** 5 points

This rune adds +1 to the character's armour save. The Rune of Stone is an exception to the normal rule which forbids the same combination of runes to be used on several items, so a single Rune of Stone may be enscribed onto any character's armour. The Rune of Stone cannot be used more than once on the same item.

**RUNES OF PROTECTION**

*These runes may be enscribed onto standards, and offer the entire unit protection from psychology or magic. They may also be used on the battle standard. Master Runes of Protection may only be placed on a battle standard.*

**MASTER RUNE OF VALAYA** 150 points

This rune will dispel any enemy spell cast anywhere on the battlefield on a D6 roll of 4+. Any spell which remains in play is dispelled automatically at the end of the magic phase if the target it affects or its template are within 12" of the standard.

**MASTER RUNE OF GROTH ONE-EYE** 100 points

All units within 12" may take any psychology or break tests with an unmodified Leadership value of 10. In hand-to-hand combat break tests are always taken at a value of 10 even if combat results bonuses would otherwise reduce the value to less.

**MASTER RUNE OF STROMNI REDBEARD** 100 points

The standard adds a further +1 to the combat result of all units within 12" of the battle standard.

## DWARF RUNE SUMMARY

### RUNE OF COURAGE 75 points

The unit is immune to panic, fear, terror, and stupidity. The unit never takes a break test and cannot be routed from hand-to-hand combat.

### RUNE OF FEAR 50 points

The unit causes fear, and is not affected by fear itself.

### RUNE OF SLOWNESS 50 points

Any foe charging the unit subtracts D6" from his charge distance. If he fails to make contact then all the usual rules for a failed charge apply. If multiples of this rune are used the charge reduction is not added up, instead roll a D6 for each rune and choose the best score.

### RUNE OF WARDING 50 points

This rune dispels any spell targeted at the unit on a D6 roll of 4+. One attempt may be made against each spell cast. Further Runes of Warding may be enscribed, in which case you may make one attempt at a dispel for each rune.

### RUNE OF BATTLE 25 points

The unit adds a further +1 to its combat result score. If two Runes of Battle are enscribed they add +2, if three +3.

## ENGINEERING RUNES

*These runes may only be used on Dwarf war machines.*

### RUNE OF ACCURACY 50 points

This rune may only be placed on a stone thrower. The Dwarf player may re-roll the scatter dice if he wishes, enabling the machine to shoot more accurately. You must abide by the result of the second roll.



### RUNE OF DISGUISE 25 points

Until it shoots, the machine cannot be seen, and cannot therefore be shot at or charged. Once the machine has shot/fired its position is revealed and it can be seen and shot at or charged as normal.

### RUNE OF FORGING 25 points

This rune can only be enscribed on a cannon. It enables the Dwarf player to re-roll the artillery dice when he rolls a misfire result. You are bound by the second dice roll even if this is another misfire.

### RUNE OF FORTUNE 25 points

If a machine has the Rune of Fortune the player may re-roll a dice rolled against its Misfire chart. You must accept the result of the second dice roll.

### RUNE OF IMMOLATION 25 points

This rune was devised to stop machines falling into enemy hands. The Dwarf player can cause the machine to explode at any time. If the machine explodes it is destroyed and all models within 3" suffer a Strength 6 hit. Any models which suffer damage as a result sustain not 1 but D3 wounds. This rune can only be used on static war machines such as cannons, stone throwers and bolt throwers.

### RUNE OF PENETRATING 25 points

The strength of any hit from the war machine is increased by +1. The strength of these hits cannot be increased beyond 10.

### RUNE OF SEEKING 25 points

This rune may be inscribed on a bolt thrower and enables the weapon to be used against high flying creatures by magically directing the bolts to their target. A target which is flying high is assumed to be at the weapon's maximum range for purposes of hitting.

### RUNE OF BURNING 10 points

Any ammunition shot by the machine bursts into flames as it hits its target. Some creatures are particularly vulnerable to fire and take more damage from it (Treemen, for example).

## TALISMANIC RUNES

*Talismanic runes may only be enscribed on rings, amulets, belts, crowns, helms, etc.*

### MASTER RUNE OF KINGSHIP 100 points

This rune may only be engraved on the crown of a Dwarf king. The unit led by the king is immune to fear and terror. For the unit led by the king, break tests are always taken on an unmodified Ld value of 10. This is never reduced regardless of combat results or magic, so the number to be tested against is always 10 on 2D6.

### MASTER RUNE OF DISMAY 50 points

This rune can only be enscribed on a warhorn. The horn may be sounded once per battle, at the end of the Dwarf player's turn. Every enemy unit on the field must test against their Leadership in the same way as for psychology. If they fail they are so dismayed that they may not move or charge in their following turn.

### MASTER RUNE OF SPITE 50 points

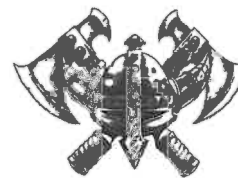
This rune turns an attacker's blows against himself. Every time the model suffers a wound in hand-to-hand combat roll a D6. On a result of 4+ the wound is taken by the enemy who inflicted it instead.

### RUNE OF SPELLBREAKING 25 points

Only Runesmiths can use this rune. It may only be used once per battle, and will stop enemy magic instantly. The rune may be played to automatically dispel one enemy spell - there is no need to roll.

### RUNE OF LUCK 10 points

This rune allows its bearer to re-roll any dice roll once during the game. The rune only works once, after which it is useless.



### RUNE OF PASSAGE 10 points

The character and any unit with him may move through woods or other difficult or very difficult terrain with no movement penalty. Note - the Rune of Passage cannot be used in conjunction with a march move.

### RUNE OF THE FURNACE 10 points

The bearer of this rune is immune to fire, heat and flame. He cannot be affected by fire attacks, magical fire, or the flames of a Skaven warfire thrower.



