

# WARHAMMER BATTLE MAGIC







MARAUDER ORC SHAMAN RIDING WAR WYVERN



FAMILIAR



FAMILIAR



CHAOS SORCERER OF TZEENTCH



NECROMANCER



CHAOS SORCERER OF NURGLE

# WARHAMMER® BATTLE MAGIC

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# COMPONENTS

The Warhammer Battle Magic game contains rules, spells and magic items which enable you to represent a complete and highly detailed range of Battle Magic in your Warhammer games. This rulebook explains how the system works, how wizards cast spells, and how to allocate spells and magic items to the players. The different types of magic spells include the eight magic Colleges of human wizards, High Magic as practised by the Elves, Dark Magic used by Dark Elves and other evil creatures, Chaos Magic, Skaven Magic, and Orc Waaagh Magic.

Each spell and magic item is represented by a card which contains the information you need to use it. Before you read the rules it is a good idea to carefully separate the cards and templates, and to sort the cards into their respective decks. The spell and magic item cards in this game have been printed in full colour on a heavy quality card. The separate magic deck has been produced in playing card style with rounded edges to aid shuffling and dealing. This box contains the following components.

- 1 Warhammer Battle Magic rulebook
- 135 Spell Cards
- 111 Magic Item Cards
- 36 Magic Cards
- 10 Card Templates
- 12 Warp Tokens
- 6 Doom Counters
- 36 Other Assorted Counters

There are several shapes and designs of card templates to represent the areas affected by the appropriate spells. Several spells use a circular template of the same size. We have produced different coloured artwork for each spell but you can use any template of the correct size if you want. Note that as it is impossible for two wizards to have the same spell it is usually unnecessary to have more than one of any template.



We have also provided an assortment of counters or markers which have no specific purpose in the game, which have numbers on one side and wizard symbols on the other. You may wish to use these to mark a spot on the battlefield, place them next to models affected by spells, or use them to indicate spells or magic items belonging to different characters by placing them with the appropriate cards.

## SPELL CARDS



There are 135 spells cards in all. These are divided into the following decks: Light, Gold, Jade, Celestial, Grey, Amethyst, Bright, Amber, High Magic, Dark Magic, Skaven, Waaagh! (Orcs), and three different Chaos decks (Tzeentch, Nurgle and Slaanesh). Each deck has a common design on one side and a spell description on the other.

## MAGIC ITEMS



There are 111 magic item cards including weapons, magic armour, magic standards, scrolls, and other magic items.

## MAGIC CARDS



The magic card deck has been produced as a set of 36 playing cards with rounded edges. These cards are shuffled and dealt during the magic phase and are used to determine whether spells can be cast or dispelled.

## COUNTERS



The warp tokens are used by Skaven Sorcerers and represent pieces of warpstone. Skaven Sorcerers can enhance their spell casting by consuming warpstone. The Doom counters are used to represent the spell *Conflagration of Doom* as explained later. The remaining counters are provided for your convenience and may be used to mark positions on the battlefield, models affected by a spell, or to indicate which spells belong to which wizards. It is especially useful to have counters indicating which spells belong to which wizards when you have two wizards of the same College – as they use the same set of spells it is easy to get them muddled up.

## TEMPLATES

The card templates are used to represent the area affected by various spells. Note that some of the templates are printed differently on their reverse side.

### DA KRUNCH

This Orc spell uses the big green foot template which represents the foot of the Orc god Gork stomping down on the enemy. The template is printed on both sides so you can use either the left or the right foot of Gork!

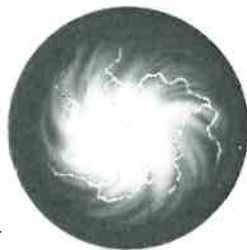


### THE PURPLE SUN OF XEREUS

This is an Amethyst Magic spell. The Purple Sun is represented by a circular glowing purple cloud. The Purple Sun template moves a certain distance in the same direction each turn and has a small white arrow at one edge to help you keep it orientated in the same direction.

### SOUL DRAIN

*Soul Drain* is a Dark Magic spell. Its effect is represented by a circular template illustrated with dark, swirling clouds and flashes of lightning. The Soul Drain template has the Flamestorm template printed on the back.



### CREVASSE

*Crevasse* is a Light Magic spell represented by a long template with an illustration of a crevasse on both sides.



### ARNURZIPALS BLACK HORROR

Another Dark Magic spell which uses a circular template. The template is illustrated with a black cloud sprouting red, worm-like tentacles. Because the Black Horror template moves a certain distance in the same direction each turn it has a small white arrow at one edge to help you keep it orientated in the same direction.



### POISON WIND

This Skaven spell uses a circular template illustrated with green, billowing clouds. The Poison Wind template has the Pit of Tarnus template printed on the reverse.



### VERMINTIDE

*Vermintide* is a Skaven spell which utilises a distinctive oblong template illustrated on both sides with a swarm of rats.

### WIND BLAST

This Celestial spell affects a long 'corridor' the end of which is marked by a blue marker with an illustration of a blast of wind.



### PESTILENT BREATH/STREAM OF CORRUPTION

*Pestilent Breath* is a Skaven spell and *Stream of Corruption* is a Chaos Spell. Both spells use the same cone shaped template printed on both sides.

### THE SAPPHIRE ARCH

The *Sapphire Arch* is a Celestial spell which opens a mystic gateway. The gate is represented by a long blue template with an illustration of a cloudy arch on both sides.



### FLAMESTORM/FIRESTORM OF TZEENTCH

This a Bright Magic spell which uses a circular template illustrated with red flames. The Flamestorm template is also used for the Chaos spell *Firestorm of Tzeentch*. The Flamestorm template has the Soul Drain template printed on the back.

### THE PIT OF TARNUS

This is a Grey Magic spell which uses a circular template illustrated with a large black pit. The Pit of Tarnus template has the Poison Wind template printed on the reverse.





JOHN BLANCHE



# WARHAMMER MAGIC

The High Mages of Ulthuan, the great island of the Elven Kingdoms, teach that there are not one, but two realities. The first is the commonplace world we all live in. The world of tangible things: living creatures and plants, water and rocks and air; things made of material substance. Co-existing with our solid, familiar world is a completely different reality, a world whose fabric consists of raw power. It too has its landscapes and its living creatures but their forms are fashioned from solid energy. This second world, the great unseen domain that co-exists with the material world, is the source of all magic. It provides wizards with the power for their conjurations, it imbues magic weapons and other enchanted items with their potency, and its energies course through supernatural creatures such as ghosts and the undead.



Warhammer Magic is concerned with one particular aspect of magic: magic on the battlefield or 'battle magic' as it is commonly called. There are many other kinds of magic practised by wizards of all ranks from the unlicensed wandering hedge wizards of the Old World to the High Elf Mages of Ulthuan. Some learn medical magic to cure disease and heal wounds. Others use magic as a means of fortune telling and divination, and their advice is sought and paid for by people before they make an important decision or financial commitment. Some specialise in book lore, uncovering and discovering spells, recording them and so adding to the knowledge of magic. A few are masters of illusions and stagecraft, whose ghostly visions and terrifying apparitions grace many a playhouse or carnival.

Even farmers are careful to chant the right spells and make the right sacrifices when it is the season to plant seeds or harvest crops, and the skill of no few surpasses mere superstition. From the tawdry showman to the dusty academic, magic is a part of life in the Warhammer World and its practitioners can vary in appearance from ragged fortune tellers to venerable high priests.

Battle Magic is the preserve of Battle Wizards who are trained to use devastating Battle Magic spells. Not all wizards have the right temperament or skill to become a Battle Wizard, as the energies involved are tremendous and far beyond the capacity of most wizards to control. In fact Battle Wizards are so rare and so valuable that there is an institution in Altdorf exclusively devoted to their education and training. This is the world-renowned Colleges of Magic, where the majority of Battle Wizards in the Old World are trained. The Colleges of Magic play a pivotal role in all matters concerning magic in the Old World.

Beyond the Old World lie the Elven Kingdoms: the land of Ulthuan, realm of the High Elves, and the sinister realm of Naggaroth where the Dark Elves dwell. Both of these Elven kindreds are well versed in the ancient lore of magic: the High Elves in the lofty High Magic of Ulthuan, and the Dark Elves in evil Dark Sorcery.

Elves and Men are not the only races of the Old World that practise magic. Other races have their sorcery too, although this often takes quite a different form. Orc and Goblin shamans learn the magic of Gork and Mork, the gods of the green-skinned races. Shamans have a natural ability to use magic; a talent they are born with and which they must learn to control or die. Their magic is totally different to that of Elves and Men.

Skaven too have magic that is darkly individual. Skaven magic is used by the caste known as the Warlocks and by the mightiest Skaven of all, the great Grey Seers. Their spells are conjured in the name of the Horned Rat, god of the Skaven race and lord and father of all ratmen.

The followers of Chaos also have their special magic, gifts granted by their masters the inscrutable gods of Chaos. There are four great gods of Chaos: Khorne, Tzeentch, Slaanesh and Nurgle, but of these only the last three grant spells to their followers. Khorne may gift his followers with magic swords and other weapons of great potency, but never with spells, for Khorne is the god of battle whose followers are mighty warriors rather than distant sorcerers.



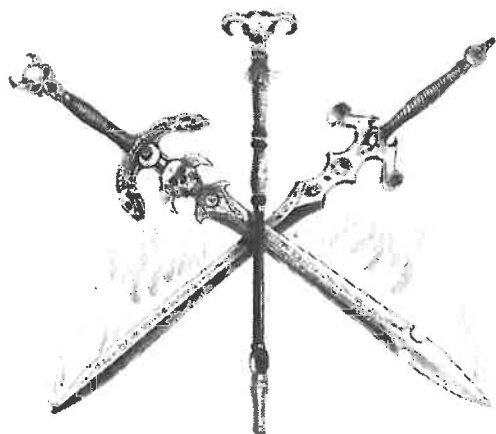
## THE ORIGIN OF MAGIC

Although the material world and the world of raw energy have always existed side by side, they do not normally intermix. Occasionally a tiny amount of energy seeps into the material world causing an unexpected and uncontrollable break in the fabric of reality, but such events are rare enough to be explained away as chance. However, the Warhammer World is awash with magical energy, its whole fabric is steeped in power, and the very skies are thick with billowing clouds of invisible energy. Here the ordinary world of tangible things and the unseen world of power are, to a certain degree, interwoven. This is not a natural state of affairs, and it did not happen by chance.

Many, many thousands of years ago the Warhammer World was visited by a race of creatures from far beyond the stars. These travellers were called the Old Slann, a race whose knowledge extended beyond science and magic to the ultimate understanding of spacial sorcery. The Old Slann visited many worlds, moulding them to their liking, and transporting populations of lesser creatures from all over the galaxy to inhabit them.

The sole remaining written record of the Old Slann is contained in the most ancient books of the High Elves. Their text is obscure and their language now strangely archaic and occasionally indecipherable, and few of the High Mages even know of the books' existence. They tell of how the Old Slann travelled between the stars using a system of interconnected gateways called warp gates. By means of these warp gates the Slann sailed their ships from world to world, from star to star, and even between the galaxies themselves. The gateways were, in fact, gateways into that other reality, the world of raw energy, through which the ships of the Old Slann sailed as conventional ships sail upon water.

Such a gateway was built above the Warhammer World, a great black circle that still hangs in the sky.



The books do not tell what eventually became of the Old Slann, whether they achieved a higher plain of consciousness and moved on, or whether their race was destroyed by some fell cataclysm – their true fate will remain forever a mystery. Of their final days only a little is spoken of, hinting at some dark horror which leaked through the warp gate, preventing ships from using it and effectively isolating the Warhammer World.



What the books do not tell, but what the High Mages surmise, is that the warp gate was destroyed by a great malign power from the world of energy. The Old Slann learned only too late that the realm beyond the warp gates was not empty at all, but inhabited by all kinds of daemonic creatures and dark gods. When the warp gate collapsed the barrier between the world of matter and the world of energy was broken, and raw power overwhelmed the Warhammer World causing untold damage and releasing countless woes. Daemons marched over the lands slaying and destroying, and the Chaos Gods themselves came to take part in the slaughter and claim their share of the spoils.

Eventually the rift in reality healed a little, and the tide of magic power from the broken warp gate was stemmed to a trickle. Now only the area that lies directly under the broken gate, the extreme northern regions, remains engulfed by magical power. The constant trickle of raw power is still sufficient to permeate every living thing in the Warhammer World with magic, empowering spells, enchanting all things magical, and allowing daemons to enter the world for their own purposes. The northern regions remain uninhabitable by normal living things, and they are known as the Realm of Chaos, the abode of daemons and Gods.

Sometimes the warp gate weakens and the trickle of magic becomes thicker. All magical things grow in power, the Realm of Chaos expands southwards and huge areas are engulfed by magic. When this happens the armies of Chaos pour out from the northlands, with daemons at their heels, and Men must fight or the whole world will be swamped by the minions of Chaos. At other times the flow of magic becomes weak, and only the most powerful wizards can cast any magic. At such times all things magic decline, the Realm of Chaos shrinks right back, and Men forget for a while the terrible dangers that surround them.



## THE LEGACY OF THE HIGH ELVES

The first and greatest of all wizards were the High Elves. In ages past their ancient fathers were taught magic by the Old Slann themselves. This magic is known as High Magic. The Old Slann taught the High Elves how to recognise and draw upon the energy that flowed into the Warhammer World from the warp gates – energy they called the Winds of Magic. The Elves learned how to perceive the Winds of Magic that blow over the world, saturating it with magic and enchanting ordinary things.

As magical energy seeps into the material world it fragments into eight distinct types or qualities. Just as oil spilled onto water produces a rainbow of colours, so magic produces a polychromatic display of swirling clouds. These clouds make complex patterns in the air as they blow from north to south, some magic riding high, other falling to the ground and seeping into the earth and rock. Of course, these billows of magic energy are not visible to ordinary creatures, and even Elves can only faintly discern their presence. The Old Slann taught the first Elf Mages how to distinguish the different kinds of energy and how to harness them in the form of magic.

For centuries the High Elf Mages practiced their wizardry, building high towers from which they could watch and draw power from the swirling clouds of energy to produce their magic. The Old Slann departed for the stars or else retreated into the far west, as the Elf legends tells, but the Elf Mages continued to study and soon became masters of the most powerful magic.

## MEN AND MAGIC

In the realms of Man there have always been rare people with the ability to see the clouds of magic energy and even draw upon them to create their own magic. Such individuals can never develop into proper wizards by their own effort, for humans lack the refined, magical mind of Elves. Lacking the formal training that could unleash their true potential, they become wandering hedge wizards, witches, healers and such like. They are not entirely trusted, and tend to lead an itinerant lifestyle because no-one will tolerate them for very long.



For many hundreds of years all wizardry amongst Men was of this petty kind. Indeed the practice of magic was frowned upon by the authorities, and witch hunters sought out and destroyed many. Wizards that could or would not hide their abilities were often accused of being in league with the Chaos Gods; daemon worshippers who had bartered their very souls for sorcerous power. Sadly, this was often the case, for magic and Chaos are natural bedfellows, and while Elves have strong wills and can manipulate magic without it readily corrupting them, Men are weaker and more vulnerable to the temptations of easy power offered by Chaos.

This situation changed during the last great IncurSION of Chaos over two hundred years ago. The warp gate became active once more, pouring its foul energies into the world. The Realm of Chaos, the great dark region of unreality in the north, grew and armies of Chaos Warriors, daemons, and renegades amassed. When the tide broke

the whole of the northern part of the Old World quickly collapsed beneath the advancing hordes of Chaos. The most northerly lands of men were crushed, the city of Praag fell to the advancing hordes, and the whole of the Empire seemed doomed to certain destruction.

At that time The Empire lacked a proper Emperor, and had been breaking apart for many years, making it particularly vulnerable to the predations of Chaos. The Chaos hordes were stopped only by the fervour of Magnus the Pious, later to be elected Emperor over the reunited Empire. Magnus requested the Elves to send help, and they responded by sending three of their High Mages, Teclis, Finreir and Yrtle, to aid the humans in their struggle against Chaos.



The High Elves weren't able to send any armies, for they faced problems of their own with an invasion of Dark Elves and Chaos in the north of Ulthuan. Magnus gathered all the hedge wizards in the Empire together, and the High Elf Mages taught them a few simple Battle Magic spells to use against the forces of Chaos. The three Elves brought with them an emerald ring, a magic artifact of great power. After the battle they gave the ring to the best of the surviving human wizards, a man called Volans, by whose name the artifact is still known.

Thanks to their use of magic the forces of Magnus were able to repulse the Chaos Hordes, and soon after the warp gates closed and the forces of Chaos were forced back into the north. The Empire had been saved, and the High Elf Mages had left an indelible impression upon the history of the Empire.

One of Magnus' first acts as Emperor was to build the Colleges of Magic in the city of Altdorf. With the help of the two surviving High Elf Mages, Finreir and Teclis, Magnus began to recruit young wizards to train in Battle Magic so that mankind's lack of sorcerous expertise would never again leave the Old World so vulnerable to attack. The Elven Mages found that men lacked many of the mental skills which they took for granted, and proved difficult though determined pupils. Skills that an Elf might master in twenty years might take a man a lifetime.

It was decided early on that there was little to be gained by teaching the humans all the secrets of High Magic. Instead, the Elves taught their pupils how to recognise and harness just one of the eight types of magic, and for this reason there are eight Colleges of Magic in Altdorf, one devoted to each colour of magic. By concentrating on one type alone, humans were able to achieve reasonable proficiency in that area, and some became quite powerful. A few rare individuals even managed to master several types of magic and learn High Magic.