## DWARF RUNES



### WEAPON RUNES

SNORRI SPANGELHELM'S MASTER RUNE	⚔
SKALF BLACKHAMMER'S MASTER RUNE	⚔
ALARIC THE MAD'S MASTER RUNE	⊞
MASTER RUNE OF DEATH	↑
MASTER RUNE OF SWIFTNESS	⚓
MASTER RUNE OF DAEMON SLAYING	⚔
MASTER RUNE OF DRAGON SLAYING	⚔
MASTER RUNE OF BANISHMENT	⚔
MASTER RUNE OF FLIGHT	W
RUNE OF BREAKING	Δ
RUNE OF CLEAVING	◁
CURSE RUNE	◁
RUNE OF CUTTING	V
RUNE OF FIRE	⚔
RUNE OF FATE	⚔
RUNE OF FURY	⚔
RUNE OF MIGHT	⚔
RUNE OF PARRYING	⚔
RUNE OF SMITING	◁
RUNE OF STRIKING	⚔



### ARMOUR RUNES

MASTER RUNE OF ADAMANT	A
MASTER RUNE OF GROMRL	G
RUNE OF RESISTANCE	P
RUNE OF SPELL EATING	X
RUNE OF STONE	⚔
RUNE OF IRON	I
RUNE OF FORTITUDE	⚔



### RUNES OF PROTECTION

MASTER RUNE OF STROMNI REDBEARD	⚔
MASTER RUNE OF GROTH ONE-EYE	X
MASTER RUNE OF VALAYA	⚔
RUNE OF BATTLE	⚔
RUNE OF COURAGE	⚔
RUNE OF FEAR	⚔
RUNE OF SLOWNESS	⚔
RUNE OF WARDING	⚔



### ENGINEERING RUNES

RUNE OF ACCURACY	⚔
RUNE OF BURNING	⚔
RUNE OF DISGUISE	Π
RUNE OF FORGING	⚔
RUNE OF FORTUNE	Y
RUNE OF IMMOLATION	⚔
RUNE OF PENETRATING	⚔
RUNE OF SEEKING	⚔

### TALISMANIC RUNES

MASTER RUNE OF DISMAY	⚔
MASTER RUNE OF KINGSHIP	⚔
MASTER RUNE OF SPITE	⚔
RUNE OF THE FURNACE	⚔
RUNE OF LUCK	V
RUNE OF PASSAGE	⚔
RUNE OF SPELLBREAKING	⚔

## MAGIC ITEM REFERENCE CHARTS



## MAGIC ARMOUR

Item	Points	Notes
BLACK ARMOUR OF NAGASH	100	4+ armour save vs h-t-h & missile attacks. 4+ save vs. magic spells/attacks. Nagash only
SPELLEATER SHIELD	100	Enemy spell dispelled on 3+
ARMOUR OF BRILLIANCE	75	Enemy -2 to hit, 3+ armour saving throw. Bretonnia only
ARMOUR OF SKALDOR	75	2+ armour save. Re-roll failed save on 4+. Immunity from all fire attacks. Dwarf King only
DRAGON ARMOUR OF AENARION	70	4+ basic save. Re-roll failed saves on 4+. Ignores saving throw modifiers for all fire-based attacks. Tyrion only
ARMOUR OF PROTECTION	50	Re-roll failed save on 4+
CHAOS RUNESHIELD	50	Negates magic effects of enemy weapons. Chaos only
GOLDEN HELM OF ATRAZAR	50	Negates wound on 3+
SHADOW ARMOUR	50	Move through terrain/obstacles no penalty. -1S enemy attacks. High Elves only
SPELLSHIELD	50	Deflects enemy spells
WARPSTONE ARMOUR	50	4+ armour save. For each save inflicts S3 hit on attacker. Skaven only
ARMOUR OF METEORIC IRON	25	2+ armour save
BANESHIELD	25	After save, S4 energy bolt on attacker. High Elves only
CRIMSON ARMOUR OF DARGAN	25	4+ basic armour save. Enemy must take Ld test to attack. Chaos only
ARMOUR OF FORTUNE	15	Re-roll failed armour save on 5+
CHAOS ARMOUR	10	4+ basic armour save. Chaos only
DRAGONHELM	10	Extra saving throw of 2+ vs. fire attacks
SHIELD OF PTOLOS	10	Basic saving throw of 1+ vs. missile attacks
ARMOUR OF ENDURANCE	5	Re-roll failed armour save on 6+
ENCHANTED SHIELD	5	+1 bonus armour save

## DEVICES OF PROTECTION

Item	Points	Notes
JADE GRIFFON	75	Heals all wounds suffered end of each shooting phase/h-t-h combat phase. Empire Grand Theogonist only
THE SILVER SEAL	75	Enemy missile/h-t-h combat attacks -1 to hit. Enemy spells dispelled on 4+
BLACK AMULET	50	Negates wound on 4+. Rebounds saved wounds in h-t-h combat
DAWNSTONE	25	Re-roll failed armour save
TALISMAN OF ULRIC	25	Recover 1 wound/turn. Empire Elector Count only
MAGIC WAR PAINT	5	3+ save vs. missile attacks/ 5+ save h-t-h combat. Savage Orcs, Skaven, Forest Goblins & Wood Elves only

## MAGIC ITEM/SPELL

Item	Points	Notes
DOOMFIRE RING	100	Jet of flame causes 2D6 S3 hits. Three uses only
HORN OF URGOK	75	Enemy units in close combat must take a Panic test or be broken and flee. Fleeing friendly units rally. Three uses only
PIPES OF DOOM	75	D6 S4 hits on mounted model/unit. Victims may not charge following turn.
SKARSNIK'S PRODDER	75	Variable no. of S4 magic blasts. Night Goblins only
BRASS ORB	65	Affected models save vs. I on D6 or be killed. One use only. Skaven only
CLAW OF NAGASH	50	Variable no. of wounds on enemy model within 6". One use only
RING OF CORIN	50	Nullifies magic item within 12"
THE ORB OF THUNDER	50	Prevents flying creatures flying high. Creatures already flying high cannot descend. Three uses only
BANDS OF POWER	40	Wearer x2S (max. 10). Three uses only. Skaven only
RING OF VOLANS	25	Casts spell for free. One use only



## WIZARDS ONLY

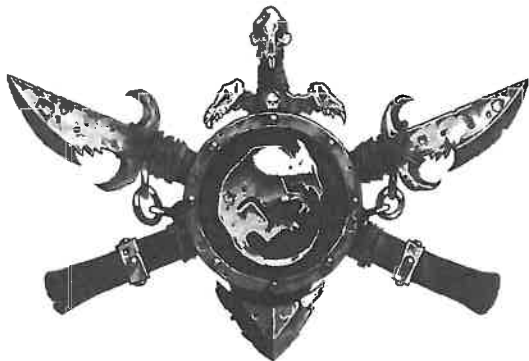
Item	Points	Notes
WAR CROWN OF SAPHERY	125	Adds +1 to magic level of wearer. High Elf Mage only
BOOK OF NAGASH	100	Adds +1 to magic level of wearer. Must take extra spell from Necromantic deck. Necromancers only
STAFF OF NURGLE	100	Destroys enemy model within 12" automatically. Chaos Sorcerers of Nurgle only
TALON OF DEATH	100	Models in contact suffer 1 auto. wound each h-t-h phase. Necromancer, Liche or Vampire only
STAFF OF VOLANS	75	Spell works automatically. Empire Supreme Patriarch only
SWORD OF UNHOLY POWER	75	Cast Dark Magic or Necromantic Magic spell for free. Wizards with Dark or Necromantic spells only
BOOK OF ASHUR	50	Adds +1 to magic level of wearer. May use any spell deck
CHAOS FAMILIAR	50	+1 or -1 any one dice roll/turn. Chaos Sorcerer only
CLOAK OF MISTS AND SHADOWS	50	Cast <i>Dark Mist</i> spell once/magic phase.
DESTROY MAGIC SCROLL	50	Stops enemy spell. One use only
SKAVEN WARPCROLL	50	S3 hit on each model in enemy unit within 24". Causes Panic test. Skaven only. One use only
SPELL FAMILIAR	50	Stores extra spell card
STAFF OF DAMNATION	50	Every Undead unit within 36" may take an extra action (charge, march move, fight round of h-t-h combat, shoot missile weapons). Necromancer, Liche or Vampire only
STAFF OF FLAMING DEATH	50	Flaming spell strikes first model/unit in its path for D3 S4 hits. Units that suffer casualties must take Panic test
STAFF OF LIGHTNING	50	Bolt of lightning causes 3S6 hits. Orc & Goblin Shamans only
STAFF OF OSIRIS	50	Enemy model takes 1 S6 hit for D3 wounds. If killed, the bolt will continue. Wizards & Settra only
WAND OF JET	50	Spells cost 1 less power point to cast



Item	Points	Notes
WARPSTORM SCROLL	50	Creatures 'flying high' suffer D6 S6 hits, and are forced off the table. One use only. Skaven wizards only
SKULL WAND OF KALOTH	40	On successful hit, victim must save against his Ld on 2D6 or be killed
STAFF OF POWER	40	Stores up to 4 magic cards (but not <i>Total Power</i> or <i>Drain Magic</i> ). Nagash only
CHALICE OF CHAOS	35	Roll a D6: 1 - Turned to Chaos Spawn; 2-3 - Enemy 1 less magic card; 4-5 - Bearer 1 extra magic card; 6 - End magic phase. Chaos Sorcerer or Beastman Shaman only
CHALICE OF SORCERY	35	Take 1 extra magic card
GOLDEN EYE OF TZEENTCH	35	Transfixes enemy models in base contact. Chaos Sorcerers - Tzeentch only
SEER STONE	35	Each extra power card expended extends spell range by D6". Skaven wizards only
SKULL OF KATAM	35	Cast any 2 or 3 point spell for 1 point less. Chaos Sorcerer only
SKULL STAFF	35	Discloses enemy magic items/spells within 12". +1 bonus to dispel.
POWER FAMILIAR	30	Stores 1 power card
POWER SCROLL	30	Powers 1 spell for free. One use only
DISPEL MAGIC SCROLL	25	Stops enemy spell working. One use only
ROD OF POWER	25	Stores up to 3 unused power cards
STORM-DAEMON	25	D6 S5 hits, causing 1 wound. Skaven Warlock Engineers only
WARRIOR FAMILIAR	25	Protects master against attackers
MOON STAFF OF LILEATH	20	Draw D6 extra magic cards once per game. After use, Teclis's characteristics halved for the rest of the game. Teclis only

## MAGIC WEAPONS

Item	Point	Notes	Item	Point	Notes
SWORD OF DEFIANCE	150	+3 Toughness.	BLACK HAMMER OF HASHUT	70	Wielder +2S. Targets vulnerable to fire are automatically destroyed if they sustain wounds. Chaos Dwarfs only
FELLBLADE	135	Bearer S10. 1 wound = D6 wounds. Roll D6 at end of turn: on 6 bearer suffers 1 wound, no save possible. Skaven only	VENOM SWORD	70	Each unsaved wound = D6 wounds
BLACK AXE OF KRELL	125	Wounded models take extra wounds each magic phase. Undead/Chaos only	CHAOS RUNESWORD OF GRUNGNI IRONHEART	65	Wielder +1 WS, +1S and +1 A. Undead or Chaos only
AXE OF GRIMNIR	125	Hits wound on 2+. 1 wound = D3 wounds (Ogres & Trolls D6 wounds). Dwarf King only	CHAOS DAEMON SWORD	60	1 wound = D6 wounds. Wounds may rebound. Chaos only
DAEMON SLAYER	125	+3S to wound. 1 wound = D3 wounds. Auto. wound vs. Daemons	STAR LANCE	60	+3S bonus when wielder charges
			SWORD OF HEROES	60	When fighting opponents with T5+, roll to wound at +3S. Each wound = D3 wounds
			AXE OF GROM	50	Each wound = 2 wounds. Orcs & Goblins only
			BLADE OF LEAPING BRONZE	50	Bearer +2 Attacks.
			BOW OF LOREN	50	No. of shots = user's A. S of shots as user's S. High Elves & Wood Elves only
			DARK MACE OF DEATH	50	D3 wounds on all models in base contact. One use only
			DRAGON BLADE	50	Each hit = 2 hits. Roll to wound for each
			DWARF-GOUGER	50	Wounds with -3 save mod. 1 wound = 2 wounds. Always wounds Dwarfs on 2+. Skaven only
			FANGSWORD OF ELTHARION	50	Wounds have -3 save mod. Stops 1 enemy attack. Eltharion only
			GROMRIL BLADE	50	Only magic armour saves. May not be used by Orcs or Goblins
			HEART SEEKER	50	Re-roll missed h-t-h attacks
			SKABSKRATH	50	Bearer causes terror. Undead only
			SWORD OF CHANGE	50	Wounded enemy model may be turned to Chaos Spawn. Chaos only
			SWORD OF FORTITUDE	50	Bearer/unit immune to fear, terror and panic.
			SWORD OF JUSTICE	50	Re-roll missed 'to hit' roll once. Empire only
			SWORD OF RESILIENCE	50	Bearer +1 Toughness.
			THE TOMB BLADE OF ARKHAM	50	Slain enemy model turned into Skeleton. Necromancer, Vampire or Liche only
			WEEPING BLADE	50	+1 to wound, -1 enemy's armour save. 1 wound = D3 wounds. Skaven only
			CHAOS RUNEBLADE	45	1 wound = D3 wounds. Chaos only
			DRAGONBLADE LANCE	40	Special lance attack when charging. High Elves only
			DRAGON BOW	40	May be fired 3 times in shooting phase. Empire Elector Count only
			OGRE BLADE	40	Bearer +2 Strength.
			TORMENTOR SWORD	40	Wounded enemy suffer stupidity
			BONE BLADE	35	1 wound = D3 wounds.
			MORTIS		
			THE GREAT BLADE OF DEATH	35	Nagash +1 Strength. Wounds inflicted may be used to restore Nagash's own wounds. Nagash only
			SHRIEKING BLADE	35	Bearer causes fear
			WARRIOR BANE	35	Each wound reduces victim's A by -1
			BLADE OF SEA GOLD	30	Wounds with extra -3 save modifier.
			FLAIL OF SKULLS	30	Vs. living creatures, 1 wound = 2 wounds
			RELIC SWORD	30	Bearer +1 Weapon Skill.
			RUNEFANG	30	Wounds cannot be saved. Undead suffer 2 wounds for each wound inflicted. Empire only
			SKY ARROW OF NALOER	30	May be shot at any creature flying high. +1 to hit. Arrow inflicts D6 S10 hits. One use only
			BANISHER SWORD	25	1 wound = D3 wounds vs. Undead