Within a few decades the Colleges were turning out accomplished wizards, and men from all over the Old World flocked to Altdorf to enroll. While most wizards came from the Empire, the Tzars of Kislev sent men to be trained, and the nobles of Bretonnia too sent youngsters to learn the ways of magic. When they returned to their native countries, some of these wizards took on apprentices, and so continued to train others and spread the knowledge amongst the whole Old World. However, to this day the most powerful source of Battle Magic is the Colleges, and almost all the best Wizards are trained there.

# THE MAGIC COLLEGES

There are eight Colleges of Magic and each teaches a particular type of Battle Magic, based on one of the divisions of the Winds of Magic. As previously explained some kinds of energy are denser than others. The more rarified types billow like a high cloud in the upper atmosphere, while the darker, denser varieties skim over the earth's surface, or saturate the land itself.



LIGHT



GOLDEN



JADE



CELESTIAL



GREY



AMETHYST



AMBER



BRIGHT



The eight Colleges are Light, Gold, Jade, Celestial, Grey, Amethyst, Bright and Amber. Each type of magic is identified by a distinctive colour, and has a special rune to represent it. A wizard of a particular College is known by the name of that College and wears robes of the College colour, so a Wizard might be a Light Wizard, or a Gold Wizard, for example.

## THE CELESTIAL COLLEGE



**Colour:** Blue

**Magic Rune:**

Azyr – the Comet of Power.



Celestial energy is very light and quickly dissipates high up into the heavens where it forms a backdrop of drifting blue cloud. This layer of blue magic distorts the view of the stars in a variety of different ways.

The exact nature of this distortion depends upon the strengths and subtle inclinations of the Wind of Magic. As the winds blow from the immaterial realms where time has no meaning, it is possible to predict important events by the precise manner in which stars and planets are distorted through the blue magic haze. Hence Celestial Wizards spend much of their time stargazing and recording the astral conjunctions to foretell the future.

The buildings of the Celestial College are the tallest in Altdorf and their many-fingered towers are topped by intricate glass domes from which the wizards can observe the skies. In battle Celestial Wizards command the power of the heavens, calling down lightning and savage winds against their foes, in addition to casting portents and divinations to aid their own forces.

Celestial Wizards dress in blue robes adorned with stars, crescent moons and the symbol of the comet, and wear skull caps. In keeping with their interest in the heavens Celestial wizards often carry telescopes, astrolabes and other stargazing instruments.



## THE GREY COLLEGE

**Colour:** Grey

**Magic Rune:**

Ulgu – the Sword of Judgement.



Grey energy boils across the ground like a shifting mist. It is carried by the natural winds and is affected strongly by the weather. Grey Magic rears up into monstrous thunderheads when a storm is brewing and scuds along like clouds in a strong gale. It can be used to manipulate the weather, to dispel storm clouds and bring rain. Hence Grey Wizards are potent weather-wizards much sought after by those who want to ensure their lands are fruitful.

Grey Wizards are lean-bodied wanderers who seldom stay in one place for very long, preferring by nature to travel. The Grey College is an ancient, ill-kept building, where wandering Grey Wizards pass in and out, sometimes disappearing for years at a time.

Grey Wizards carry a great, gnarled staff and cultivate a wild, slightly wolfish appearance. Despite their streak of stubborn independence, Grey Wizards are particularly wise and their advice is often sought by powerful men. Their symbol, the Sword of Judgement, reflects their proverbial wisdom.

**D**uke Ludwig was scared. Every day the Necromancer's forces grew stronger. With each village destroyed more animated corpses joined their ranks. With each battle fought more brave warriors entered the realm of undeath and became mindless servitors of the White Claw. Great carrion beasts flapped across the sky on fleshless wings, spreading despair throughout the land. Ivory-faced men stalked the night, red eyes blazing with unspeakable, unquenchable thirst. The spirits of the despairing dead gibbered and leered in the moonlight. Old bones turned restless in their graves.

Winter was coming. Villages lay empty, razed by the foe or abandoned by villagers unable to face the ancient nightmare that had come upon the duchy. Fields lay empty and Ludwig knew that when the snows fell his remaining subjects would starve. And still the relentless armies of the enemy would come on, needing neither food nor sleep, untouched by the snow and the deathly chill.

Ludwig looked up at the portrait of his father, wondering what the old man would have done. It seemed to Ludwig that he was doomed to fail; that his ancestral lands would fall to the returned enemy. Two armies had he sent against them, both had failed. He had bled his fiefdom dry to scrape together a third. It would be the last shield against the coming darkness.

He looked around at his captains. Their martial gear looked out of place in the luxurious chambers. Their faces were wan and drawn. These were men once unused to defeat; they had now spent a season in the field and knew nothing else. Despair was written in the lines of every face. Hopelessness filled the chamber like the all-pervading cold.

"Does no-one have any council?" he demanded, banging his fist on the council table. "What can we do?"

The captains remained silent. Everything they had recommended had failed. The enemy had been forewarned of every stratagem.

Suddenly grey mist billowed out from the doorway. It flowed across the floor obscuring all sight. Ludwig reached for his sword, wondering if the enemy was within his halls. If so, he resolved to sell his life dearly.

The mist cleared away, and a tall, gaunt, grey-cloaked man stood in the centre of the room. A battered grey hat was cocked at a jaunty angle on his head. He leaned on a great

oak staff and a nasty smile twisted his wolfish features.

"My first advice to you is not to give in to despair. 'Tis a greater foe than all the walking dead put together."

Count Gunnar drew his sword and rushed at the newcomer. "Do not trust him, my Lord. This is some trick of the enemy. See – I will slay your foe."



The grey man spoke and a crown of steel appeared on his brow. Bolts raced from it piercing Gunnar's body. The burly count fell to the floor, blood running from many wounds.

"My second piece of advice to you is beware of traitors in your midst."

"Good advice from a man who just slew my most trusted advisor," said Ludwig with a trace of his old irony.

"Look – tell me what you find round his neck." Ludwig nodded to Captain Hef. The tall man stooped over Gunnar's body. Ludwig heard him gasp.

"Milord, within his shirt he bears an ivory pendant, the seal embossed with the sign of the White Claw. He was a servant of the enemy."

Ludwig looked at the newcomer. "This could be some trick."

The old man laughed. The laughter sent chills down Ludwig's spine. "Do you want my help or not? Or are you doing so well that you don't require it? If so I will go."

Ludwig had a feeling that the Grey Wizard knew exactly how desperate he was. There was no sense of evil about the mage. Ludwig had to admit that he had little left to lose by trusting the wizard.

"It would seem I have no choice but to request your help, sir."

"That is true," said the mage. "But you've made the correct decision nonetheless. Now to business."

Ludwig had the sudden inexplicable feeling that the balance of the war had just tipped in his favour.

## THE BRIGHT COLLEGE



**Colour:** Red

**Magic Rune:**

Aqshy – the Key of Secrets.



Bright energy is like a hot dry wind; it gutters like flame and runs wild over sands and sun-baked fields. It is attracted by fire and heat, and is whipped into a frenzied vortex as it swirls over the volcanoes of the Worlds Edge Mountains.

Bright Wizards are fire wizards. Their magic is of flames and heat, and they make excellent Battle Wizards with their ability to cast fireballs and flamestorms upon their enemies.

The Bright College is a marvel of architecture, its towers rise like pillars of flame high above the townscape of Aلدorf. It stands alone, surrounded by a blackened plaza where, according to heresay, an ancient warren of streets once stood before fire consumed that part of the city leaving the College intact in a sea of ruin. Although its towers are not so high as those of the Celestial College, they are perhaps more impressive, topped by great beacons that burn all day and night, casting an eerie scarlet glow over the college.

Bright Wizards wear red, orange and other fiery colours. They often have red hair, and carry red tattoos upon their arms and sometimes their faces. As a Bright Wizard progresses in his chosen art he earns symbolic keys which he hangs from a chain around his belt. The more keys and the heavier the chains the more powerful the wizard.

## THE GOLD COLLEGE

**Colour:** Yellow

**Magic Rune:**

Chamon – the Soaring Eagle



Gold energy is particularly heavy and dense. It quickly sinks to the ground and seeps into the earth, where it is attracted to metallic elements and especially to precious metals – most obviously gold itself. It is said that this goes some way to explaining the almost sorcerous effect that gold has on so many intelligent races, inciting greed, violence and sometimes even war.

Gold Wizards are great practitioners of alchemy, smelting and mixing strange concoctions in the course of their studies into the nature of the elements. They are also good at making magical devices from precious metals.

The Gold Wizards' alchemical skills make them very rich and they invariably exhibit their wealth in ostentatious robes and ornamentation. Wealth brings status so Gold Wizards enjoy prestige and respect rare amongst wizards (most wizards are viewed with either suspicion or fear, or both). Gold Wizards often find employment as court wizards to kings and princes, or as consultant wizards for rich mercantile cartels.





With as much stealth as he could muster Luigi prised open the window. He made barely a sound, which was only to be expected, for was he not the finest burglar in all Tilea, possibly the world? Were not his pockets full of ill-gotten gold and his fingers covered in stolen rings? He would show these faint-hearted northerners what a real man could do. They might be scared by tales of old Albrecht Speiler's magic but he was not. They talked in the tavern of the Gold Wizard's wealth but not one of them dared attempt this theft.

Well, as he'd told them, hot Tilean blood flowed in his veins, not cold northern meltwater, and there was no crime he would not dare. Particularly not after five bottles of wine and the admiring glances of Christiana, the comely barmaid in the Dog and Stoat. What a fine looking wench she was – even if he did have to stand on tiptoe to kiss her. Tonight he would return with some pretty baubles for her hair. Damn these hiccups!

He slipped through the window and padded up the corridor, staggering only slightly. The floorboards squeaked a little under his weight but not enough, he was sure, to disturb the household. It was a big house and he became a bit lost wandering through the richly tapestried corridors.

He knocked over a vase. So it was true – the house was protected by some spell! A man of his cat-like agility would never normally catch a vase with his sleeve and send it crashing to floor. Subtle enchantment was at work here.

There was movement in the chambers above and footsteps on the staircase. Swiftly he pulled open a door and entered the nearest room.

Chemical fire burned in glass tubes placed in each corner, shedding eerie light over the laboratory. An intricate network of alembics and tubes dominated a huge workbench in the centre of the room. Strange yellow liquid flowed from bell jar to bell jar. He coughed as acrid fumes entered his lungs. On one corner of the table sat a nugget of a substance he knew only too well – gold, enough to last him for a month in the taverns of Altdorf. He slipped it into his purse and looked around for a place to hide. As the footsteps came closer he dived behind one of the brocade tapestries.

He reached it just in time. The door handle turned and heavy footsteps entered the room. Another burst of hiccups came on. Frantically he held his breath. Ever so slowly the footsteps circled the room. A rich deep voice muttered to itself. Damn, did the wizard have no decency – why could he not check the room quickly and get about his business? It was cruel to leave a poor Tilean starved of air behind a wall-hanging. It was no use, he had to take a breath. Just one. As he gulped in the air Luigi hiccuped.

The footfalls stopped. The game was up. The mellow voice spoke. "You may come out now, sir."

Luigi pulled the drape aside. He confronted a short, immensely fat man, in a robe spun from gold thread and covered in alchemical symbols. The man tugged at his goatee, cocked his head to one side and inspected Luigi with bright, humourous eyes.

"Excuse me, mein host – I'm drunk. But wait! You're not

Gustav the innkeeper," said Luigi, thinking quickly. "Still if you show me to my room there's a tip in it for you."

For a moment the fat man looked confused then he laughed. It was a pleasant laugh.

"Splendid. I have just the thing for you, sir. Downstairs in the basement is a comfortably furnished chamber. I often use it to... erm, entertain unexpected guests."

"No – something simple would be more to my tastes. I am an austere fellow. Actually your establishment seems a trifle over-embellished. Showy even. Perhaps you could show me to the door."

"I'm sure you'll find the room I have in mind severe enough for your tastes. In fact I insist that you at least take a look at it."

There was something ominous in the wizard's tone that penetrated even Luigi's drink-fuddled brain. He reached into his pocket for his cosh. It felt cool and hard in his fist. One swift blow was all it would take. If only he could get the mage to turn his back. "Well, if you insist. Lead on."

The wizard gestured expansively. "No, after you..."

Luigi sighed. "I have a confession to make, signor. I am a reckless desperado and will not shrink from hitting you hard about the head if you do not show me the way out."

"I suspected as much from your appearance. Still I fear I cannot let you go. If you would be so kind as to accompany me downstairs I can begin to question you properly. In my basement I have all the proper and approved equipment for carrying out such an inquisition. My patron, the Elector of Middenheim, provided it. Oh yes – perhaps you would be so good as to return my gold nugget. It is permeated with magical energy and might prove dangerous if you do not."

Luigi brandished the cosh. The wizard looked at him and shrugged. He made a strange gesture with hands. Luigi noticed a glowing nugget of gold in them. The wizard uttered two words. The air round Luigi shimmered and solidified into a cage of gold.

He was trapped. There was no way out.

"Perhaps we can come to some arrangement," suggested Luigi plaintively.

"Perhaps – but first you'll have to re-imburse me for my time and trouble and the damage to my window. How much money do you have?"

"Two copper pieces," suggested Luigi. "I am not a wealthy man. Dire poverty has driven me to a life of crime."

"Indeed that is a shame. Free room and board in my basement is the least charity I could extend to you. You could help in my experiments."

That sounded ominous. The negotiations continued.

In the end Luigi gave back the gold, all the money in his purse, and all his fine jewellery. Stripped to his loincloth he was returned to the streets. The wizard had taken everything he had, including the shirt off his back. As he staggered back towards the Dog and Stoat to face the mockery of his fellow thieves, Luigi had to admit that things could be worse. He only owed the wizard fifty gold crowns now.

## THE JADE COLLEGE



**Colour:** Green

**Magic Rune:**

Ghyran – the Coil of Life.



Jade energy is also very heavy and dense, although less so than the solid, metallic energy of gold. As the Winds of Magic flow southwards the jade energy dips lower and lower until it begins to precipitate like rain, forming pools and eddies of magic which flow into natural rivers and water courses. Jade Magic is therefore very closely tied with water, and through water with living plants which draw it up through their roots. Because of this, Jade Magic is intimately tied to nature and its power waxes and wanes with the seasons, making Jade Wizards tired and reluctant to use magic during winter but vibrant and full of energy during the spring and summer.

Jade Wizards construct stone circles in the countryside to concentrate their magic into a powerful spiral of energy. At important times of the year Jade Wizards cast spells at these sites to secure the fertility of the land and the changing of the seasons. The Jade College itself is an unusual place, for its high walls conceal halls and towers made from living trees, their forms magically contorted into beams and pillars, creating a huge living building at the centre of Altdorf. Amongst the numerous open courtyards are trees and pools where the Jade Wizards learn their craft.

Jade Wizards wear green or turquoise robes and carry a sickle, a curving blade which is their hallmark. Jade Wizards invariably go barefoot so that there is no barrier between their bodies and the coursing green magic that flows through the grass beneath their feet.

**S**pring was coming, Wulfhir could taste it in the air. His feet tingled where they touched the loam. The earth was quickening. Soon sap would flow, flowers would bloom. Life would come again to the winter-drained world.

The power of the green would rise from the earth, the grey would vanish from his hair and beard and he would be young and strong again. His bones would become less brittle, his sinews stronger. His blood would flow more swiftly through his veins. He pulled his cloak tight about him. The wind's bite was still keen.

Ahead of him was the circle of Dunhenge: a vast ring of carved monoliths, rising eerily from the mist. He had travelled long leagues to visit the place, to stand on this barren hilltop and renew his vows.

He found shelter in the lee of the great standing stones and ran his hands over the moss that covered them. The chill of the rock seeped into his fingertips. He emptied his mind and felt the link to ancient times, to the flows of magic through mazy, secret channels. He drank in the memory of the stones. They spoke to him of the old times, the dark times.

He saw ancient wars and the coming of chaos-spawned daemons. He saw the beasts that walked like men. He saw the corruption of the earth as the dread powers spread like a cancer through the body of the land. He witnessed the

warping of all that was natural by Chaos' insidious taint. Nightmares of dread walked in sunlight and the earth shuddered in its long sleep. Elves and men and dwarfs made war against the common foe.

He saw the first of his order stride out to face the darkness, sworn to defend the natural world from the incursions of the monstrous. He saw them build the first stone rings, to channel the green, to halt the cancer of Chaos, to turn back the dark tide. He saw them excavate great barrows to imprison the unnatural enemy.

He watched them begin the long, lonely war that their descendants still fought to this very day. He saw the sour time when the order split, when weaker spirits fell to Chaos and turned the power of the green to their own evil uses. He saw them break the seals on the barrows and unleash elder evils. He saw the time of cleansing when the lost ones were cast down and their places of power purified. He merged himself with the ancient energies that flowed through the circle and pledged himself once more to do his duty.

He opened his eyes and took a handful of seeds from his pouch. Carelessly he cast them upon the ground and spoke the necessary words. Roots flowed down from each strewn seed. Blossoms erupted swiftly forth. Soon the hillside was crowned with flowers. Already Wulfhir felt stronger. Just as well, for he had heard rumours of war in the valleys, and knew that he would have to intercede.

## THE LIGHT COLLEGE

**Colour:** White

**Magic Rune:**

Hysh – the Serpent of Light.