## MAGIC WEAPONS continued


Item	Points	Notes	Item	Points	Notes
BLADE OF LEAPING COPPER	25	Bearer +1 Attacks.	SWORD OF MIGHT	20	Bearer +1 Strength.
BLOOD DRINKER	25	For each unsaved wound victim deducts -1S	DARK SWORD	15	For each unsaved wound suffered the victim deducts -1 from his WS and BS. Chaos or Dark Elf only
HAIL OF DOOM ARROW	25	Splits into 3D6 S4 magic arrows in flight. Wood Elves only. One use only	SILVER SIGIL SWORD	15	Bearer +3 Initiative.
RENDING SWORD	25	1 wound = 2 wounds.	BERSERKER SWORD	10	Bearer immune to psychology. Must charge into combat. Will always pursue fleeing opponents.
SOUL BLADE	25	For each unsaved wound victim deducts -1T. Chaos only	BITING BLADE	10	Wounds with extra -1 saving throw modifier.
SWORD OF SWIFT SLAYING	25	Strikes first in h-t-h combat	BRONZE SIGIL SWORD	10	Bearer +2 Initiative.
BLADE OF ENSORCELLED IRON	20	+1 to hit in close combat	LANGUISHER SWORD	10	For each unsaved wound suffered the victim deducts -1 from his I.
BLADE OF SLICING	20	Wounds with extra -2 saving throw mod.	SWORD OF BORK	10	Unit ignores first Animosity test failure. Orcs and Savage Orcs only
GOLD SIGIL SWORD	20	Bearer Initiative 10.	COPPER SIGIL SWORD	5	Bearer +1 Initiative.
PARRYING BLADE	20	One enemy has 1 less attack			

## MISCELLANEOUS MAGIC ITEMS

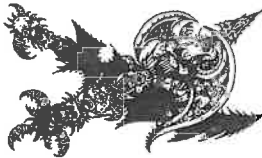
Item	Points	Notes	Item	Points	Notes
CROWN OF SORCERY	125	Wearer uses magic as lvl 3 wizard	SKALM	50	Heals all lost wounds. One use only. Skaven only
ROD OF CORRUPTION	100	Victim rolls D6 vs. T or be killed. Skaven Plague Monks only	SKAVENBREW	50	Use before battle on unit. Roll D6: 6 - Unit fights at double its M & A; 4-5 - Unit subject to frenzy; 2-3 - Unit hates all non-Skaven; 1 - No effect. One use only. Skaven only
TALISMAN OF OBSIDIAN	100	Negates magic of any wizard in base contact. Enemy spells automatically dispelled	SLAANESH'S SCEPTRE OF DOMINATION	50	Enemy characters test vs. Ld on 2D6 or may do nothing. Chaos/Slaanesh only
TALISMAN OF HOETH	85	Wearer takes spells/uses magic as lvl 2 wizard. High Elves only	TALISMAN OF RAVENS DARK	50	Flying creatures must roll 6 to hit
STAFF OF COMMAND	80	Allows Grand Theogonist to use magic/cast spells as lvl 2 wizard. +2 Strength. Empire Grand Theogonist only	THE CARSTEIN RING	50	Restores slain Vampire to full wounds. Vampires only. One use only
LIBER BUBONICUS	75	Wearer takes spells/uses magic as lvl 2 wizard. Skaven Plague Monks only	TOMB KING'S CROWN	50	Undead models within 12" of bearer use his WS & BS. Mummy Tomb King only
CLOAK OF SHADOWS	75	Enemy must roll 6 on D6 to charge at/shoot at wearer. Enemy wizard must roll 5 or 6 to cast spell. Skaven Assassins only	GAUNTLET OF BAZHRACK THE CRUEL	35	+2 Strength. On 1 to hit, blow rebounds against friendly model. Chaos Dwarfs only
DRAGON CROWN OF KARAZ	75	King/unit immune to fear & terror. Unit takes Break tests at King's Ld. Dwarf King only	HORN OF SIGISMUND	35	When charging, causes terror in enemy unit. Empire Grand Theogonist only
RUBY CHALICE	60	-2 missile to hit; -1 h-t-h to hit	VAN HORSTMANN'S SPECULUM	35	When fighting a challenge, swap S, A & I of adversaries
ALDRED'S CASKET OF SORCERY	50	Steal/use enemy spell	BLACK GEM OF GNAR	25	Wearer & attacker locked in time. One use only
BUGMAN'S TANKARD	50	Bearer/unit heals 1 wound. Max. 1 use per turn. Three uses only. Dwarfs only	AMULET OF FIRE	25	Dispel enemy spell on 4+
			CURSED BOOK	25	Living creatures within 6" -1 to hit/shooting. Chaos/Undead only
			FIERY RING OF THORI	25	Creates barrier of flame in front of user/unit. One use only. Dwarfs only
			HEART OF WOE	25	Explodes when bearer is slain
			HELM OF MANY EYES	25	Strike first in h-t-h combat. Chaos only
			MAD CAP MUSHROOM	25	Fanatic causes extra D6 hits on first unit he contacts. One use only. Night Goblins only
			POISON WIND GLOBES	25	Template attack. Victims suffer 1 wound on 4+. Skaven only
			POTION OF CHAOS	25	Roll D6: 1-3 - Recover 1 wound; 4 - +1 S; 5 - +2; 6 - Chaos Gift. Chaos only
			WARPSTONE AMULET	25	Enemy models in base contact -2 to hit/-2S. Skaven only
			POTION OF STRENGTH	10	+3S one turn. One use only
			WARPSTONE CHARM	10	Re-roll any one dice throw, and add +1 or deduct -1 from result. One use only. Skaven & Chaos only
CHALICE OF DARKNESS	50	Remove 1D6 magic cards from each side. Players who don't have enough magic cards must also surrender 1 spell. Chaos Dwarfs only			
COLLAR OF ZORGA	50	Test against Ld on 2D6 to take over control of enemy monsters in base contact. Orcs & Goblins only			
CROWN OF COMMAND	50	Bearer Ld 10			
DAEMON STEED	50	Steed has 3+ save, & counts as monster. Rider causes fear. Chaos only			
GOLDEN SCEPTRE OF NORGRIM	50	Unit may add +1 M, or +1 S, or have +1 save. Dwarfs only			
GREAT BOOK OF GRUDGES	50	Bearer/unit hate all enemy. Dwarf King only			
HEALING POTION	50	Heals all lost wounds. One use only			
HEART OF AVELORN	50	4+ save vs hostile magic. If reduced to 0 wounds, Heart will restore him to 1 wound then shatter. Tyrion only			



MAGIC BANNERS

Item	Points	Notes	Item	Points	Notes
BANNER OF ARCANE WARDING	100	Deflects enemy spell	BANNER OF DEFLIANCE	50	Unit double normal rank bonus in h-t-h combat. Will never pursue.
BATTLE BANNER	100	+D6 combat result bonus	BANNER OF DOOM	50	Enemy models/units within 6" suffer -1 penalty on Ld-based tests. Undead only
BANNER OF WRATH	75	D6 S4 lightning bolts once/turn	BANNER OF MIGHT	50	+1 to hit in hand-to-hand combat
HELL BANNER	75	Enemy models within 6" -2 penalty all Ld-based tests. Undead only	BANNER OF RAGE	50	Unit carrying banner subject to <i>frenzy</i> . Chaos - Khorne only
SACRED STANDARD OF THE HORNED RAT	75	Ld 10. Absorbs expended enemy power cards. Skaven only	BLASTED STANDARD	50	2D6 S6 hits on enemy unit within 8". Survivors must take Panic test. Chaos - Tzeentch only. One use only
MORK'S WAR BANNER	65	Dispels spells on 4+. Orcs & Goblins only	DREAD BANNER	50	The unit causes fear
BANNER OF ARCANE PROTECTION	50	Dispels enemy spell on 4+. Undead/Daemon models touching unit suffer 1 wound on 4+	RAPTUROUS STANDARD	50	Unit immune to psychology, and cannot be broken. Chaos - Slaanesh only
			SCARECROW BANNER	50	Causes terror in flying creatures
			BAD MOON BANNER	35	Enemy shooting attacks -1 to hit. Strike first in h-t-h combat. Night Goblins only
			SPIDER BANNER	35	Double all attacks in first turn of hand-to-hand combat. Forest Goblins only
			VALOROUS STANDARD	35	Roll 3D6 when making a psychology test, and take lowest 2 scores
			BANNER OF COURAGE	25	Re-roll Break test once/turn
			DOOMRIDER BANNER	25	Skeleton Horsemen auto. hit when charging. Undead only
			GORK'S WAR BANNER	25	Unit +1S when charging. Orcs and Goblins only
			STANDARD OF SHIELDING	25	+1 armour save, or armour save of 6
			WAR BANNER	25	+1 combat result bonus
			PLAGUE BANNER	20	D6 wounds on enemy unit in close combat. Skaven/Chaos - Nurgle only. One use only
EVIL SUN BANNER	10	Re-roll failed Animosity test. Night Goblins only			

CHAOS REWARDS

NURGLE			SLAANESH		
Reward	Points	Notes	Reward	Points	Notes
NURGLE'S FOUL ODOUR	50	Enemy in h-t-h combat suffer -1WS	ALLURE OF SLAANESH	50	Enemy models must test against Ld on 3D6 to attack in h-t-h combat
NURGLE'S ROT	35	On a roll of 6 on a D6 enemy model in base contact suffers 1 wound	GAZE OF SLAANESH	30	Enemy models in h-t-h combat lose -1A
NURGLE'S CLOUD OF FLIES	30	All enemy models in base contact suffer -1 to hit.	<b>NON-ALIGNED REWARDS</b>		
<b>KHORNE</b>			Reward	Points	Notes
Reward	Points	Notes	BREATHE FIRE	50	Enemy models under template hit on 4+ for 1S4 hit
COLLAR OF KHORNE	100	Destroys enemy magic weapon on successful save. Dispels enemy spell on 4+	REGENERATION	50	Champion regenerates damage as Troll
AXE OF KHORNE	75	If wounded, enemy model is killed	IRON HARD SKIN	40	4+ save vs. wounds (unmodified)
BATTLE FURY OF KHORNE	50	Champion must charge enemy. +1 A; extra +1 A when charging	HIDEOUS APPEARANCE	35	Champion causes fear
PRAISE OF KHORNE	25	Re-roll failed armour save	SCORPION TAIL	35	Extra tail attack (S5)
<b>TZEENTCH</b>			MACE TAIL	25	Extra tail attack (S5)
Reward	Points	Notes	MANY ARMS	25	Extra weapon or extra shield (+1 save)
DESTINY OF TZEENTCH	40	Roll a D6 when Champion suffers a wound: 1-3 - Wound restored, discard the card; 4-6 - Wound restored	MASSIVE HORNS	25	+1A in close combat
FORTUNE OF TZEENTCH	35	Re-roll any one dice throw once/turn	SCALY SKIN	20	4+ save vs. wounds
					

# SPELL REFERENCE CHARTS

## BRIGHT MAGIC

Spell name	Power	Range	Notes
BLAST	2	24"	D6 S5 hits on 1 model.
CONFLAGRATION OF DOOM	3		Fireball strike for var. damage. Remains in play until strikes
CRIMSON BANDS	3	24"	Victim immobilised. Remains in play
FIREBALL	1+	24"	1S4 hit per Fireball
FLAMESTORM	3	24"	S4 damage models under template. May remain in play
PIERCING BOLTS OF BURNING	2	18"	2D6 hits, 1 wound on 4+
SANGUINE SWORDS	3	24"	6 swords 1 attack each (WS6/S4). Remains in play
SCARLET SCIMITAR	1	-	D3 S5 hits in h-t-h combat. Remains in play
THE BURNING HEAD	2	18"	1 S4 hit causing 1 wound
WINGS OF FIRE	1	-	Moves wizard

## AMETHYST MAGIC

Spell name	Power	Range	Notes
AMARANTH	1	6"	Doubles T (max. 10). Remains in play
IYRTU'S EMBRACE	1	-	Roll to inflict var. no. of wounds on h-t-h opponent
MANACLE OF CALOE	1	24"	Immobilises models. Remains in play
PURPLE SUN OF XEREUS	3	4D6"	Moving area of effect. Victims killed on 3+. Remains in play
SPEED OF LYKOS	1	6"	Moves wizard/model
THE CARESS OF LANIPH	2	24"	2D6 minus victim's Strength hits
THE CHOKING FOE	2	18"	Kills enemy model if it fails Ld test
THE FATE OF BJUNA	2	18"	2D6 hits at target's own S
THE PURPLE SCYTHE	1	-	Automatic D3 S5 hits on every foe in base contact. Remains in play
THE WILD KIN OF ZANDOX	1	-	2 beasts make 3 attacks (WS5, S5). Remains in play