Light energy is particularly effuse: it penetrates solid things and its energies soak into the ground. Uncontrolled shock-waves of Light Magic can course through the earth causing earthquakes, landslides and similar destructive phenomena. Because it is so thin and diffuse Light Magic is notoriously difficult to concentrate in a form which can be controlled. As a result Light Wizards must master difficult rituals in order to channel its power. To compensate for this the College has many acolytes trained in the basic chants and incantations who aid the wizards as they draw on the insubstantial power of light.

To employ so many acolytes is a particularly unusual trait among the eight Colleges of Magic. Most wizards only take on a single apprentice, usually in their advancing years.

By comparison, the Light College recruits many acolytes from which it selects only the best for further training.

To help harness the light energy, the Light College is built in a particular and very unusual fashion. At its centre is an open enclosure in which stands a gigantic pyramid whose shape concentrates and directs light energy. The pyramid is riddled with labyrinthine tunnels, chambers, and observatories, which are used by the wizards to conduct energy-gathering rituals and to contain the energies of their most potent spells.

Some of the greatest treasures of the Light College are kept in the sealed vaults beneath the pyramid, contained by magical fields so that their power does not leak out and cause widespread destruction. The outer courtyard of the pyramid is surrounded by lesser pyramids and obelisks, all designed to contain and direct the effuse energies of Light Magic.

The earth shook like a frightened beast. From the top of the pyramid Alric, Master Chanter of the Light, watched the buildings quiver. The aftershock made the farmland ripple like waves. Thatched cottages tumbled. Great cracks appeared in the mortar of the town's stone buildings. Even the dolmens, rooted by Alric's magic, threatened to tumble. There was no doubt – the quakes were getting worse, just as the Grand Magister had predicted they would. The powers of the ancient order were needed here more than ever. They had to complete the ritual before the biggest earthquake hit. Unless they did so even the pyramid might not withstand the shock when it came.

They must begin the ritual at once. There was no time left to waste. The Brother-Apprentices sensed this. Ranks and ranks of white robed figures had lined up at the foot of the pyramid.

Alric checked the alignment of the Grand Pyramid's North Corridor. It must point directly towards the Polar Gate in order to absorb the destructive energies flowing from the Chaos Wastes. He sighted along the sextant. Good, Chief Apprentice Steiger was to be commended. The old man's work was precise, and exact.

Next Alric checked the Westway. This needed to be angled at precisely twenty two and one half degrees from sunset. Negative magical currents would be drained from the Grand Vortex through the Westway, and allowed to earth themselves harmlessly. Once again the work was perfect. Brother Hetzer had done his duty.

The East Channel, through which the positive magical currents would pass into the Grand Vortex as the sun rose, was also exactly built. Good – everything was in accordance with the instruction in the Book Of Masons. Alric felt proud, the Pyramid was almost complete. Soon the dangerous waves of Light Magic would be trapped beneath it and used for the benefit of mankind by his order. Alric ran bony fingers through his white hair then checked his hands. The veins were quite visible. They had become more prominent with age. If he could save this ancient Tilean town, he would be more than happy.

With a rumble like thunder the earth began to move again. The pyramid heaved under his feet like a ship on a storm-tossed sea. Fear filled Alric. Time had run out. They must finish the ritual now or they were doomed. He raised his staff on high and began the chant.



Below him the apprentices took up the mantra. Their voices called rhythmically in response to his master phrases. The air thrummed with the words. Alric felt the power within him begin to build. He reached down into the earth with fingers of energy and touched the force of the quake. He continued to utter the words soothingly, coaxing the quake's power to do his bidding.

Slowly the earth began to shake in time to the chant. The flow of light magic became ever more manageable. Great auras of light blazed round the dolmens as the power was focused through them into the chambers below the pyramid. Alric felt as if he were riding on the back of a giant beast, a mammoth or a dragon. He was guiding it with filips of his will. The stone of the pyramid vibrated with the energy surge. A humming note filled the air, pure and clear and in harmony with the chant. Now! He forced the power into the grand vortex.

It surged into the pyramid. Golden light blazed. For a moment the shocks ceased, as the runes within the pyramid redirected the force. Alric gestured to his apprentices. They began to slow the chant down, their voices became quieter, the volume of the chant diminished and with it the power of the earthquake. At last all was silent and the vibrations ceased. The shuddering earth quieted. The quake's energies had been re-directed into stabilising the great fault in the earth below. The earthquake had been tamed.



## THE AMBER COLLEGE



**Colour:** Amber

**Magic Rune:** Ghur – The Arrow.

The winds of amber energy are as sharp as the keen senses of a hunting cat, and their touch as razor edged as the claws of a bear. Few wizards can withstand the touch of Amber Magic – it is like a chill wind that freezes their marrow and drives away their carefully cultivated reason. Amber Magic is the wildest and most inhuman of all the eight energies: it is the magic of wild places and bestial minds, of dark forests and untamed places.

Amber magic does not thrive close to cities or even around the carefully cultivated farmlands of men. The College of the Amber Wizards in Altdorf is only a totemic centre, a solidly built tower within an overgrown courtyard. It is an occasional gathering place used when the Winds of Magic run strongly, when even Amber Magic penetrates towns and cities.

Amber Wizards prefer to conduct their affairs and teachings in the wilds. The Amber College has a number of hidden refuges situated in caves deep within the forests around Altdorf, guarded by powerful Amber Wizard Lords.

Amber Wizards are mostly solitary individuals, preferring the company of wild beasts to that of their fellow men, and avoid human settlements unless they have some pressing need which draws them from the forests. They are outsiders and loners, with wild hair and thick unkempt beards. They dress in furs and animal skins adorned with bones, feathers and roughly polished amber beads. Amber Wizards are expert huntsmen and archers, and their symbol is the rune Ghur, the arrow.

**T**he beast was close now, Dieter could tell. The tracks were fresh and there was an indefinable taint to the air, a rank odour noticeable among the scent of the pines and the burning buildings.

The path led him down to the woodcutters' village. He had known the name of the place once, a dozen years ago when he had started on the Amber path, but could recall it no longer. He had found no need for the word during his long years of solitude in the wilderness and had discarded it as he would any other useless man-made artifact.

As he reached the foot of the path he realised that he would have no need ever to remember the name now. The village had been flattened. The blood mad beast had levelled it. The walls might as well have been made of paper for all the resistance they had put up. The huts might as well have been built from porcelain; they had been shattered just as easily.

Cautiously he leapt the ditch surrounding the place and entered the village through a gap in the wall. The beast might still be lurking amid the rubble and the debris. He knew that, in its animal way, it hated him as much as he hated it. During the last few days of the pursuit he had often suspected it was about to turn at bay. He had hunted monsters before when they disturbed the peace of his home but none so cunning or powerful as this. The beast was close enough for him to feel it. He drew his bearskin

cloak tighter about him, suddenly cold. For all his magical power the thought of the creature still inspired fear.

A sudden noise off to his left drew his attention. His razor-keen senses told him it was a human being before the man came into view scabbling through the dirt, crawling on his hands and knees to reach Dieter. It had been so long since the Amber Mage had seen another person that he just stood there surprised.

"Dead. All dead," the stranger said. Dieter saw that his face was sooty, his hair singed and his clothes were burned and soiled. Dieter hunkered down beside him. The man grasped Dieter's necklace of bearclaws and pulled himself up. He thrust his face into Dieter's; there was madness in his eyes.

"A monster," he said. "A chaos beast. It killed them all. It breathed fire and we burned. We burned."

"I know," said Dieter. It had been so long since he used the manspeech that he had to struggle for the words to express himself. Slowly they came back; the words of a tongue foreign to him. His natural language was now the tongue of beasts and the language of the wind and seasons. He gestured at the rubble trying to communicate his meaning. "I hunt the beast. I put an end to this ruin."

The man laughed – it was the mirth of the insane, the laughter of someone who had lost so much so quickly that

his sanity had fled. The sound of it made Dieter feel unclean. "Dig a hole, bear-man. Hide. The beast is great and it will kill you."

As if in agreement a roar rang out. It was followed by a loud braying and a hissing as of a huge snake. Thunderous footsteps approached. The stranger gripped him so tightly that as Dieter stood up he was lifted into the air. The necklace snapped sending the survivor sprawling. He lay face down in the dust, grovelling.



"Now we die," he whimpered. Dieter turned to face the approaching monster. It lumbered into view: a chimera, a three-headed beast with the head of a lion, the head of a ram and the head of a dragon. Its breathing was loud as a blacksmith's bellows. Flames spurted from the dragon's nostrils. Dieter wondered from what festering sinkhole of Chaos it had crawled. It was an abomination against nature and it had no place in the natural world. The chimera roared again – its great brazen voice echoed out and the woods were silent. In the distance a flock of crows fled fluttering into the air.

The creature began to advance. It was big. Bigger even than he had expected. Those lion's jaws could snap him like a twig. Dieter controlled the urge to flee. He reached down into the depths of his soul and found the well of his power. He howled an incantation; his voice as bestial as the beast's as he laid a curse on it.

In answer to his call things came. They rose up from the ground like ectoplasmic wraiths and swiftly surrounded the creature. The dragon's head snaked out and bit. Its jaws passed through the body of a wraith as if it were mist. The monster slowed its advance a bit, confused by the mass of ghostly figures crowding round it. Phantom fingers tugged its mane and poked at its eyes. The ram's head bellowed in frustration. The dragon's head spurted a torrent of fire. It blazed through the wraiths and set light to the dry grass.

Dieter reached out. His fingers clutched empty air. He roared his battlespell and his hatred and fear became tangible. They became a spear of incandescent power. He felt the air solidify under his fingers as he clutched the spear's shaft. He cast it directly at the beast. It flew straight and true, plunging into the chimera's breast. The monster reared and shrieked in pain. The phantoms danced upward following its motion.

The beast was not without cunning. It realised it could not harm the phantoms and saw that Dieter was the main threat. Clumsily, its movement impaired by the wraiths, it began to charge. Dieter plucked another spear from the air and cast it. It too buried itself in the creature's body. Ignoring the pain the beast charged on. Dieter knew that had been his last chance to stop it with the spear. Soon it would be in striking distance.

Dieter had one trick left: a spell he would not normally have used. Now he had no option. He must become the Beast of Horros.

He threw back his head and howled the spell defiantly. The long note caught in his throat and reverberated through his body.

As the vibrations grew within him they worked a change. His bones lengthened. His hair grew wilder and more tangled, his fingernails lengthened and curled into claws. Muscles thickened around bones that grew heavier and longer. His vision altered as the snout emerging from his nose and jaws forced his eyes apart. The world was different now. His sight had dimmed but his sense of smell and hearing had improved immeasurably.

As the beast charged towards him he smelled the chimera's charcoal breath and its fetid animal reek. He heard the drumming thunder of its hooves. He braced himself and met it breast to breast. The curse-phantoms skittered all around, distracting the monster. Its dragon head snapped in empty air. The ram's horns stopped inches short of target. The mighty lion jaws caught him though, biting deep into his shoulder.

On the ground the man gibbered in terror as the two monsters struggled over his recumbent form. Dieter lashed out with mighty claws, gouging great tears in the beast's flanks. He braced himself with his mighty arms and wrenched himself clear of the lion-jaws, leaving behind a great chunk of flesh and muscle. He braced himself again and leapt astride the chimera, burying his fangs in its neck and slashing down through its side with his talons, seeking its warm beating heart. Salty blood flowed over his tongue.

Maddened with pain and distracted by the phantoms the chimera reared, all three heads trying to snap at the beast on its back. The man screamed as a jet of flame lashed out setting his clothes on fire.



Dieter continued to exert enormous force. His arms tightened around the monster like steel bands. His jaw-muscles ached from the strain of prolonged biting. Suddenly his talons found what they had been seeking for. He clutched the pulsing muscle of the chimera's heart and and at the same time tore out its throat with a quick wrench of his neck. The chimera screamed and thrashed, sending him flying. In its death throes it crushed the screaming, burning man beneath its trampling hooves.

When its spasms had ceased Dieter allowed himself to revert to his natural form. His shoulder ached and blood stained his white bearskin. He felt a small sense of triumph. The beast was dead; the forest could grow pure and unsullied again. He turned and left the villagers unburied, food for carrion birds, and walked away from the place of death to seek some healing herbs.

## THE AMETHYST COLLEGE

**Colour:** Purple

**Magic Rune:**

Shyish – the Scythe.

Of all the energies of the Winds of Magic amethyst is the most difficult to see. This is because it blows through the past, present and future; weaving in and out of the time stream following the undetectable currents of fate. Many wizards say that the amethyst winds blow where death lies most heavily, that it is drawn to death and that doom follows in its wake. It blows strongly over battlefields and mortuaries, it clings around graveyards, and falls over the gibbet like a purple shadow.

The Amethyst College is dark and sepulchral. It sits next to the dreaded Haunted Cemetery of Old Altdorf where thousands were hastily interred after the devastation of the Red Plague. Dust lies thick within its tomb-like halls, for the winds of Amethyst Magic drag with them the dust of ages and the stench of death.

Amethyst Wizards are a silent brotherhood. They never speak openly and instead communicate by mind reading and telepathy. Their college building is silent save for the creaking of timbers and the sighing of the wind beneath the eaves.

Amethyst Wizards wear hoods and cowls, and heavy cloaks of dark purple and midnight blue. Instead of a staff they carry a great scythe, which they also wield with deadly skill in battle. An Amethyst Wizard also carries a leather-bound book, the contents of which remain a mystery to those outside their College.



**H**erman Schieffen licked his blubbery lips nervously and toyed with the heavy gold ring on his right hand, knowing that, if all went well, his greatest ambition would soon be realised. Or, if things went wrong... well, best not to think about it.

His fellow coven members were in position around the great pentacle. The incense sticks were lit. Multi-coloured smoke filled the cellar. The mad, shrill music of a bone flute filled the air as Konrad Hauptman played like a man possessed. The ritual had gone as planned – so far. Just as well. Summoning and controlling so potent and terrible a daemon as a Changer of the Ways required precision and split-second timing at every stage. One mistake and...

As they chanted the incense began to clot in the centre of the pentagram, assuming the outline of a huge bird-headed being. The temperature dropped and Herman shivered. Inadvertently his mind drifted back to the disturbing encounter he had had earlier that evening on the way to the ritual.

The streets had been dark; the narrow alleyways of the Poor Quarter deserted, for this was Geheimnisnacht, the night of mysteries, when even the Watch would not patrol the city for fear of what they might encounter. Herman had been making his way to the meeting place when he had met the terrible stranger.

He, or it, had loomed up out of the darkness; a dreadful figure garbed in a cowed robe, a great scythe clutched in one gauntleted hand. Herman thought Morr himself had come for him. He had screamed aloud. The figure had merely stood before him.

"Doomed," said a chill voice that did not emanate from human lips. It echoed within Herman's skull.

Herman had wanted to question the stranger, but the shadows thickened and it had vanished as silently as it appeared, leaving Herman doubting whether the incident had ever happened. His first reaction had been to turn back, but he did not. If he did not show the coven would believe that he had betrayed them and take terrible vengeance. Also, he desperately wanted the death of Albrecht Loth, his rival in business and in love. He had pushed on and now all was within his grasp.

Herman was drawn from his reverie by the shouts of his fellow conspirators. They were shouting for him to speak the Litany of Binding. He realised he had only moments to perform his part. He fumbled for the words, but his tongue felt as if it were cleft to his palate. He remembered the cowed figure's word. Stark fear drove all thought from his mind.

The summoned daemon stepped from the pentacle. It was unbound by any litany. Glittering eyes held Herman's. He saw in them hate for the little beings that had tried to bind it to their will. The daemon beckoned for him with one clawed finger. Slowly Herman walked forward towards his doom.



## DARK MAGIC AND NECROMANCY

The High Mages of Ulthuan studied the lore and dangers of magic. They learned how to manipulate the eight energies of magic, and how to use their power to form spells. By tracing the magic power back to its source they discovered the ultimate form of power – Dark Magic. While magic energy in its divided form can be controlled and carefully fashioned by a skilled wizard, dark magic is ultimately uncontrollable and destructive. It is the magic of Chaos, of daemons and of death.

Dark energy is undivided: it contains all the eight types of energy in a seething mass. Dark energy is strongest at the heart of the ancient warpgate, and as it spreads southwards over the Warhammer World it becomes weaker and increasingly divided. Sometimes the dark energy is slow to break apart, and sometimes it can remix if the conditions are right, forming dark eddies within the Winds of Magic. It is this unadulterated form of energy, seething with malice and power, that is the root of all Dark Magic.

The High Elf Mages knew of the power of Dark Magic but for long ages turned their back on its possibilities, regarding it as too dangerous to use. However, the temptation proved too great for some, and many Elves began to experiment with Dark Magic secretly. The dark undivided energy is the stuff of Chaos itself, the life-blood of daemons, and the abode of spirits. The experiments drew many evil things into the world and corrupted its practitioners, twisting their minds and turning their hearts to evil.

The corruption slowly spread across the land of Ulthuan. Secretly at first, and then openly, temples were built to the Chaos Gods, and the whole nation became divided. War was inevitable, the Dark Elves summoned daemons and called upon the Chaos Gods themselves for help, while the High Elves drew upon their ancient knowledge. Eventually the Dark Elves were defeated and driven north to the land of Naggaroth where they live to this day. Over the centuries their mastery of Dark Magic has grown and flourished.

Dark Magic spells are destructive and powerful. Most mighty of all are spells which give dominion over daemons and the dead. Dark Magic is used by several races including Chaos Sorcerers, Dark Elf Sorcerers, Beastmen Shamans, Necromancers, Liches, and Vampires. Of these the Chaos Sorcerers, Dark Elves and Beastmen owe their allegiance to Chaos. They are protected from the ravages of Dark Magic by their patron Chaos Gods and are able to learn spells gifted to them by their patron in addition to other Dark Magic.

Necromancers, Liches and Vampires, on the other hand, derive their power and protection from the power of dead spirits. As all Necromancers know, the dead continue to exist, after a fashion, as spirits in the energy flow. The Winds of Magic blow past their resting places, over tombs and graveyards, over battlefields and plague pits. The dead feel the dark energy and stir from their sleep. If the dark energy is powerful enough they rise from their graves and bathe in the darkly invigorating Winds of Magic. Necromancy is the magic of the dead and of the undead. Its practitioners may enjoy unnaturally long life, or even life beyond death as an undead Liche.

## SKAVEN AND THE HORNED RAT

The Skaven worship their own Chaos God, the Horned Rat, the manifestation of their race and of all their evil schemes to consume the world. Like the magic of Chaos, Skaven magic draws upon the dark energy stream for its power.

The Skaven supplement this power with warpstones – solid pieces of black energy plucked from the warp by the Winds of Magic during the height of violent magic storms. These small chunks of black energy radiate malign power, causing ordinary flesh to mutate and become corrupt. Only Skaven can touch warpstone without suffering its evil effects, and even they become twisted and warped by its energy eventually. A Skaven Sorcerer can consume small lumps of warpstone and feed upon its energy to fuel his spells in battle.

## ORCS AND THE POWER OF THE WAAAGH!

Orcs and Goblins are unlike other creatures in that their minds are so strongly 'Orcy' that they generate their own form of energy. As individuals this effect is negligible, but as a mob their combined minds produce an awful lot of concentrated energy. In large amounts this energy excites Orcs and Goblins and this sense of euphoria and common identity is known as the Waaagh.



The more Orcs are grouped together, the greater the power and energy of the Waaagh. All this energy has to go somewhere and it vents itself through the most receptive Orc or Goblin mind present, which can be an unpleasant or even fatal experience for the Orc or Goblin concerned! Fortunately, individuals with uncommonly receptive minds are usually recognised at an early age, and trained how to use the power of Waaagh without it destroying them. Such Orcs and Goblins are called Shamans, and use the power of the Waaagh to cast magic spells.

This is why Orc and Goblin magic is called Waaagh magic. It is powered by the presence of many Orcs and Goblins and a Shaman can only cast powerful spells when a lot of green-skins get together during a Waaagh!

# CHOOSING WIZARDS

Wizards are chosen along with the rest of your army using the Warhammer Armies army list for your force. The number of wizards you decide to include will depend upon the size of your army, the wizards' cost, and your personal preference. For example, some players like to have a single powerful wizard, while others favour several less potent individuals.

## TYPES OF WIZARD

With some armies you have only to select which level of wizard you want. For example, in the case of an Orc army you can choose Orc or Goblin Shamans; in the case of Skaven you can choose Warlocks or Grey Seers. You do not have to do anything else before you are ready for battle. Each wizard's spells are determined before the battle begins as described later.



In the case of some wizards there are further choices to make when you select the army. For example, in the case of a Chaos Sorcerer you must decide which of the Chaos Gods the Sorcerer will have as his patron. In the case of human wizards you must decide which College he belongs to. These choices are listed below.

**Men.** All human wizards belong to one of the eight Colleges of Magic. Select wizards from whichever College or Colleges you prefer for your army. You might decide to have two wizards, one Celestial and one Bright for example, or you could choose two of the same College, it is up to you. On the whole it is best to have wizards of different Colleges as this gives you a broader range of spells to use.

**Chaos Sorcerers.** Chaos Sorcerers must choose which of the three Chaos Gods they will have as patron. You may choose Tzeentch, Nurgle, or Slaanesh. The fourth Chaos God Khorne has no Sorcerers. All Chaos Sorcerers use Dark Magic and spells of their patron Chaos God. It is therefore worthwhile having different Chaos Sorcerers to broaden your choice of spells.

## DETERMINE SPELLS

All spells in the Warhammer Magic game are presented in the form of cards. There are fifteen separate decks of these cards as shown below.

Most wizards can use only one of these decks, but some can use several different decks. For example, an Amber Wizard may use only the Amber spell deck while a High Elf Mage can use any of the colour spells plus the High Magic Spells. This is explained in more detail below.

Type of Card	Number of Spells in Deck
Light	10
Gold	10
Jade	10
Celestial	10
Grey	10
Amethyst	10
Bright	10
Amber	10
<i>The first 8 sets of spells, Light to Amber, are known as colour spells. They are used by wizards of the corresponding eight Colleges of Magic as well as by High Wizards.</i>	
Waaagh Magic	10
Skaven Magic	13
Dark Magic	10
High Magic	10
Tzeentch	4
Nurgle	4
Slaanesh	4
<i>Tzeentch, Nurgle and Slaanesh cards are collectively the Chaos spell cards.</i>	



Before the game begins players determine their wizards' spells. A wizard has between one and four spells depending on his level. These spells are dealt randomly before the game begins. A wizard's spells are retained throughout the game. He can cast each spell once during the Magic Phase, and he can continue to cast the same spell each turn assuming he is able to do so.

## NUMBER OF SPELLS

A Wizard has one, two, three or four spells depending on his level as shown on the chart below. Remember, some wizards are described as Mages, Shamans, Necromancers, Warlocks, or whatever, but these are merely different names and the same division into four levels applies.

Level	Wizard	Number of Spells
1	Wizard	1
2	Wizard Champion	2
3	Master Wizard	3
4	Wizard Lord	4

Note that Liches and Vampires are not divided into levels. A Liche has three spells and a Vampire two. Spell-using Daemons are also dealt with slightly differently and are described later.

## DEAL SPELL CARDS

Before the armies deploy spells are dealt to all the wizards from both sides. The rules for dealing spell cards vary slightly depending on the type of wizard. The basic method is best exemplified by a human wizard of one of the Colleges of Magic.

A wizard may only use spells of his own College's colour. The player takes the ten cards of the correct colour, shuffles them, and deals himself the appropriate number of cards from the deck. For example, a Jade Wizard Champion is dealt two Jade spells, a Bright Master Wizard receives three Bright spells, and so on.

Once the cards have been dealt the player can examine them. He has the option of handing in any cards in return for a further randomly dealt card from the same deck. For example, our Jade Wizard Champion might decide to hand in one of his two spells in favour of another randomly dealt Jade spell. The reason why we allow this second chance is that some spells are of limited value on their own.

**Example of dealing.** A Bright Master Wizard receives three randomly dealt Bright spell cards. As fortune would have it he receives *Blast*, *Wings of Fire*, and *Fire Ball*. As *Blast* and *Fire Ball* are both similar in effect the player decides to hand over *Fire Ball* in return for another random card. This time he is dealt *Crimson Bands*, a very useful spell which the Master Wizard's relatively high level will enable him to fully exploit.

Once the spell cards have been dealt players should keep them secret until they wish to cast a spell. Place the cards face down on the table or a convenient surface out of the way.

## DEALING PRIORITY

As many of the wizards use the same card decks it is important to deal spells in a strict order. Deal to the highest level wizard first, then the next highest level, and so on. This may result in some wizards having fewer spells than they otherwise would or even none at all.

If the armies include two or more wizards of the same level, then roll a D6 or use some other suitable method to decide which wizard is dealt his cards first.

If you have two wizards of different Colleges then you'll have no difficulty keeping their cards separate. However, if your army has wizards of the same College you'll have to be careful to keep their spells separate. This is important – a wizard cannot use another wizard's spells even if they are from the same College.

## DEALING CARDS TO OTHER WIZARDS

Human wizards are dealt cards as described above. They can only use spells of their own colour and no others. Other wizards differ in some respects as described below.



### HIGH ELF MAGES

High Elf Mages may use any of the colour spells and the High Magic spells. When the player chooses his spells he declares which card decks he wants and how many cards he wants from each, but he must choose at least one High Magic spell. Spells are dealt randomly from the chosen



decks in the same way as for human wizards. As with human wizards, cards may be exchanged for fresh cards, but these must be from the same deck as the rejected spells.

For example, a High Elf Master Mage is permitted three spell cards and he might take one High, one Bright, and one Gold. If he chooses to reject the High and Bright Magic spells, he will receive replacement High and Bright spells in their place.

A High Elf Mage might equally well choose all High Magic spells if he prefers. As a level 1 Mage has only one spell this will always be his obligatory High Magic spell. When dealing spells the High Elf Mage is dealt cards before all other wizards of the same level, but otherwise he is dealt his cards in level order the same way as described for human wizards.

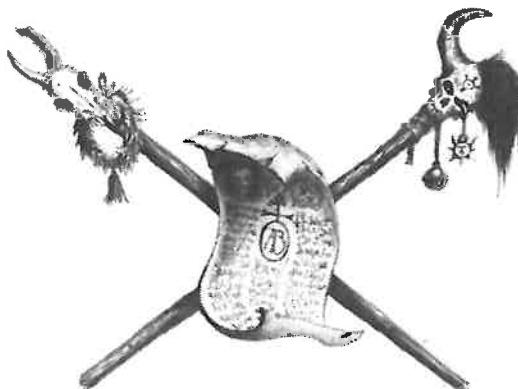
For example, in a game involving a High Elf Mage (level 1), a Jade Wizard (level 1), and a Bright Master Wizard (level 3) the Bright Master Wizard receives his cards first, then the Mage, then the Jade Wizard.

### CHAOS SORCERERS

A Chaos Sorcerer may choose to receive cards from any one (and one only) of the colour spell decks. Chaos Sorcerers may also use the Dark Magic spells, and the spells of their patron Chaos God. When the player chooses his spells he must declare which decks he wants and how many cards he wants from each. He must choose at least one spell from the Chaos deck of his patron. Cards are dealt randomly from the chosen decks in the same way as for human wizards.



Cards may be exchanged for fresh cards from the same deck. For example, a Master Sorcerer is permitted three spell cards and he might take one Tzeentch, one Dark Magic, and one Gold. He might equally well choose all spells of his patron Chaos God, or any combination so long as he includes at least one of his patron's spells.



A level 1 Sorcerer only has one spell so this will always be the obligatory spell from his patron Chaos God. When dealing cards the Sorcerer has priority over all other wizards of the same level except High Elf Mages, but otherwise he is dealt his cards in level order in the same way as human wizards. For example, in a game involving a Chaos Sorcerer Champion (level 2), a Gold Wizard Champion (level 2), and a High Elf Mage Champion (level 2) the High Elf Mage takes his cards first, then the Chaos Sorcerer, and finally the Gold Wizard.

### BEASTMEN SHAMANS

Beastmen Shamans may use Dark Magic spells and any of the Chaos spells. Beastmen are unique in that they have no single patron, but can use spells of different Chaos Gods. The player chooses which decks he wants and receives randomly dealt cards as usual. Cards may be exchanged for randomly dealt replacements from the same deck. A Beastman Shaman is not obliged to have any Chaos spells. A Beastman Shaman has the same priority when dealing as a Chaos Sorcerer of the same level.

### DARK ELF SORCERERS

Dark Elf Sorcerers use the Dark Magic spells. The Sorcerer is dealt the appropriate number of cards in the same way as a human wizard. Spells may be exchanged for fresh cards from the Dark Magic deck. When dealing cards the Sorcerer has the same priority as a Chaos Sorcerer or Beastman Shaman, but otherwise he is dealt his cards in level order the same way as human wizards. For example, in a game involving a Dark Elf Sorcerer Champion (level 2), an Amber Wizard Champion (level 2), and a High Elf Mage Champion (level 2) the Mage takes his cards first, then the Sorcerer, and finally the Wizard.

### UNDEAD

Necromancers, Liches, and Vampires may use any one (and one only) of the colour spell decks and any of the Dark Magic Spells. When the player chooses his spells he must declare which decks he wants and how many cards he wants from each. He must choose at least one Dark Magic spell. Spells are dealt randomly in the same way as

for human wizards. Cards which are dealt initially may be exchanged for fresh cards from the same deck. In addition certain Dark Magic cards may be further exchanged, allowing the player to tailor his wizard's abilities to some extent.

Some Dark Magic spell cards are marked 'Necromancy'. If an Undead Wizard is dealt a Dark Magic card which is not marked Necromancy, then the card may be exchanged immediately for another randomly dealt Dark Magic card. The player may continue to hand in any cards not marked Necromancy in favour of another. He does not have to take a card unless it is marked Necromancy although he can choose to keep any card he is dealt. As a level 1 Necromancer has only one spell this will always be his obligatory Dark Magic spell.

When dealing cards a Necromancer, Liche or Vampire has the same priority as a Dark Elf or Chaos Sorcerer of the same level. A Liche is counted as level 3 (Master Wizard) and a Vampire as level 2 (Wizard Champion).

### WOOD ELVES

Wood Elves are so tied to their sylvan way of life that their magic has devolved from the High Magic of their High Elf forebears. Wood Elf Mages do not belong to the Colleges of Magic (they learn their magic from their own Mage Lords) but they are restricted in their choice of spells. A Wood Elf Mage (level 1) may receive either an Amber or Jade spell. A Wood Elf Mage Champion (level 2) may receive both Amber and Jade spells. A Wood Elf Master Mage (level 3) may receive Amber spells, Jade spells and spells of any one other colour. A Wood Elf Mage Lord (level 4) may use High Magic spells and/or any colour spells in the same way as a High Elf Mage. Spells may be exchanged in the same way as for human wizards and High Elf Mages. Wood Elf Mages have the same dealing priority as High Elf Mages.



### ORCS AND GOBLINS

Orcs and Goblin Shamans are dealt cards from the Waaagh Magic spell deck. Spells may be exchanged for a fresh randomly dealt spell in the same way as human wizards. Cards are dealt to the highest level Shamans first, and, where Shamans are of equal level, to Orcs before Goblins.

### SKAVEN

Skaven Warlocks and Grey Seers are dealt cards from the Skaven Magic spell deck. Spells may be exchanged for a fresh randomly dealt spell card in the same way as human wizards. Some of the Skaven spell cards are marked 'Grey Seer Only'. These spells can only be used by a Grey Seer and not by a Warlock. If a Warlock is dealt a Grey Seer spell he must hand it back for a randomly dealt replacement.



## LIMITATIONS OF THE SPELL CARDS

The number of cards provides a natural limit to the amount of magic in the game. If a deck runs out before all wizards have received their cards then hard luck! Of course, this doesn't stop wizards using the Magic Cards and Magic Items, so a wizard without spells is not useless by any means.

If you're going to play a game with lots of wizards then the chances of running out of cards are much greater and players may avoid this by agreeing to change the Colleges of some human wizards. This is entirely up to you.

Should two Undead armies be fighting each other the Dark Magic deck will quickly become exhausted. In itself this is not a problem as these wizards can also use other decks. However, the first player to draw Dark Magic cards would inevitably take all the Necromancy spells which would pose a problem as it makes it virtually impossible for the other player to win.

To compensate for this, when Undead Wizards are fighting on both sides, they may exchange Dark Magic spells only once. This simply means they exchange Dark Magic cards on the same basis as other wizards, and cannot keep exchanging until they receive a Necromancy card. Bear in mind a game need not be between two Undead armies for this situation to arise, as Undead can fight as allies in many armies.

## PREPARING FOR BATTLE

Once all wizards have been dealt their cards they are ready to be deployed along with the rest of your army. The remainder of the spell decks can be put aside – they will not be needed during the game. If your army has several wizards remember to keep their spells separate to avoid confusion.

# SPELL CASTING

## MAGIC PHASE SEQUENCE

Regardless of which side's turn it is, all wizards may cast their spells during the magic phase. The magic phase is therefore an exception to the main turn sequence in that both sides take part.

During the magic phase play proceeds as follows.

1. Determine Winds of Magic
2. Deal magic cards
3. Cast spells

## DETERMINE WINDS OF MAGIC

At the start of the magic phase the player whose turn it is rolls 2D6 to determine the strength of the Winds of Magic for that turn. The result indicates how much raw magic power is available to the wizards that turn (ie, how many magic cards will be used as described below). The greater the Winds of Magic the more magical power is available and more magical activity may take place. This may enable players to cast particularly powerful spells or to dispel their enemy's magic.

The normal value for the Winds of Magic is 2D6 as described in the preceding paragraph, but players may agree to increase this to 3D6, 4D6 or more if they wish.



Alternatively, variation may form part of the scenario. For example the Winds of Magic may start off at 0 and build by 1D6 per turn. You will find that a higher value does not necessarily result in greater effect because although it will be easier to cast spells it will be easier to dispel them too.

When determining the Winds of Magic you must never roll more dice than there are individual wizards on the battlefield. If there is only one wizard on the battlefield the Winds of Magic roll will be 1D6 rather than 2D6. Dead wizards and wizards unable to cast spells for whatever reasons do not count. This is important as otherwise a single wizard can use all the Winds of Magic and would be almost invincible. Such power is too much for any mortal to handle.

## DEAL MAGIC CARDS

The magic card deck contains 36 cards and is divided as follows:

- 22 Power cards
- 8 Dispel cards
- 1 Drain Magic card
- 1 Destroy Spell card
- 1 Rebound card
- 1 Escape card
- 1 Total Power card
- 1 Mental Duel card

Once you have established the strength of the Winds of Magic the player whose turn it is deals out the magic deck. Start by shuffling the deck then deal off a number of cards equal to the Winds of Magic. For example, if the Winds of Magic is 8 then deal off eight cards. Deal the cards face down so that neither player knows what they are. The remainder of the pack is put aside for now.