## JADE MAGIC

Spell name	Power	Range	Notes
DRAIN LIFE	1	-	Roll to determine wounds
EARTH BLOOD	1	-	Heals caster's wounds
FLESH OF STONE	2	6"	Target's 2xT, 2xS (max. 10). M halved. Armour save 4+. Remains in play
PEACE	1	24"	Fleeing models rally. Enemy must test to move/fire missiles.
THE CLOAK OF DAIN	1	-	Negates wounds. Remains in play
THE EMERALD POOL	1	24"	Moves wizard
THE GREEN EYE	2	18"	D3 S4 hits (chariots, war machines etc D3 S10 hits).
THE JADE CASKET	1	-	Dead model revived
THE MIST OF DUTHANDOR	2	24"	Magic mist hampers target. Remains in play
THE SPIRAL STAIR	1	-	Raises wizard into air. Remains in play

## GOLD MAGIC

Spell name	Power	Range	Notes
BURNISHED GAUNTLET	1	6"	1 wound on a 3+
FEAR OF ARAMAR	3	24"	Target flees
FOOLS' GOLD	2	24"	Target subject to Stupidity
GLEAMING ARROW	3	72"	Magic arrow causes D6 S5 hits
GLITTERING ROBE	1	-	Negates wounds. Remains in play
SEARING DOOM	2	18"	2D6 hits for 1 wound on 4+
THE CRUCIBLE	1	-	Moves wizard
THE GILDED CAGE	1	24"	Traps enemy models. Remains in play
THE GOLDEN TOUCH	1	-	Turns target to gold. Remains in play
TRANSMUTATION	1	24"	Removes piece of terrain

## CELESTIAL MAGIC

Spell name	Power	Range	Notes
AZURE BLADES	1	-	S4 hit on any h-t-h attackers. Remains in play
CERULEAN SHIELD	1	-	Negates wounds. Remains in play
CRYSTAL CHARIOTEER	1	24"	Traps enemy model. Remains in play
FORTUNE	3	-	Re-roll any failed dice rolls. Remains in play
LIGHTNING	1	24"	Enemy model S6 hit for D3 wounds
PORTENT	1	-	Adjusts dice roll
STORM OF SHEMTEK	3	24"	2D6 S6 hits for D3 wounds on enemy model
SWIFTWING	1	-	Moves wizard
THE SAPPHIRE ARCH	2	24"	Moves models
WIND BLAST	2	4D6"	Victims immobilised. Remains in play

## LIGHT MAGIC

Spell name	Power	Range	Notes
ABULLA'S SNARE	2	3D6"	Immobilises enemy for 1 turn
CREVASSE	3	24"	Test to avoid or be killed
DEATHLY SHARDS	2	18"	2D6 S4 hits on enemy model/unit
LIGHT OF BATTLE	2	3"	Target moves 2D6" in random direction, causes S10 hit. Remains in play
MACE OF YEARS	1	-	Immobilises enemy models in base contact
NET OF AMYNTOK	2	12"	Enemy immobilised. Remains in play
SHIMMERING CLOAK	1	-	Protects against shooting attacks. Enemy must roll 6 to hit in h-t-h combat. Remains in play
THE CLAW OF APEK	1	-	Magic talon strikes for D6 S5 hits. Auto. enemy in base contact
THE DWELLERS BELOW	3	24"	Enemy unit (min. 5 models) must test to avoid being dragged under the earth
THE HANDS OF KARKORA	2	24"	Immobilises/debilitates enemy model/unit. Remains in play

**GREY MAGIC**

Spell name	Power	Range	Notes
BRIDGE OF SHADOWS	2	-	Moves model-unit
RADIANCE OF PTOLOS	1	36"	Protects from shooting attacks. Remains in play
STORMCALL	1	3"	Enemy models take 1 S4 hit.
CROWN OF TAIDRON	1	3"	D6 S6 on enemy models within 3"
THE DANCE OF DESPAIR	2	24"	Moves & immobilises victim. Remains in play
THE DARK STEED	1	-	Moves wizard
THE GREY WINGS	1	36"	Moves friendly model
THE HORN OF ANDAR	2	36"	Enemy units in h-t-h combat take Panic test. Fleeing friendly units rally
THE PIT OF TARNUS	3	24"	Models test to avoid or die
TRAITOR OF TARN	3	24"	Caster may control enemy model/s. Remains in play

**AMBER MAGIC**

Spell name	Power	Range	Notes
AWAKENING OF THE WOOD	2	-	2D6 S4 hits on enemy unit
HUNTING SPEAR	2	24"	Auto. hit enemy model for S6 hits/ D3 wounds. Enemy unit attacked as bolt thrower
TANGLING THORN	3	24"	Immobilises unit/model. Remains in play. Fireball frees D6 victims
THE AMBER TRANCE	1	18"	Target turned to amber. Remains in play
CURSE OF ANRAHEIR	3	24"	Target must roll 6 to hit, and must re-roll failed saves. M halved. Mounted targets take Panic test each turn. Remains in play
THE FLOCK OF DOOM	2	24"	3D6 S3 hits on enemy model/unit
THE FLYING BOWER	1	-	Moves wizard
THE SAVAGE BEAST OF HORROS	1	-	Wizard has 3A at WS6/S6, and causes fear in enemy. Remains in play
THE VENGEFUL HOOD	1	-	Negates wounds on 4+. Saved wounds rebound. Remains in play
THE WRITHING WORM	1	24"	Victim immobilised. Remains in play

**ICE MAGIC**

Spell name	Power	Range	Notes
BRIDGE OF ICE	2	-	Moves friendly model/unit
CHILL BLAST	3	24"	2D6 S5 hits on enemy unit
CRYSTAL CLOAK	2	-	Protects caster. May destroy enemy magic weapon. Remains in play
DEATH FROST	3	-	Inflicts var. no. of S10 hits on h-t-h opponent
FREEZE WATER	1	-	Freeze 1 body of water
HAWKS OF MISKA	1	18"	Enemy must test vs. fear or flee
ICE SHARDS	2	18"	2D6 S4 hits on enemy model/unit
SHIELD OF COLD	1	-	Protects caster and unit he is with. Remains in play
SNOW BLIZZARD	2	18"	Immobilises unit
WIND OF COLD	3	6D6"	D6 S5 hits on all models/units in its path. Also immobilises all models it strikes

**HIGH MAGIC**

Spell name	Power	Range	Notes
APOTHEOSIS	1	6"	Reanimate 1 friendly model. Remains in play
ASSAULT OF STONE	3	24"	Moves hill. Test or suffer D3/2D6 wounds
BANISHMENT	2	12"	Undead/Daemons D6 wounds on 4+
CORUSCATION OF FINREIR	1	-	Wizard flies up to 24". Remains in play
DEADLOCK	1	12"	Nullify magic item/spell. Remains in play
DRAIN MAGIC	3	-	All magic use ended for turn
FIERY CONVOCATION	2	24"	2D6 flame attack for S4 hits. Remains in play
GLAMOUR OF TECLIS	1	36"	Wizard may move enemy model/unit. Remains in play
HAND OF GLORY	2	12"	Fleeing models rally. Remains in play
THE TEMPEST	3	48"	Storm disrupts flying, movement, shooting, etc. Remains in play

**DARK MAGIC**

Spell name	Power	Range	Notes
ARNIZIPAL'S BLACK HORROR	3	4D6"	Moving template kills unless victims pass test. Remains in play
BLADE WIND	2	24"	3D6 hits minus target's WS. Causes 1 wound on 4+
DARK HAND OF DESTRUCTION	1	-	1 H-t-h attack for D3 wounds
DEATH SPASM	2	18"	Target tests or dies, and causes hits on models in base contact
DOOMBOLT	2	18"	D6 S5 hits. Chariots, war machines and buildings D6 S10 hits
MALEDICTION OF NAGASH	3	36"	Target cannot move/shoot. -2 WS & I. D3 wounds each turn. Remains in play
POWER OF CHAOS	1	-	Test to draw D3 extra magic cards
SOUL DRAIN	3	24"	Template causes S4 hit. Wizard recovers wounds
THE TRANSFORMATION OF KADON	3	-	Wizard transforms into monster (see card for choice). Remains in play
WITCH FLIGHT	1	-	Moves wizard

**NECROMANTIC MAGIC**

Spell name	Power	Range	Notes
DRAIN LIFE	2	2D6"	S3 hit on living models. Wizard recovers wounds
GAZE OF NAGASH	2	18"	2D6 S4 hits on enemy model/unit
HAND OF DUST	2	-	Target turned into Wight/Wraith
RAISE THE DEAD	2	24"	Raises 2D6 Skeletons/Zombies
SUMMON SKELETONS	1	18"	Raises D6 Skeletons/Zombies
SUMMON UNDEAD HORDE	3	36"	Raises 3D6 Skeletons/Zombies
THE CURSE OF YEARS	3	24"	Victim tests or dies of old age
THE DARK MIST	1	-	Wizard moves 24". Remains in play
VANHEL'S DANSE MACABRE	1	36"	Target unit may may extra action
WIND OF DEATH	3	-	Moving template causes D6 wounds on 4+. Remains in play



**WAAAGH! MAGIC**

Spell name	Power	Range	Notes
BRAIN BURSTA	2	24"	Victim's head explodes
DA KRUNCH	3	24"	Template causes S10 hit
'EADBUTT	1	36"	Enemy wizard suffers 1 wound & can't cast spells
'ERE WE GO!	2	36"	Friendly unit +1 T
FISTS OF GORK	2	-	D6 S6 hits on h-t-h opponents
GAZE OF MORK	2	24"	Beam of energy inflicts S4 hit
HAND OF GORK	2	18"	Moves Orc/Goblin unit
MORK SAVE US!	1	24"	Protects unit from all magic
MORK WANTS YA!	1	24"	Victim immobilised. Remains in play
WAAAGH!	3	36"	Enemy wizards suffer 1 wound & can't cast spells. Friendly units +1 WS & re-roll Ld tests

**SKAVEN MAGIC**

Spell name	Power	Range	Notes
CRACKS CALL	2	18"	Models in affected area must test or die.
CURSE OF THE HORNED ONE	3	12"	Enemy model turned into Skaven. Grey Seers only
DEATH FRENZY	3	6"	Target x2M & x2A. Must charge. Suffers D6 wounds/turn. Grey Seers only. Remains in play
MADNESS	2	24"	Skaven may control enemy model. Grey Seers only. Remains in play
PESTILENT BREATH	1	-	Template causes 1 wound on 4+
PLAGUE	3	18"	Victim suffers var. no. of wounds. Passes from model to model
POISON WIND	3	24"	Template causes D6 wounds
PUTREFY	1	24"	Enemy unit takes Break test
SKITTERLEAP	1	3"	Moves caster/other model
SCORCH	1	24"	Terrain catches fire
VERMINTIDE	2	3D6"	Moving template causes S3 hit at -1 save. Remains in play
WARP LIGHTNING	2	24"	D6 S5 hits on enemy unit
WITHER	1	-	D6 S6 hits on enemy models in base contact

**CHAOS DWARF MAGIC**

Spell name	Power	Range	Notes
ASH CLOUD	2	18"	Unit's M, WS, BS, I & A halved
DOOMROAR	2	36"	Enemy units take Panic test. Fleeing friendly units rally
ERUPTION	3	24"	Template kills unless victims pass I test. Buildings collapse on 4+
FIST OF FIRE	2	-	Auto. hit for D3 wounds on h-t-h opponents. Remains in play
FLAMES OF AZGORH	2	-	Models under template hit on 4+ for S4 hit
FLAMING HIDE	1	6"	Protects caster/model. H-t-h attackers suffer auto. S3 hit. Remains in play
LAVA STORM	2	18"	2D6 hits on enemy unit. Hits wound on 4+
MAGMA POOL	1	-	Moves Sorcerer
SHADOWS OF HASHUT	2	18"	S4 hit for 1 wound
SORCERER'S CURSE	2	24"	Victim must test or may do nothing. Remains in play

**CHAOS MAGIC**

**TZEENTCH**

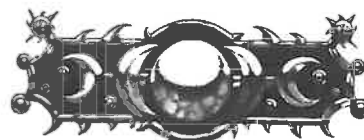
Spell name	Power	Range	Notes
BLUE FIRE OF TZEENTCH	1	18"	D6 S4 hits on enemy unit
BOLT OF CHANGE	2	12"	Target model must test or be slain
BOON OF TZEENTCH	1	-	Chaos player takes D3 magic cards, and may cast spell
GIFT OF CHAOS	1	-	Chaos player may take a Chaos Gift.
GLEAN MAGIC	2	24"	Steal/use spell from enemy wizard
INCANDESCENT ASSASSIN	2	24"	Var. no. of wounds on enemy model
PINK FIRE OF TZEENTCH	1	6"	D6 Strength D6+4 hits on enemy model
SHIELD OF FIRE	1	-	Protects wizard. May destroy enemy magic weapon. Remains in play
TOUCH OF TZEENTCH	1	-	D6 S4 hits on enemy model in base contact
TZEENTCH'S FIRESTORM	3	24"	Template causes S5 hit. Each 3 wounds suffered create Pink Horror