The player whose turn it is can now deal the cards between the players starting with himself. As cards are simply divided between each side both players will hold the same number of cards unless the Winds of Magic is an odd number, in which case the player whose turn it is will hold one more.

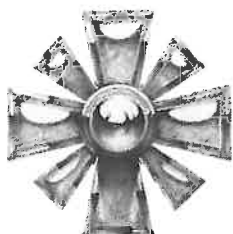
Each player now has two sets of cards: their spell cards and a number of magic cards. Unlike the spell cards which 'belong' to specific wizard models the magic cards represent the energy drawn from the Winds of Magic by the army's wizards. The number and type of magic cards will obviously vary from turn to turn depending on the strength of the Winds of Magic and the fortunes of the deal.

The magic cards are of two broad kinds: power cards and special cards. Power cards are used to 'power up' spells. Special cards have a special ability and these are discussed later. The most common special card is Dispel – this is used to counter the enemy's magic.



## HIGH MAGIC AND DARK MAGIC

The practitioners of High and Dark Magic can manipulate the Winds of Magic more readily than ordinary human wizards.



To represent this, if an army's wizards have at least one High Magic spell card or at least one Dark Magic spell card, the player can discard some or all of their magic cards and draw replacements from the magic deck before spell casting begins. This gives the player an opportunity to adjust his hand of magic cards to a hopefully more favourable mix of special cards and power cards if he so desires.

It would be extremely unusual for an army to have wizards with both High and Dark Magic spells. If this is the case the player may adjust his hand for either High Magic or Dark Magic but not both during the same turn.

If you have any High Magic spells, then you may discard any power cards you wish. Place the unwanted power cards face up on the table to make a discard pile. Draw the same number of replacements from the magic deck. By doing this the player sacrifices power cards in the hopes of getting more special cards to counter an opponent's magic.

If you have any Dark Magic spells, then you may discard any special cards you wish. Place the unwanted special cards on the discard pile and draw the same number of replacements from the magic deck. This increases the likelihood of having power cards and therefore of casting spells, but decreases the chance of dispelling enemy magic.



In both cases you must discard all the cards you want to exchange and pick up all your replacements in one go. Once you have decided which cards to exchange you cannot change your mind and exchange further cards. Of course, you don't have to swap any magic cards at all if you don't want to – after all, you might be perfectly happy with the original deal.

## CASTING SPELLS

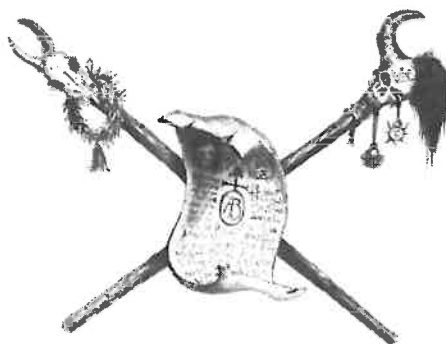
Once both players have received their magic cards wizards may cast their spells. Play proceeds as follows.

The player whose turn it is nominates one of his wizards and casts one of that wizard's spells. Bear in mind that wizards can only cast their own spells and not those of other wizards. This is why it is important to keep each wizard's spells separate.

To cast a spell the player chooses a spell card and puts it face up on the table together with enough power cards to make it work. Every spell card requires at least one power card to make it work and some require more. The number of power cards required to make a particular spell work is indicated on the spell card itself.

The spell will automatically work unless it is dispelled in some way. Dispels and other ways of countering magic are discussed later. Unless the spell is dispelled, work out the effect as described on the spell card.

Once a spell has been cast any power cards used to power it are removed and placed face up on the discard pile on the tabletop.



Once cast a spell cannot be cast again until the following magic phase. To help you remember it is a good idea to turn spell cards face down once they have been cast. Note that if the effects of a spell lasts for several turns the card may be left face up on the table or in some conspicuous place to show that it remains in play. A spell cannot be cast again while it remains in play.

It is now the other side's turn to cast a spell. This is done in exactly the same way. The player nominates a wizard, chooses one of his spells, and casts it as described above. Play alternates in this fashion until neither player has any more spells he can cast. Play may also be stopped by the special magic card *Drain Magic* as explained below. At the end of the Magic Phase discard any unused magic cards (with the exception of some of the special cards discussed below).

## DAEMONS, WAAAGH MAGIC AND SKAVEN MAGIC

Waaagh Magic (used by Orcs and Goblins) and Skaven Magic (used by Skaven Warlocks and Grey Seers) works slightly differently to other magic. Each is explained fully in a separate section. You should familiarise yourself with the general rules for spell casting before reading these extra sections. Daemon magic is also slightly different and this is described in a further section of the rules.

## NECROMANTIC MAGIC

Necromantic spells are used slightly differently to other spells. Normally a spell can only be cast once per magic phase. This is also true of Necromantic spells when cast by most wizards. However, in the case of Undead wizards (Liche, Vampire or Necromancer) the spells work slightly differently.

When used by an Undead wizard, a Necromantic spell can be cast over and over again during the same magic phase. If an Undead wizard has sufficient power cards left he can continue to cast the same Necromantic spell. The only restriction is that it is impossible to successfully cast a *Vanbels Danse Macabre* spell on the same unit or target more than once during the same magic phase.

The spell could be recast onto the same target if it is initially dispelled (see below). Note that the same restriction also applies to the *Staff of Damnation*. This staff effectively casts a *Vanbels Danse Macabre* over every unit within 36". A *Vanbels Danse Macabre* spell will not affect a unit already affected by a *Staff of Damnation* and visa versa.

## SPECIAL MAGIC CARDS

Special magic cards represent powerful enchantments that either dispel other spells or act as spells in their own right. Once played, these cards are placed in the magic card discard pile. As a general rule, any magic cards still held in the hand at the end of the magic phase are placed on the discard pile along with all the magic cards used during the magic phase.

However, some special magic cards may be retained in the player's hand from turn to turn and used whenever the player wishes, often during the middle of hand to hand combat or at some other convenient time.

Cards which can be retained are indicated with the description 'Retain in Hand'. After they have been used these special cards are also placed on the discard pile or returned to the deck. Once the magic phase is over all the magic cards are gathered together and shuffled ready for the following turn.

### DISPEL

Dispel cards are vitally important because they are used to counter hostile magic. When an enemy wizard casts a spell then you may play a Dispel card to try and stop it working.

To see if the Dispel is successful, roll a D6. On the roll of a 4, 5 or 6 the enemy spell is cancelled or dispelled: the spell fails and the power cards which were used to power it are placed on the discard pile. If you fail to cancel a spell, you may make another attempt, assuming you have another Dispel card. Any number of Dispels may be attempted in this way, subject to the restrictions noted below.

The first Dispel attempted against a spell is always assumed to have been cast by your highest level wizard. If this fails, the next Dispel is cast by your next highest

wizard, and so on. Once all your wizards have attempted (and failed) to dispel a spell then you can still use any further Dispels you have but you will require a 5 or 6 to succeed rather than a 4, 5 or 6.

Wizards receive a +1 bonus when they attempt a Dispel against a spell cast by a lower level wizard. They therefore make a successful Dispel on the D6 roll of 3, 4, 5, or 6.

Wizards suffer a -1 penalty when they attempt a Dispel against a spell cast by a higher level wizard. They therefore make a successful Dispel on the D6 roll of a 5 or a 6.

In the case of a Dwarf army the natural magical resistance of these creatures means that Dispels always work on a roll of 4+ even if there is no wizard in the army. Dwarfs do not have wizards, so they rely more upon their natural resilience to magic than other races.



When it is a player's turn to cast a spell he may instead play a Dispel card to cancel a spell which is already in play. In the case of a spell which is in play, only one attempt may be made to dispel it per magic phase. The Dispel will work on the appropriate D6 dice roll exactly as described above.

Note that a Dispel can only be played on a spell and never on another magic card. You cannot, for example, attempt to dispel another Dispel card. You can dispel spells which are cast using magic items, as these are considered to be spells in the same way as any others.

### DESTROY SPELL

A Destroy spell may be used when an enemy wizard casts a spell in the same way as a Dispel card. Alternatively, it can be retained in your hand and played in a subsequent turn.

A Destroy Spell card is played to counteract an enemy's spell in the same way as a Dispel except that it is more powerful. A Destroy Spell card will automatically dispel any spell cast at one of your wizards or a unit he is accompanying. In addition, secretly roll a D6 and add any power cards you wish from your hand. The enemy player does the same. Both players then reveal their score. If the enemy's total is equal or higher the spell is returned to his wizard's hand as normal. If your total is higher the spell is removed from the opposing wizard's hand and discarded for the rest of the game.

### DRAIN MAGIC

This card may be played in the current magic phase when it is your turn to cast a spell.

All the volatile magic over the battlefield is instantly earthed through your wizard, draining magical power from the area and bringing all spell casting to an end for that turn. Any magic cards still held in the hands of either player are immediately placed on the discard pile, including any cards that may normally be retained. Any spells that are currently in play are instantly and automatically dispelled.

**REBOUND**

This card is played to counteract an enemy's spell in a similar way to a Dispel or Destroy Spell card. You may retain this card in your hand for use in a later phase if you wish. A Rebound may be played when a spell is cast against one of your wizards, or against a unit of troops he is accompanying. The spell rebounds from the target 4D6" back in a straight line toward the wizard who cast it. The spell may not be dispelled and will hit the first suitable target in its path. Rebounding spells travel over the ground surface, and can move over all kinds of terrain including hills, walls, and through uninhabited buildings.

**MENTAL DUEL**

This card can be played when it is your turn to cast a spell. One of your wizards engages an enemy wizard of your choice in a battle of wills. Both players immediately roll a D6 and add the magic levels of their respective wizards to their roll. The player with the highest total wins the duel and drives the knowledge of a spell out of the mind of the loser. The winner can immediately choose a spell card at random from the hand of the losing wizard and discard it for the remainder of the battle. If the two scores are equal the duel is a draw and has no effect on either wizard. If this card is not used in the magic phase it is placed on the discard pile at the end of the phase just like any other magic cards.

**ESCAPE**

This card may be kept in the player's hand and played at any time during any turn. The player can use this card to make the wizard vanish, and can even do this where the wizard would otherwise be slain. The wizard's mortally wounded body is transported into the Realm of Chaos, the great world of energy that is the source of all magic. The wizard can survive in the world of energy protected by a

life-supporting shell of magic and draw on its power to heal his wounds. The wizard's full number of wounds is restored.

The wizard may return to the battlefield at the start of any subsequent magic phase on the D6 roll of a 5 or 6. When the wizard returns he may be placed anywhere on the table and can cast spells normally in the magic phase. While in the world of energy the wizard can do nothing. He cannot cast spells and the Winds of Magic may be reduced if the number of wizards on the battlefield is insufficient to sustain its full value (see *Winds of Magic*).

**TOTAL POWER**

Total Power is a special card which counts as three power cards on its own. A spell cast using the Total Power card is so powerful that it cannot be stopped by any means, including the Rebound and Destroy Spell special cards. If Total Power is used to cast a spell that remains in play the spell can be dispelled in future turns as normal. If this card is not used in the magic phase it is placed on the discard pile at the end of the phase just like any other magic cards.

**THE LOSS OF WIZARDS**

If one side has no wizards then it is still dealt magic cards as normal. Dispel cards can be used to attempt to cancel out enemy magic, but power cards and the special cards Total power, Mental Duel, Drain Magic, Destroy Spell, Rebound and Escape cannot be used at all and must be discarded at the end of the magic phase. This means that a side with no wizards may still be able to cancel out some enemy magic. This represents natural magical resilience and the likelihood of spells simply not working. A side with no wizards is not therefore completely helpless, although it is not in a very desirable position by any means.

**EXAMPLE OF A MAGIC PHASE**

An Empire and a Bretonnian army are locked in battle. The Empire Battle wizards comprise a Grey wizard and a Bright wizard champion. The Bretonnians have one Celestial wizard champion.

It is the Bretonnian player's turn so in the magic phase he rolls 2D6 to determine the Winds of Magic and gets a seven. He deals out seven cards starting with himself, so he has four magic cards and the Empire player has three.

Because it's his turn, the Bretonnian player starts the spellcasting. He has ended up with two power cards and two Dispel cards and decides to cast a Windblast spell, which will cost both power cards. The Empire player has two Dispels and one power card so (sensibly) he tries to dispel the Windblast, using his Bright Wizard Champion.

The Bright Wizard needs to roll a 4 or more on a D6 to successfully dispel; his roll is not adjusted because he is the same magic level as the Bretonnian. He rolls a 3 and fails. The Empire player still has another Dispel in his hand so he tries again, this time playing it through the Grey wizard (he can't use the Bright wizard again because the Bright wizard has already attempted to dispel the Windblast spell).

The Grey wizard rolls a D6 for his Dispel and deducts 1 from the result (because he's a lower magic level than the Celestial wizard). He rolls a 5,  $5-1=4$  so he successfully dispels the Windblast. The two power cards and the two Dispel cards are placed on the discard pile and the spell card is taken back by the Celestial wizard and placed face down to indicate it can't be cast again until next the magic phase.

Now it is the Empire player's turn to cast a spell and he chooses to cast the Radiance of Ptolos from the Grey wizard using his one power card. The Bretonnian player attempts to dispel it by playing one of his Dispels through his Celestial wizard. Because the Celestial wizard is a higher magic level than the Grey wizard he adds one to his dice roll for the Dispel, so he only needs a 3 or more. He rolls a 1 and fails miserably, but he still has one Dispel card left so he tries again. This time he needs a 5 because the Dispel is not directed through a wizard (the Celestial wizard having already tried and failed). He rolls a 4 and fails again. The Radiance of Ptolos is successfully cast and in play. Because both players have now run out of magic cards the magic phase now ends and it is the Empire player's next turn.



# WAAAGH MAGIC

The metabolism of Orcs and Goblins is completely unlike that of humans, Elves, Dwarfs and most other races, which has profound effects on the way Orcs and Goblins react with the world of magic. Other creatures draw upon the raw power of magic that saturates the world, but Orcs and Goblins generate their own.

Orcs and Goblins unconsciously generate a weak magical field around themselves. During the intense excitement of battle this field becomes stronger and merges with the magical fields of all the other Orcs and Goblins around them. This magical energy gives the Orcs a feeling of communal elation and invulnerability known as the Waaagh. As the Orc Boyz march into battle they feel strong and unbeatable as the mounting spirit of the Waaagh overtakes them.

As the Orcs become more excited the energy of the Waaagh grows stronger and stronger until it reaches a critical point when the pressure is so intense that it has to discharge itself or burst. The Waaagh always discharges itself through the most suitable mind in the vicinity, an Orc or a Goblin shaman. As the Waaagh intensifies a shaman can feel its pressure building up inside his brain, driving him wild with excitement and pain.

Fortunately Shamans learn at an early age that the only way to avoid extreme pain (or worse) is to allow their minds to release the mounting energy in the form of a spell. In immature Orcs this may take the form of unconsciously generated poltergeist activity in which objects mysteriously fly about the room or smash against the walls. A mature shaman learns to control these powers and turn them to his advantage in form of powerful energy blasts or radiant spells of destruction.

## GORK AND MORK

Orc or Goblin shamans are identified at an early age. Whenever his mates brawl or argue his head starts to hurt, lights flash in front of his eyes, and weird things start to happen. Solid objects are hurled about as if thrown by invisible hands or simply shatter for no apparent reason. Bolts of lightning shoot from the Orc's head, and his eyes glow bright red as noxious steam burbles from his mouth. When this sort of thing happens it is all too obvious that the poor Orc or Goblin is destined to become a shaman, if he manages to survive that long.

Shamans are dangerous to be around and other Orcs tend to shun them. They are forced to wear distinctive costumes so they can be easily recognised (and avoided) and sent out beyond the confines of the camp to commune alone with the Orc gods. Orcs and Goblins believe that the shaman is possessed by either or both of their mighty gods, Gork and Mork.

On the outskirts of every Orc settlement, no matter how rough or how temporary, is a little collection of shacks or tents where the Shamans are forced to live – safely away from the other Orcs, and from each other. In some more permanent Orc settlements the shamans live in nearby caves surrounded by skulls on stakes, fetish poles and similar paraphernalia.

The shaman is brought all the food he wants, or at least, all the mushrooms he wants, as these fungi are traditionally supposed to help him communicate with the spirits of Gork and Mork. In fact the hallucinogenic mushrooms tend to give the Shaman colourful visions in which the Orc gods instruct him on how to call upon them in battle and how to cast spells of destruction.

While the shamans are lying in their tents communing with Gork and Mork they are safely out of harm's way, and can cause little damage to the other Orcs. Occasionally a foolish or inquisitive Goblin might stray into a shaman's tent in search of some sagely advice about the whereabouts of a lost shoe or some such trivial matter, only to find himself hurled out of the tent by an unconscious blast of Waaagh energy from the shaman. On the whole it is rather dangerous to disturb a shaman, even a sleeping one, and most Orcs know better than to stray too near.

Shamans spend a lot of time sedated while wild and colourful hallucinations dance around their brains. It is hardly surprising that they tend to be a bit strange even when they are fully conscious. They are convinced that Gork and Mork are real, as they have seen them in their mushroom-induced dreams. They believe that they can call upon Gork and Mork when the spirit of the Waaagh is great, and that they will be able to perform mighty deeds of magic.

Many of the shaman's spells are in fact incantations to Gork and Mork, requesting one or other god's assistance in the battle. So, for example, *Da Krunch* is a spell which calls upon Gork to stamp his great big orcy foot right on top of the stinkin' enemy. The spell *Mork Save Us!* calls on Mork to protect Orcs from hostile magic, and so forth.

## ORC AND GOBLIN SHAMANS IN BATTLE

Orc and Goblin shamans blast the enemy with waves of Waaagh energy. Waaagh spells tend to be crude but effective, low on subtle manipulation but big on raw power.

On the tabletop Orc and Goblin shamans act as a focus for the power of the Waaagh. Waaagh energy pours into their brains from the excited Orcs and Goblins around them. The shamans must constantly try to build up the power to a critical point and then release it before it is lost or (ulp!) their head explodes.

## DEALING SPELL CARDS

Orc and Goblin shamans are dealt spell cards from the Waaagh magic deck at the beginning of the game. Deal to the higher levels of shaman first, and to Orcs before Goblins where their levels are the same. In this respect they are comparable to human College wizards.

## DEALING MAGIC CARDS

The power of the Waaagh is represented by the magic cards. Determine the Winds of Magic as usual and deal out the magic cards between the players exactly as normal. The cards dealt to the Orc player represent the power of the Waaagh coursing through the Orc army.

## WAAAGH SPELLS

If a shaman is too far away from other Orcs or Goblins he won't be able to absorb enough Waaagh power to cast spells. Shamans who are more than 12" away from any Orc or Goblin units are too far away to draw upon the Waaagh. In order to count an Orc unit must contain at least ten Orcs and a Goblin unit must contain at least twenty Goblins. Smaller units do not count, and neither do fleeing units.

A shaman who is more than 12" from any suitable Orc or Goblin units can't cast spells but he can still dispel enemy magic as normal. The blessed relief of getting away from the Orc boyz means that he doesn't have to control Waaagh power either and so doesn't run the risk of the dreaded 'Eadbang. No Waaagh test is therefore necessary (see below).

## WAAAGH TEST

After magic cards have been dealt, but before any spells are cast, the player must test each shaman to see if he can control the power of the Waaagh flowing through his body. This is where the proximity of other Orcs and Goblins is important. If there are too many Orcs or Goblins nearby the shaman may be killed by the power surge. If there are not enough he loses power and will be unable to cast spells.

To determine if the shaman can withstand the power surge make a Waaagh test as follows:

**1** Count up the number of Orc and Goblin units within 12" of the shaman. Orc units are only counted if they contain at least ten models; Goblin units are only counted if they contain at least twenty models. Fleeing units cannot be counted, regardless of their size.

**2** Add +1 to this total for each Orc or Goblin unit in hand to hand combat within 12" due to the extra excitement and energy caused by them bustin' heads. Units must be at least ten Orcs or twenty Goblins as described above. The total score is the shaman's Eadbanger value.

**3** Roll a D6. If testing for an Orc Shaman add his magic level (Shaman +1, Shaman Champion +2, Master Shaman +3, Shaman Lord +4). *Do not* add this value if testing for a Goblin Shaman – Goblins are more delicate and thus more susceptible to the Waaagh.

If the dice roll (+ level modifier) is more than the Eadbanger value the shaman stays in control and comes to no harm. If the D6 roll is equal to or less than the Eadbanger value the shaman has failed the test and must roll on the Eadbangerz Chart to determine what happens.

## 'EADBANGERZ CHART

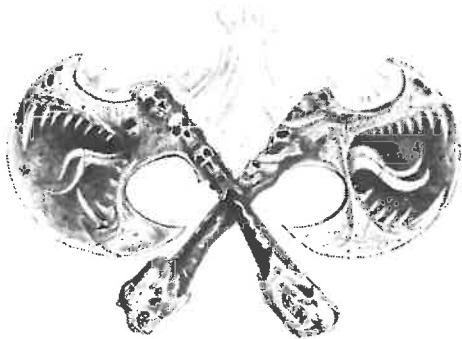
### D6 Roll Effect

- 6 *"Yuuurgh!"* The shaman struggles to keep control but some power slips out as poltergeist activity and weird lights. Discard one magic card of your choice, otherwise the shaman is unharmed and can cast Waaagh spells normally.
- 5 *"Fzzzzzzzap!"* Bolts of pure energy rocket out of the shaman's ears, nose and mouth as Waaagh power escapes. Your opponent can draw one random magic card out of your hand and discard it immediately. The shaman is otherwise unharmed and can cast Waaagh spells normally.
- 4 *"My 'ead urts!"* The power buzzing around in the shaman's head makes it far too painful for him to concentrate. The shaman can't cast any Waaagh spells or spells from magic items this turn but he can still use magic cards to dispel enemy magic.
- 3 *"I've forgot!"* The shaman suffers a temporary brainstorm and forgets one of his Waaagh spells for the rest of the game. Your opponent picks a spell at random from the shaman's hand. Because he's busy trying to remember what he was doing the shaman can't cast any Waaagh spells or spells from magic items this magic phase. The shaman can still use magic cards to dispel enemy magic.
- 2 *"I fink I'm gonna..."* The shaman reels around for a moment before vomiting out an explosive blast of Waaagh power and collapsing in an unconscious heap. The heads of any Orcs or Goblins in base to base contact with the shaman will explode unless they can roll equal to or under their toughness on a D6. Head explosions kill regardless of armour saves and wounds. Place the shaman model on its side. He can't move, fight or do anything else until he wakes up at the start of the next magic phase.
- 1 *'Eadbang!* The shaman's head explodes! Obviously this is an exceptionally fatal experience. The shaman is slain and the model removed from the battle. The burst of pure Waaagh power causes the heads of any Orcs and Goblins in base to base contact with the shaman to also explode unless they can roll equal to or under their toughness on a D6 as described for 2 above.



**R**ed Eyes had a bad headache. It was a sign from Gork and Mork. Something was going to happen. The old orc shaman popped another mushroom in his mouth and stared into the fire, trying unsuccessfully to ignore his dark thoughts and the throbbing in his temples.

The mushroom tasted a bit funny. He tried another one. Yes, definitely odd. He decided that he'd better have another one just to make sure. The pile was across his tent, way out of reach.



He stretched out a gnarled claw. The mushrooms leapt into the air and drifted into his palm. It was funny how they sometimes did that. The thought made him laugh aloud. His servant Ugathi, popped his head round the flap of the tent.

"Anyfink wrong, boss?" Ugathi enquired.

"Nar- gerrout!" The little goblin hurriedly withdrew. Red Eyes felt his limbs tingle. Strange patterns of colour drifted in the fire. They formed themselves into little figures, tiny men and orcs. Red Eye picked up a twig and began to pick his teeth, leaning ever closer to the fire, trying to get a better view of what the mannikins were up to. He squinted hard, popped a handful of mushrooms into his gob and gave them a good stir with the twig. His mouth was so full it was hard to chew, so he swallowed.

The scene became clearer. The men and orcs were fighting. The humies wore strange, ornate armour and were robed in panther skins. They rode on big horses. Red Eyes nodded approvingly. He had eaten a horse once and liked the taste. By Gork, he was hungry. He needed more mushrooms quick. Wait – he recognised one of the orcs. It was Warboss Ugruk. As he watched Ugruk chopped down a rider with a slash of his axe. It was a good blow. Red Eyes howled his appreciation.

"Anyfink wrong, boss?" asked Ugathi. "Sore guts? Did you forget to take your medicine again?"

"Lookit dat," said Red Eyes pointing to Ugruk. The Warboss was giving the stinkin' humies a good seeing to.

"Itsa fire, boss."

"Nah – lookit Ugruk. Great axework."

Ugathi looked worried. "Ugruk's in 'is tent, boss. Eating jellied squigs."

Red Eyes wished that the goblin hadn't mentioned jellied squigs. He was so ravenous that even the stringy gobbo was starting to look tasty. Ugathi sensed the direction of his thoughts and began to back out of the tent.

Red Eyes saw another orc – this one was wearing his wolfskin cloak and carrying his feathered staff. The git had stolen Red Eyes' stuff. The old orc felt like reaching into the fire and giving him a good poking. But there was something strangely familiar about the mannikin. He was the same height as Red Eyes, and the same build. He had the same wart on his nose. Even his eyes glowed the exact same shade of red as the shaman's did when he was angry.

Slowly the truth dawned on the shaman. "Dat's me."

"No, boss. Itsa fire. Time for your medicine, boss. It'll make ya sleep."

Red Eyes watched himself take up a position beside Ugruk. He saw himself raise his hands and call down a mighty green ectoplasmic foot to crush the oncoming cavalry. He felt like cheering but he was still a bit puzzled. How could he be in the fire fighting humies and still be standing here watching himself do it.

Nobody could be in two places at one time. It didn't make sense.

"See, boss. Nice tasty medicine. Yum! Yum! Why don't you try some?"

"Gerout of it. I'm finkin'."

Ugathi scarpered. Suddenly the alarm horns blew. He heard goblins running through the camp screaming that humies were coming, humies on big horses. He heard Ugruk bellow orders and call for his axe. Red Eyes knew the truth: he had seen a vision. He had seen the fight that was going to happen.

He stood for a moment, undecided as to what to do. Would he go and fight or would he stay here and watch himself fight? It was very confusing. Ugathi came rushing back in.

"Boss, boss. Humies are here. We need you."



Red Eyes shrugged. He had already decided to fight the humans. It had to be more fun than sitting in all night watching the vision. Anyway he was hungry and it had been a long time since he had tasted horseflesh.



# SKAVEN MAGIC

The whole Skaven race is born of Chaos and buoyed up on the tides of Dark Magic. When the Winds of Magic blow strongly their race multiplies. In the tunnels and caverns beneath the cities of men Skaven numbers swell, and their great under-empire spreads like a dark plague. At such times Skaven Seers cast earth shattering magic such as brought down the old Dwarf Empire in a cataclysm of volcanic eruption and earthquakes.



The Skaven worship their own Chaos God the Horned Rat, who is the manifestation of their race and all their evil schemes to consume the world. Skaven magic draws upon the dark energy stream. The Skaven supplement this power with warpstone – solid pieces of black energy blown into the world by howling Winds of Magic during the original collapse of the warp gate. These small chunks of black energy radiate malign power, causing the mutation and corruption of ordinary flesh.

Only the Skaven can touch warpstone without suffering its evil effects, and even they become twisted and warped by its energy eventually. A Skaven Sorcerer can consume small lumps of warpstone during the battle and feed upon its power to fuel his spells.

There are two kinds of Skaven Sorcerers. The most powerful of all are the Grey Seers: the lords and masters of the Skaven race, second in power only to the Great Council of the Thirteen Lords of Decay. The lesser kind are the Warlocks who belong to the sorcerous Clan Skryre. Where humans have the Colleges of magic, the Skaven Clan Skryre pursues the study of magic and magic weapons. While the Grey Seers are the most powerful sorcerers, the Warlocks learn many potent battle spells and create devices which merge technology and magic.

## SKAVEN IN BATTLE

Skaven sorcerers draw upon Dark Magic for their power, but they can supplement this by consuming lumps of warpstone. Before the game begins the Skaven player determines how much warpstone he has. This is represented by the warp tokens included in the Warhammer Battle Magic game.

Once the player has established how much warpstone he has, he makes a pile of warp tokens. Any of his Skaven sorcerers can use this warpstone during the battle, it does not have to be allocated to any specific sorcerer. To

establish how much warpstone you have consult the following chart and make the appropriate dice rolls for each Skaven sorcerer in the army. A D3 is the score of an ordinary D6 halved rounding up: 1-2 = 1, 3-4 = 2, 5-6 = 3.

Skaven Sorcerer	Amount of Warpstone
Warlock Engineer	D3-2
Warlock Champion	D3-1
Warlock Master	D3
Grey Seer	D3+1

For example, a Warlock Engineer will contribute 1 piece of warpstone on the roll of a 3 but otherwise none, but a Grey Seer will always bring between 2 and 4 pieces.

## DEALING SPELL CARDS

Skaven sorcerers are dealt spell cards from the Skaven magic deck at the beginning of the game. Deal to the higher levels of sorcerer first. Note that some spells can only be used by Grey Seers as indicated on the cards. If these spells are dealt to a Warlock they are returned to the deck and a replacement drawn. If no other spells are available then the Skaven must forgo the spell – only a Grey Seer can cast these sorts of spells.



## DEALING MAGIC CARDS

During the magic phase the Skaven player is dealt magic cards from the the Winds of Magic as normal, and may use them to power spells, cast Dispel, etc, as normal.



*Warp tokens*

As well being able to use power cards, Skaven sorcerers can also use warpstone as a source of magic energy. A Skaven sorcerer may consume one or more pieces of warpstone before he casts a spell. Each piece of warpstone consumed acts exactly like a power card. In effect, the pieces of warpstone act as bonus power cards that the Skaven player can use throughout the game.

By consuming warpstone the Skaven release raw power to strengthen their magic. However there is a price to be paid. Not even the Skaven can eat warpstone without suffering its mutating effects. When a Skaven sorcerer uses warpstone, and before he casts the warpstone-powered spell, he must make a Warp Test. This test determines if the sorcerer survives eating the warpstone or whether he is overwhelmed by its magic and twisted into a Chaos Spawn.



## WARP TEST

Test as soon as the Skaven sorcerer uses one or more pieces of warpstone to power his spell. Roll a D6. If the result is more than the number of warp tokens used then the Skaven is not affected by it and the spell may be cast as normal. If the result is the same as or less than the number of warp tokens used the Skaven sorcerer has failed to control the tide of Dark Magic. The spell is not cast, and the Skaven's body writhes and mutates into a Chaos Spawn, a foul blob-like monster which sprouts tentacles and pincers. The Chaos Spawn is insane and almost mindless, and hauls its twisted body about in confusion, destroying anything it touches.

As soon as the Skaven turns into a Chaos Spawn it makes a random move 2D6". Use the scatter dice to determine which direction it moves in. From then on the Chaos Spawn moves 2D6" randomly during its own movement phase. As this is compulsory movement the Chaos Spawn is moved before other troops.

A Chaos Spawn will move over any troops in its way, striking them with its pincers, or covering them with corrosive slime as it does so. These attacks are worked out as the Chaos Spawn moves over its victims in the movement phase and so are an exception to the normal turn sequence. Each model moved over is automatically hit once. A Chaos Spawn does not engage in hand to hand fighting as such, but any enemy models in base-to-base contact during the hand to hand combat phase can strike blows against it as normal. The Chaos Spawn does not strike back in the hand to hand combat phase.

Neither the Chaos Spawn nor its opponents are obliged to remain and fight models they are touching, but can move off as they wish (the Chaos Spawn itself must move and moves randomly as described). The Chaos Spawn is almost completely mindless and does not ever take leadership based tests. It cannot be affected by psychology at all, and it does not take break tests and so cannot be broken.

	M	WS	BS	S	T	W	I	A	Ld
Chaos Spawn	2D6"	1	0	4	4	1	1	See Above	See Above



**F**rom the observation platform Grey Seer Thanquol looked down into the vast caverns of the research laboratory. Flickering gas jets cast a bluish light. The whole area smelled of methane gas pumped from the marshlands into Skavenblight. Warlock Engineers scuttled from workbench to testing area, tails held stiffly aloft, snouts covered in breathing masks, protective leather bibs flattening the fur of their pelts.

Slaves shovelled a mixture of charcoal and warpstone into a great black boiler. The wheel of the great turbine turned faster and faster. Strangely coloured lightning leapt thirty feet between two huge glass spheres. Lashed by a burly Skaven overseer, the humans on the great treadmill lethargically increased speed, feeding more power to the gears of the winch. With a clank of chains the enormous stretcher was hoisted aloft.

"Soon-soon, beloved birthkin, success will be mine – I mean ours," chattered Thazatak. Thanquol restrained a smile of anger. By the Thirteen he despised the little Warlock Engineer, even if he was of the same birthing. Thazatak's barely concealed ambition offended Thanquol's sense of subtlety; the twenty-six failed attempts Thazatak's minions had made on Thanquol's life had not improved the Grey Seer's opinion of him either.

Not that they ever referred to such matters when they met on clan business. And this was very definitely clan business.

"Hope this is the true-truth," said Thanquol. "Council want some return on all the warpstone they have gift-given you."

On the testing range an experimental firethrower burped. A jet of purple flame touched an asbestos coated manikin. The manikin shrivelled and vanished into dust. The crew lashed their tails in triumph but their exultant squeaks quickly turned into whines of dismay.

Thanquol realised that they could not turn the weapon off. The pumper fiddled frantically with the flow taps; the jet became ever longer. The aimer turned round, chattering angrily. The flame ignited the pumper's fur. He ran away screaming, then blundered into a row of barrels containing chemicals. The first barrel started rolling, hit a second barrel and sent an avalanche of bronze containers tumbling across the research lab floor. The seal on one broke, leaving a trail of chemical slime behind it.

The burning Skaven frantically rolled on the ground trying to extinguish its fur. It rolled onto the slime. It was like igniting a fuse. A trail of flame followed the barrel to where it had come to rest, next to the treadmill. Frantic Skaven scurried hastily away. The humans trapped within the wheel ran frantically on the spot, raising the stretcher till it was in the path of the lightning.

The bolt hit the stretcher just as the barrel exploded, killing the slaves and decoupling the treadmill from the winching gear. The stretcher lurched and plummeted

into the bubbling vat of warpstone broth. Magical energy pulsed from the glass spheres down the chains of the stretcher hoist and earthed itself in the vat.

The lab was ripped by a great explosion. A mighty roaring filled the air. The thing on the stretcher rose, re-animated. Thanquol could see that it was some sort of giant, stitched together from the parts of a monstrous human and a Skaven. It was nearly ten feet high with a Skaven's head. Thanquol thought there was something familiar about the head. An aura of energy crackled and pulsed round about it.