**SLAANESH**

ACQUESCENCE	1	-	Victim's characteristics halved & becomes stupid. Remains in play
BEAM OF SLAANESH	2	24"	Victim's characteristics halved & becomes stupid. Remains in play
BONDAGE OF SLAANESH	2	12"	Target immobilised. Remains in play
CACOPHONIC CHOIR	1	-	S5 hit on enemy models within 6"
CHAOS SPAWN	3	24"	Enemy model turned to Chaos Spawn
CURSED CARESS	2	-	Kill enemy model in base contact
LASH OF SLAANESH	1	8"	2D6 S4 hits on enemy unit
PAVANE OF SLAANESH	2	24"	Target immobilised. Remains in play
SLICING SHARDS OF SLAANESH	2	24"	2D6 S4 hits on enemy unit
SUCCOUR OF CHAOS	1	12"	Target unit +1 on all dice rolls in h-t-h combat. Remains in play

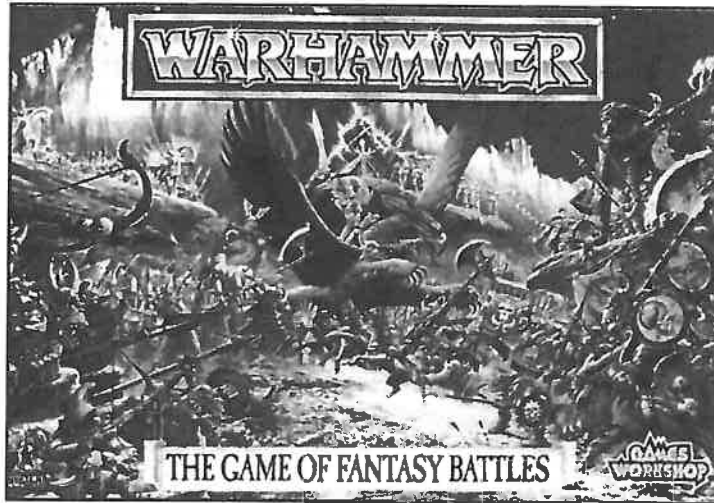
**NURGLE**

CLOUD OF FLIES	1	12"	Target may not move/shoot. Remains in play
FLY SWARM	1	-	Protects Sorcerer. Remains in play
MIASMA OF PESTILENCE	2	-	Models within 6" of caster have characteristics halved. Remains in play
PILLAR OF PUTREFACTION	1	-	Raises Sorcerer into air. Remains in play
PIT OF SLIME	2	12"	Traps & may kill enemy model. Remains in play
PLAGUE WIND	3	24"	Inflicts 3D6 hits minus targets' Toughness on enemy unit. Wounds on 4+. Each 3 wounds creates a Plaguebearer
RANCID VISITATION	2	18"	2D6 S4 hits on unit
SHRIVELLING POX	1	-	Roll to wound enemy in base contact
STENCH OF NURGLE	1	-	Models within 3" lose -1 Attack. Remains in play
STREAM OF CORRUPTION	2	-	Contact with template kills outright or inflicts D6 wounds



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In Warhammer – the game of fantasy battles – mighty armies clash in mortal combat. This boxed set contains all you need to get started in the Warhammer hobby including rulebook, bestiary (which describes the races and creatures of the Warhammer world), scenario book, dice, over 100 plastic Citadel Miniatures (40 Elves and 64 Goblins), plus many magic item cards, self-assembly card buildings, playsheets, card templates, etc.

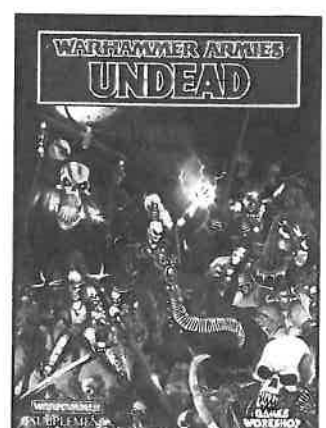
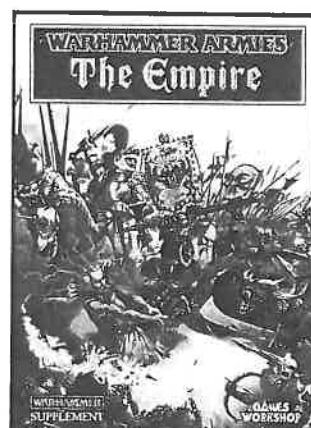
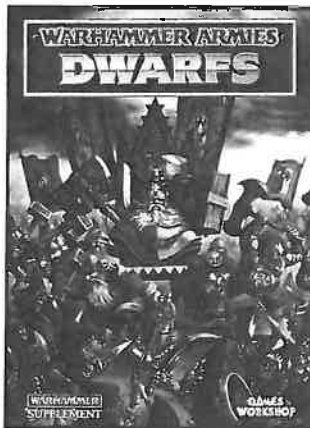


Warhammer Battle Magic adds wizards, spells and magic items to the Warhammer game. The Magic items include powerful swords, armour, talismans and rings. This supplement contains an illustrated rulebook, 135 spell cards, over 100 magic item cards, templates and counters.



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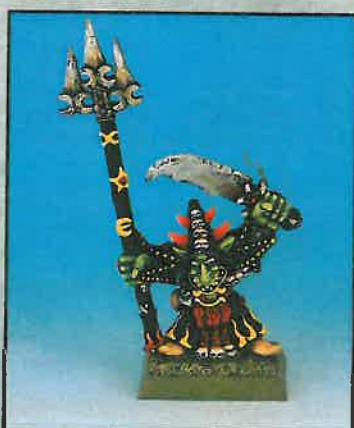
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# HEAVY METAL™



EMPIRE LIGHT WIZARD



SKARSNIK



VAMPIRE LORD



SKAVEN VERMINLORD



CHAOS DWARF HERO



BEASTMAN SHAMAN



DWARF RUNESMITH'S ANVIL OF DOOM



GOTREK AND FELIX ENCOUNTER THEIR ARCH FOES IN THE OUTSKIRTS OF NULN



A NECROMANCER LEADS THE UNDEAD CHARGE AGAINST THE ICE QUEEN OF KISLEV



SILVER HELMS SUPPORT TECLIS AS HE ATTACKS A GREATER DAEMON OF TZEENTCH