"Good-good!" Thazatak gibbered gleefully. "My monster – it lives!"



Thanquol considered that the animator's method was a trifle unorthodox; still, there was no denying that the monster was impressive. The way it batted the engineers out of the way, breaking bones with every blow, spoke of a fearsome strength. The way the jet of flame from the warpfire thrower glanced off its shimmering aura made it seem all the more formidable. There was no denying the mad ferocity of the glance it directed at the Grey Seer either.

Suddenly Thanquol realised where he had seen the monster's Skaven head before. It had belonged to the last assassin Thazatak had dispatched against him. Perhaps it had not been such a good idea to have it anonymously delivered to Thazatak's warren after all.

With a roar the monster raced towards the observation platform. Thanquol decided that he'd better do something. Swiftly he muttered an incantation. A beam of greenish light leapt from his paw. "Die! Die!" he shouted.

The beam deflected off the monster's aura and hit the warpfire thrower. It melted, unleashing a great cloud of evil-smelling smoke through the lab. Skaven choked and died; the monster came on. This was going to be more difficult than Thanquol had thought. He needed more power to overcome the monster's aura.

Swiftly he reached into his pouch and pulled out an eerily glowing lump of refined warpstone. The monster was almost upon him. Hastily he popped the glowing substance into his mouth. His tongue tingled, and mad visions flitted through his brain. There was a strange burning feeling in his stomach and his head felt light. Power coursed through his veins. He muttered the spell again, trying to resist the urge to simply howl with delight. The green nimbus round his paw was almost too bright to bear. He unleashed the bolt. It crashed through the monster's aura and touched the body. The monster shrivelled and withered, dwindling till it was hardly bigger than a doll.

Thazatak turned to Thanquol. "Regretfully I must report another failure to the council," he said.



# DAEMONS AND MAGIC

Beyond the Northern Wastes lies the Realm of Chaos, a strange and unfathomable alternate reality from which raw magical energy spews into the world. Magic is the raw material of Chaos just as physical matter is the raw material of the realms of men. Creatures dwell in the Realm of Chaos, nightmarish monsters of pure magic that serve the Gods of Chaos; monsters men know as Daemons.

To Daemons the Old World is a dry, suffocating place that lacks the life-giving energy of magic, and they seldom enter it except when the power of Chaos waxes strong. At such times magic energy saturates the land and the daemonic legions flood south into the world, bringing twisted madness in their wake.

Many Daemons have the power to twist magic energy into spells, indeed the huge Greater Daemons are as adept in sorcery as the mightiest of mortal magicians. Other Daemons cannot cast spells alone but are capable of joining their powers together so that between them they can weave potent battle magic spells.

Greater Daemons draw spell cards at the start of the game just like Chaos Sorcerers, and their equivalent magic levels are shown below. Note that Daemons may not be given magic items, but receive spell cards and magic cards as normal. Greater Daemons and units of Daemons count as wizards for the purposes of calculating the Winds of Magic.



## Magic Level

Keeper of Secrets	4
Great Unclean One	4
Lord of Change	4

Other Daemons are permitted spell cards for units rather than individual models. These spell cards are drawn in the same manner as Chaos Sorcerers but they are only drawn once all Chaos Sorcerers and Greater Daemons have taken theirs.



Daemons must take at least one Chaos spell from their patron god (if there are any left) and may draw the rest of their spells from the Dark Magic deck and/or one colour college which is defined below. It is possible that in big games some units of Daemons will not get any spells at all because they've all been taken.

The magic level of a unit of Daemons depends on the number of models in it, as shown on the table below. As the Daemons suffer casualties and the size of the unit is reduced its magic level will also drop, so it may become necessary to discard some of the unit's spell cards. The discarded spells are drawn at random.



When a unit of Daemons casts a spell it's worth noting that a spell cast by a unit doesn't work on the whole unit unless it normally would. So, for example, if a unit of Plaguebearers cast *Earth Blood* only one Plaguebearer would be affected.

	Number of Daemons in Unit				College
	1-5	6-10	11-15	16+	
Daemonette magic level	1	2	3	4	Amethyst
Plague Bearer magic level	1	2	3	4	Jade
Horror magic level	1	2	3	4	Bright

(Only Pink Horrors count)

# FAMILIARS

Many powerful wizards are accompanied by small, magical creatures known as familiars. Familiars are strange creatures with an innate feel for the magical flux who often possess a considerable amount of magical power themselves. They are fascinated by beings with the ability to manipulate the Winds of Magic and tend to be attracted to them like moths around a candle flame.

Familiars are naturally capricious, mischievous and come in many different forms. They appear in folklore and legend as imps, sprites, faeries or similar mythical beings that live in enchanted forest glades or dismal swamps and entrap unwary travellers. Though ordinary folk think of such creatures with a shudder wizards know that they are useful aides in their quest for knowledge.

Wizards acquire these creatures in a number of ways, perhaps by encountering and befriending them on their travels through ancient, trackless forests or while delving for lost knowledge in dank subterranean catacombs. Some wizards create their own familiars through weird alchemical processes or summon them from realms unknown. Other wizards, Chaos Sorcerers in particular, are granted a familiar by their gods.

It is quite common for Battle Wizards to take their familiars with them onto the battlefield. A familiar's extraordinary abilities can prove invaluable to the wizard and they may even be able to save the wizard's life if he gets caught in a fight. When you pick your army you can decide to buy some or all of your wizards familiars by paying the requisite points cost.

Each wizard can only have a single familiar but there are three different types to choose from: Warrior, Spell and Power. Each of these has a different special ability.

## WARRIOR FAMILIARS

Warrior familiars often have the appearance of a tiny, armoured man or a miniature Chaos daemon, though some are more bizarre and look like an enormous mouth on legs or a disembodied claw. Whatever their appearance, Warrior familiars are surprisingly tough and dangerous despite their small size because the magical energies which course through them speed their reflexes and give them great strength. A Warrior familiar will leap to the wizard's aid with inhuman speed if any should threaten him.

Familiar	M	WS	BS	S	T	W	I	A	Ld	PV
Warrior	4	5	0	4	4	1	6	2	10	25

### SPECIAL RULE: Leap Into Combat

A Warrior familiar must stay in base to base contact with its master at all times. If the wizard is engaged in hand to hand combat the Warrior familiar can leap forward to interpose itself between the wizard and his opponents. Reposition the models immediately to place the familiar touching one or more of the wizard's attackers. Any opposing models touching the familiar have to fight it instead of the wizard in the combat phase. The familiar fights first in the initial round of combat regardless of

initiative or who charged into combat. If the familiar is fighting an assassin or a character armed with the Sword of Swift Slaying compare initiatives to see who strikes first.

## SPELL FAMILIARS

Spell familiars are the most intelligent kind of familiar, they actually understand the flow of magic and know how to manipulate it. This means that Spell familiars can learn spells of their own, and, given time and a lot of patience it is possible to teach a Spell familiar one of the potent battle spells used by wizards. In battle the wizard can draw upon the familiar's memory to cast an extra spell.

Familiar	M	WS	BS	S	T	W	I	A	Ld	PV
Spell	4	3	3	2	3	1	4	1	8	50

### SPECIAL RULE: Extra Spell

A wizard with a Spell familiar can draw an extra spell card at the start of the game. The spell must be from a spell deck which is normally available to the wizard, eg, Jade for a Jade Wizard, and so on. The wizard can only use the spell as long as the familiar model is touching the wizard model's base. If the familiar moves away from the wizard the extra spell is placed to one side until it returns. If it is a spell which remains in play it is dispelled. If the familiar is killed the extra spell is discarded for the rest of the game. The spell is cast at the magic level of the wizard for the purposes of Dispels but the wizard's own magic level is not increased by the Spell familiar.

## POWER FAMILIARS

Power familiars act as natural vortices for magical energy. The kind of magic they attract dominates their character so familiars which attract Bright Magic are fiery and energetic, Grey ones are often unreliable and independently minded. A wizard can make good use of this unique trait by drawing on the Winds of Magic and diverting part of the energy into the familiar. When the wizard needs power to twist together into a spell he draws on the magic held in the familiar to aid him in his casting.

Familiar	M	WS	BS	S	T	W	I	A	Ld	PV
Power	4	3	3	2	3	1	4	1	8	30

### SPECIAL RULE: Store Magic Card

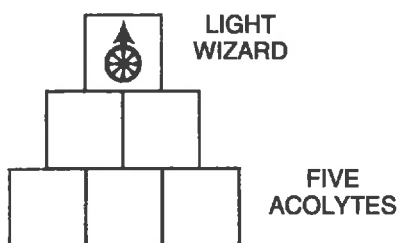
If they are in base to base contact at the end of the magic phase a wizard can give his Power familiar one power card to hold onto until the next magic phase. At the beginning of a magic phase a wizard can take a power card being held by the familiar and add it to the magic cards he is dealt from the Winds of Magic. The wizard and the familiar must be in base to base contact to take the power card. Note that the familiar can only hold onto power cards, not Dispels or special cards. If a Power familiar is killed while it is holding a power card it will explode, scoring a S4 hit on everything in base to base contact with it.

# ACOLYTES

Most human wizards take on an apprentice as they get older – someone to undertake the more laborious and dangerous tasks that the practice of magic inevitably involves. These apprentices are carefully chosen and trained in the arcane arts so that they may eventually become wizards in their own right.

In the case of the Light College, however, things are done a little differently. Light Magic is extremely thin and diffuse, and is notoriously difficult to concentrate into a form which can be controlled. This means that Light wizards must master many difficult rituals in order to channel magic energy into their spells. To compensate for this the College has many Acolytes whose incantations draw the Light Magic together and concentrate it in one place. The Light Wizards select only the most promising Acolytes to train as apprentices.

In battle a Light wizard may be accompanied by a group of five Acolytes whose function is to gather Light Magic forces by means of incantation. The Acolytes are always grouped into a special mystical formation, a pyramid or triangular shape with the Light Wizard at its tip. At the start of the battle these Acolytes are arranged behind their master, two directly behind the wizard, and three directly behind them, forming a triangular shape or wedge with the wizard in front.



A Light Wizard and five Acolytes form a mystical pyramid formation

So long as this formation is maintained the Light wizard may draw one extra magic card from the deck after the Winds of Magic have been dealt. This card can be used by any wizard on that side in the usual way, and represents the additional energy drawn from the Winds of Magic by the chanting Acolytes.

If the Acolytes' formation is broken due to casualties, then the incantations of the remaining Acolytes are to no avail; no additional Magic Card is taken. If the formation is changed because of, for example, hand to hand fighting or terrain, then no extra card is taken until the normal formation is resumed.

The Acolytes always move with their wizard. This prevents the wizard moving on his own as an individual and it also prevents him joining other units. In effect, the Light wizard becomes the leader of a small unit. Should the wizard be slain, magically moved, or otherwise separated from his Acolytes, then the Acolytes will continue to fight as a small unit of troops. The unit may change from triangular formation to any other formation, including a single or double line, taking half their movement to do so.



The same penalty applies when the unit wishes to resume its triangular formation. The wizard is always positioned in the centre front of the unit in the same way as a normal leader. Once in hand to hand combat Acolytes may lap round from rear ranks in the same way as ordinary troops, see the Warhammer rulebook for details.

There are several advantages to taking Acolytes in addition to the obvious benefit of drawing one extra magic card. Their presence shelters the wizard from bowfire in the same way as any other character who forms part of a unit (see the Warhammer rulebook). This means that any foe wishing to shoot at the wizard and his Acolytes must shoot at the Acolytes so long as all five are still alive. If Acolytes are slain so that there are no longer five, the Wizard still benefits because any missile hits on the unit will be randomised between him and the surviving Acolytes.

If any Acolytes are slain the remaining individuals can form a bodyguard. In hand to hand fighting the Acolytes are not particularly powerful, but still give their wizard an extra edge that can make all the difference.

Acolytes have normal human characteristics – they are not yet sufficiently advanced along the path of arcane study to warrant the characteristic bonuses associated with wizards and other characters. Acolytes come equipped with a hand weapon.

	M	WS	BS	S	T	W	I	A	Ld
Acolyte	4	3	3	3	3	1	3	1	7

Points value: 25 for 5 models.



In the distance Kurt could see the enemy camp. He knew that somewhere out there was the enemy who had once been his friend. The camp fires covered the plain, their flames dancing skyward as if they leaked up through the earth from hell. Sometimes, one of the horde stepped in front of the fire, and there would be the brief impression of a misshapen bestial head atop a man's body outlined by the blaze. At other times, red-tinged smoke billowed out obscuring everything from view, drifting like clouds of crimson incense in some dreadful temple. From within it came awful noises: insane giggles, howls of pain, moans of pleasure, the lash of great whips, the unearthly siren call of daemons.

A giant black-armoured knight astride a barded, red-eyed mount lumbered from the gloom of the camp. He stared up at the Imperial position. The beast pawed the earth with its hooves. Kurt could have sworn that trickles of flame leaked from its nostrils. It seemed for a moment that the warrior's hellish eyes bored right into his, their gazes locked across the distance. Wondering what insane thoughts flickered through the warrior's mind, Kurt flinched and looked away. Even the presence of the great Imperial cannon on the hill did not reassure him. The uncanny nature of the enemy filled him with fear.

He muttered an incantation and power swelled within him. The metallic taint of ozone filled the air, lightning flickered round his hand. He gripped a chained thunderbolt in his fist. He looked up, searching for the dark rider but he was gone. He opened his hand. A stream of sparks seared down into the earth. They fizzed and spluttered into the dirt and the grass at his feet blackened and died.

"Can't sleep?" asked a soft spoken voice from nearby. Kurt was startled. The man had approached so quietly that he had not noticed him. Kurt wondered how long he had been standing there watching him. He squinted into the darkness. In the shadow of the great guns he could just see the stranger: a tall, gaunt, blonde-haired warrior with a scarred face and a tattered cloak.

"Can't sleep." Kurt responded, adjusting his blue robe. Instinctively he gripped his staff tighter.

"I can't either. I never can before a battle," said the man. There was something disturbing about the stranger. He did not sound like a mercenary, more like a scholar. But then these were strange times. Scholars were sometimes forced to take up the sword, or whatever weapons they knew best. Who should know this better than him?

The warrior leaned on the barrel of the gun and stared out at the enemy. Since the Chaos Warrior had vanished back into the mist, everything had gone ominously quiet. The sound of drunken dwarfs singing drifted from the Imperial camp. The two moons broke through the cloud, illuminating the plain with fitful light. Kurt wished the clouds would part so he could see the stars. He had always loved the stars. He wished he were back in old Tiberias's tower observing them through the telescope.

"Why do they do it?" The stranger asked. His voice so quiet and world-weary that Kurt wondered if he was talking to himself. Then Kurt realised that the stranger too had seen the black-armoured knight. "What makes a man sell his soul to the darkness?"

Kurt had often asked himself that question; a man in his profession had to. "Perhaps they desire power or forbidden knowledge. Perhaps they seek to gratify secret lusts. Perhaps they seek to forget themselves and their humanity. Who can tell?"

"I suspect we all can. I read somewhere that the lure of Chaos is stronger than most of us would care to admit. Many of those we will fight tomorrow were once true men."



Kurt wondered whether the stranger was reading his thoughts. He could not know of Jorgen. But then Kurt realised, no-one ever could. Even he had not really known him. They had both studied together under Master Tiberias for seven years and Kurt had no inkling of what was going on in Jorgen's mind until that terrible morning when he had found the old man with his head caved in and the key to the forbidden library gone. Jorgen had coveted those books of dark lore and had finally taken them, fleeing the old wizard's tower.

That had been the start of the long chase that had brought Kurt to this battlefield. If his divinations were correct then tomorrow he would face Jorgen and there would be a reckoning. He had seen the destruction the horde had wreaked on its march. Tomorrow neither side would show mercy.

Kurt was frightened. Not so much by the battle tomorrow, but by the prospect of facing Jorgen. Tomorrow he would find his fellow wizard and the answer to a few of his questions. Was Jorgen deeply flawed, or was he just weak? To tell the truth the stranger had a point. Perhaps what made Kurt so nervous and guilty was the thought that he might have proved to be just like Jorgen. The basis of all wizardry was the search for knowledge – perhaps Jorgen had just looked into darker places to find his. Maybe Kurt could be tempted to do the same.

"Come drink with us, manling," said another voice. This one was deeper and harsher and belonged to a one-eyed dwarf Trollslayer. He had emerged from the darkness to confront the two. The stranger shrugged and made to go.

"Would you care to join us?" he asked. Kurt shook his head. He had preparations to make, rituals to perform. Tomorrow was going to be a momentous day. He needed his mind clear and his faculties fresh. Tomorrow he was going to look into the eyes of the darkness and see what he could see.

# MAGIC ITEMS

The Warhammer Battle Magic game includes a number of magic item cards. Each card represents a magic item of one kind or another, some represent swords, others armour, and many are unique.

There are three types of magic item card:

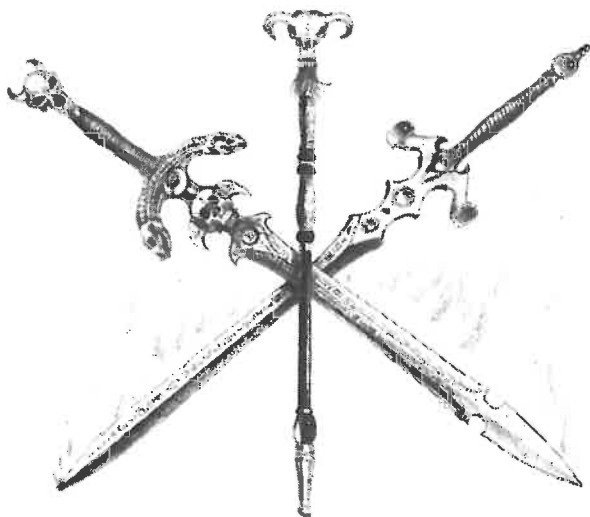
**MAGIC ITEM** Most cards have 'Magic Item' written on them twice. These represent the bulk of magic items whether they are weapons, armour, or whatever.

**SPELL** Some cards have 'Magic Item' and 'Spell' written on them. These are items which permit the user to cast a spell. These cards function in a similar way to spell cards as described later.

**STANDARD** Standard cards have 'Magic Item' and 'Standard' or in a few cases 'Magic Item' and 'Spell Standard' written on them. These cards represent magic standards which may be carried by standard bearers. These are also described below.

## CHOOSING MAGIC ITEMS

When a player selects his army he may give certain models magic items. Each magic item costs a fixed number of points which is added to the points value of the model carrying it. Choose the magic items you wish to include and write them down on your army's roster sheet. When you arrive ready for battle you will have your magic items selected and already allocated to individual models.



Magic items can only be carried by character models, except for standards which can only be carried by an army's battle standard bearer or by regimental standard bearers indicated in the army list itself. The points value of the magic item is added to the points cost of the character or the standard bearer model.

Remember that the points value of a regiment's standard bearer is *double* the value of an ordinary trooper, and the cost of a magic standard is on top of this. For example, if an ordinary trooper costs 10 points the standard bearer would cost 20 points. If the standard bearer carried a magic standard worth 25 points his total value would therefore be 45 points (20+25).

Characters cannot carry an unlimited number of magic items; they are limited to the maximum number of items shown on the chart below. Although we have described characters as either heroes or wizards the same restrictions apply to Orc Bosses, High Elf Mages and other equivalents as per normal. Wights, Liches and Vampires are listed separately as they have no level as such.

Unless specified otherwise in the army lists, an army's general is usually a Lord. The army's battle standard bearer is usually a Champion, and as such he could have one magic item which can be either a magic standard or another magic item.

Character	Maximum number of Magic Items
Champion	1
Hero	2
Lord	3
Wizard	1
Wizard Champion	2
Master Wizard	3
Wizard Lord	4
Wight	1 (in addition to his Wight Blade)
Vampire	2
Liche	3
Regimental Standard Bearer	1 Standard where permitted

A character may carry up to the number of magic items indicated. However, a character cannot carry more than one magic weapon, more than one shield, or more than one type of magic armour. Note that some magic armour includes a shield. In addition, some magic items can only be used by characters of a specific race, or by wizards and not heroes. These limitations are indicated on the card itself.

With the exception of scrolls, a player's army may not include duplicates of magic items. In the case of scrolls you can include as many as you want within the normal limitations for individuals. Scrolls can only be used by wizards and can only be used once (see below).

Although a player's army cannot include duplicates of magic items (except scrolls) there is nothing wrong with opposing sides both having the same magic items. The cards are not intended to be divided between the two players as the spell cards are, they are used for reference and can be passed from player to player as convenient.

This does mean that if both armies have the same magic item both sides will be aware of the fact because both players will wish to consult the card.

This is unavoidable but not really a problem; perhaps each magic item displays a strange awareness of its twin so that its wielder can sense the presence of his opponent. Because both sides are very likely to use scrolls there are duplicate cards, one in the original Warhammer game and further sets in the Warhammer Battle Magic game.

## WIZARDS AND ARMOUR

Wizards often wear decorative pieces of armour such as pectorals, vambraces, and heavy belts. These are not sufficient to give an armour saving throw and do not affect the wizard's ability to cast spells. Wizards who wear more armour or carry shields, including magic armour and shields, cannot cast any spells. This includes spells bound in magic items. The exception to this is Chaos Armour which does not affect a Chaos Sorcerer's ability to cast spells or use magic items.

Note that armour does not prevent a wizard using other magic items, and it does not prevent him using cards from the magic deck to dispel, destroy magic, etc. Armour worn by a horse does not affect the wizard either, so a wizard riding a horse with barding will have a saving throw of 5+ (6 because of the horse and +1 makes 5 from the barding).

## MAGIC WEAPONS

You will notice that the magic weapons described are all swords rather than axes, maces, etc. It is certainly the case that by far the majority of magic weapons are swords, and so we have described all the magic weapons in this fashion. However, players shouldn't feel that they cannot ascribe magic weapons to models carrying axes, maces or other hand weapons. You can either assume the weapon carried by the model has the attributes described for the magic sword, or you can assume the model happens to have the magic sword which he can use instead of another weapon. However, even though a character may have a magic weapon plus another hand weapon he cannot fight with the magic weapon in one hand and an ordinary weapon in the other.

While it is reasonable to assume a magic weapon might be an axe or mace rather than a sword, it is not permitted to assume that a magic weapon is a type of weapon that confers its own combat bonuses such as a halberd, spear, or a lance, for example. Such weapons may be carried in addition to a magic sword/axe/etc.

For example, a hero armed with a lance may charge into combat and fight with his lance instead of his magic sword, but he cannot use the lance's bonus and magic weapon's bonus together, and he cannot fight using both weapons during the same turn even if he has several attacks.

## SPELLS

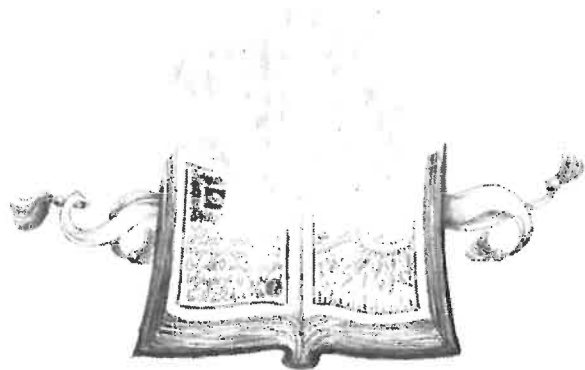
If a magic item allows you to cast a spell it is clearly marked MAGIC ITEM and SPELL. Such items can be carried by any character, including heroes as well as wizards, unless the card itself indicates some specific limitation.

Spell magic items function exactly like other spell cards. During the magic phase the character can cast the spell once when it is the player's turn to do so. A spell bound within a magic item requires no power cards to make it work, but will probably be bound by some other limitation. For example, it may be that it can only be cast a limited number of times, or its power might give out on a specified dice roll. See the cards themselves for details.

A spell cast from a magic item can be dispelled, destroyed, rebounded, etc, just like any other spell. The main advantage of these magic items is that they can usually be carried by any character model, and so broaden the spell casting ability of your army.

## SCROLLS

Most scrolls contain powerful enchantments which, once read, countermand the effect of other magic. They function in the same way as the special cards from the magic card deck: dispels, destroy magic, etc. Once they have been used scrolls crumble away to nothing and cannot be used again. They are cheap but handy magic items which can give you a good reserve of Dispels.



A scroll can only be used by a wizard and not by a hero. In the case of a Skaven Warp Scroll it can be used by a Skaven Warlock or a Grey Seer.

Note that a Dispel scroll can be used by a wizard who has already attempted and failed a Dispel from the magic deck. Unlike a Dispel from the magic card deck, a Dispel scroll always works, so there is no need to roll a dice. A wizard may use a Dispel scroll before other Dispels are attempted, or after other Dispels have failed to work – it's entirely up to the player.

## DEAD CHARACTERS

If a character is slain all of the magic items in his possession are either destroyed or their power is negated. Magic items cannot be removed from dead characters and used by others. Similarly, magic items may not be passed from one character to another during a battle. You might imagine a specific scenario where this general rule could be broken, where the objective is perhaps to capture and carry off a magic item, but this would be an exception.



# SPELL DESCRIPTIONS

The effects of each spell are described on the spell card itself and in most cases the description should provide enough information to resolve the spell's effects without any problems. However, because there is such a large number of spells, magic items which affect spells, and so many different types of creatures in Warhammer Fantasy Battle, situations are bound to arise where there is room for confusion. Due to the limited space available for explanations on the cards, we've tried to clarify the intentions behind the rules in this section.

The following points apply to all of the spells except where noted either on the cards or in the commentary that follows.

## MISSILE TYPE SPELLS

Many spells are cast as if they were missiles that burst from the wizard and fly towards their target. Such spells are described as hitting the first target that lies in their path in the same way as a crossbow shot or a bolt thrower, for example.



These spells can be projected from the wizard in any direction, in front, to the side, or even behind him if he wants. The wizard is assumed to be able to turn freely and face whatever direction he wishes before unleashing his spell. Obviously there must be nothing in the way of the spell which would block its path – such as a wall, building or a wood. The restrictions are exactly the same as for an ordinary missile weapon – see p25 of the Warhammer rulebook for a description of how scenery blocks sight.

Not all missile-type spells are projected in a straight line as described above. Some are capable of dodging and weaving to find their target, or they manifest themselves directly upon their victim. If the card does not specify that the spell travels along a straight path then it does not have to do so. Such a spell may be cast even if the wizard cannot see his target, and the spell cannot be blocked by scenery as it will simply move over or around it.

Missile-type spells fall into two broad categories: those that can be directed against a single model chosen by the player, and those that can only be directed against a unit as a whole in the same way as normal bow fire.

## SINGLE MODEL

If the spell specifies that the target is a single model the spell can be cast against any chosen model within the range indicated on the spell card. In the case of some spells a magic projectile shoots forward in a straight path like a pistol shot as described above. For example, in the Bright Magic spell *Fire Ball* a ball of magic fire shoots out of the wizard's hand and strikes the first model in its path. A Fire Ball spell travels along a straight path and so will be blocked by intervening troops or scenery.

Other spells which can be directed against a single model arc high up into the air and so can be directed at any model in range, an example of this kind of spell is the Gold Magic spell *Gleaming Arrow*. Spells which specify a single model as the target may be cast against a model regardless of whether it is part of or close to a unit. Obviously these spells are very useful for taking out specific enemy heroes and wizards.

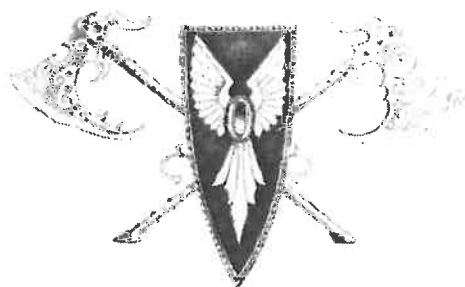
## UNIT

Some spells specify that they can only be cast against a unit as a whole rather than against a specific model. This is usually because the magic consists of a hail of small missiles which spreads out and hits several individuals amongst a mass of troops. Casualties from these spells are worked out exactly as if the target were shot at by a group of howmen, crossbowmen, or similar. Normal restrictions regarding shooting at characters apply (see the Warhammer rulebook, p65).

Bear in mind that although the target is described as a unit, a character model is eligible under certain circumstances, as are large monsters, war machines, chariots, and so forth. This is exactly the same as for ordinary missile-armed troops.

## RANGE

A spell's range is measured from the base of the casting wizard to the base of the nearest model in the target (if the target is a unit) or to the base of the model itself (if the target is a single model). In the case of a spell which affects a whole unit, the spell affects the whole unit if any of its models are in range, even if this is just one model.



Some spells are represented by a separate template. Spells which have a template to represent their area of effect may be placed so that the centre of the template is at the maximum stated range from the wizard model's base.

## SAVING THROWS

Saving throws for armour apply against all spells that inflict wounds unless the spell card specifically states that no armour saving throws apply. In some cases magical armour protects against spell effects but normal armour does not; again this is specifically stated in the spell description. If armour saving throws do apply they are modified for the Strength of the attack as normal, ie S4 -1, S5 -2 and so on.



## ROLLING UNDER CHARACTERISTICS

Some spells have saving throws that take the form of rolling a dice requiring a score lower than one of the unit's or model's characteristic values. Which characteristic is used varies from spell to spell – Movement or Initiative might be used to dodge out of the way of an attack, Strength to break out of a binding enchantment, Toughness to survive a magical plague, and so on. The number of dice rolled and the characteristic used are specified on the spell card.

The card also specifies whether you need to roll *under* the characteristic or *equal to or under* the characteristic. It is very important that you read the card carefully to find out which is the case as just one point difference often determines whether a model lives or dies! If the spell affects a whole unit make one roll for the unit on the troopers' characteristic value; character models accompanying the unit roll separately using their own characteristic value. Most rolls are made with a D6. Note that on a D6 roll of 6 the test is always failed regardless of the characteristic score.

## PANIC TESTS

Some spells cause panic tests or psychology tests of one kind or another. These are detailed more fully on the spell cards themselves and in the commentary below. Additionally, any unit that suffers 25% casualties in the magic phase must take a panic test just like a unit suffering 25% casualties from missile weapons in the shooting phase. A unit only has to take one panic test due to casualties per magic phase, even if it is hit several times in succession. If a unit fails its panic test while in hand to hand combat it will flee immediately and is considered to have broken from combat. The enemy may therefore pursue and other friendly units within 12" have to take a panic test on account of friends being broken in hand to hand combat.

## SPLIT UNITS

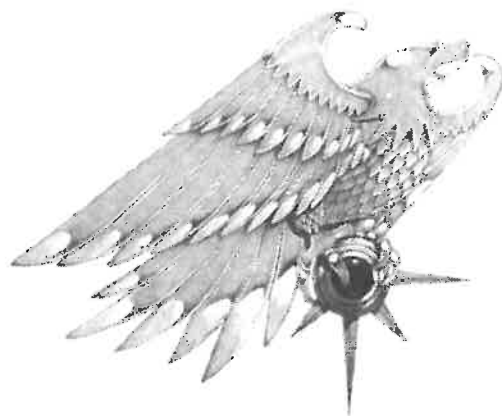
Some spells like the Gold Magic spell *The Gilded Cage* and the Amethyst Magic spell *The Manacle Of Caloe* trap models and prevent them moving. Other spells such as the Celestial Magic spell *Crystal Charioteer* and the Light Magic spell *Abulla's Snare* take models and move them around. As a result models may be separated from their units.

Obviously, for characters and monsters which can move independently this isn't a problem, but what about rank and file troopers and Champions who must stay with their units? If a unit is divided as a result of a spell then the two parts may be treated as two separate units until both parts are free of the spell that split them up. A part might be just a single model, or any proportion of the unit.

Once free of the spell, the smaller part must attempt to rejoin the larger part as soon as possible. The smaller part may not declare any charges while trying to rejoin the main body and it will not pursue enemies broken in hand to hand combat. The larger part of the unit may fight as normal. As soon as the two parts touch, the models in the smaller part are rearranged into the ranks of the larger – doubtless heaving a sigh of relief at being reunited with their comrades!

## REMAINS IN PLAY

Some spells continue to have an effect over several turns. Such a card is said to "remain in play" once it has been cast. A card which remains in play is placed face up next to the target, or next to the wizard, so that it can be seen. In the case of some of these spells the card itself acts as a marker, others are supplied with separate markers or templates to use instead. If players prefer not to litter the table with cards, then spells that remain in play may be placed face up at the table edge, on a side table, or on any convenient surface where they can be seen by both players.



If the spell has an effect which applies in each subsequent magic phase, then work out the result at the beginning of each following magic phase after the magic cards have been dealt out but before spell casting begins. This applies to spells like the Amethyst Magic spell *The Purple Sun of Xereus*, the Dark Magic spell *Malediction of Nagash* and the Bright Magic spell *Conflagration of Doom* which require dice rolls to determine their effects in following turns.

While a card remains in play the spell cannot be cast again. In most cases the spell will continue to last unless it is dispelled or until the original caster chooses to end it, although the caster cannot always choose to end a spell he has cast. *The Purple Sun of Xereus*, for example, can only be ended by a successful Dispel.

In general, spells are also ended if they move off the table or if their victims are destroyed or escape, as in the *Crystal Charioteer*, for example. Most spells also end if their caster is slain but some, like the Bright Magic spell *Conflagration of Doom*, continue regardless. Where a caster is allowed to end a spell he has cast in a previous magic phase, he removes the card from the table when it is his turn in the magic phase, effectively dispelling the spell voluntarily. The spell card is returned to the wizard, but cannot be used until the following magic phase exactly as if it had been dispelled. A wizard can never cast a spell and decide to end it during the same magic phase.

## SPELLS IN HAND TO HAND COMBAT

Wizards can cast spells while they are fighting in hand to hand combat without any restrictions. Some spells like the Amethyst Magic spell *Purple Scythe*, the Bright Magic Spell *Scarlet Scimitar* and the Dark Magic spell *Hand of Dust* can only be cast against opponents in hand to hand combat with the wizard. Even though these spells are used while in hand to hand combat, they are still worked out in the magic phase: any wounds they cause do not count towards combat resolution in subsequent combat phases,



nor is combat resolution calculated during the magic phase. It is possible that casualties inflicted by a wizard casting a spell in hand to hand combat may cause a unit to take a panic test for suffering 25% casualties from magic.



## IRRESISTIBLE FORCES AND IMMOVABLE OBJECTS

With over two hundred spells and magic items available to players there are inevitably going to be situations where the rules contradict each other. For example, a model protected by the Jade Magic spell *Flesh of Stone* receives an unmodified saving throw of 4 or more against any damage, including damage from spells. What happens if he is hit by a *Conflagration of Doom* spell which always destroys everything in its area of effect? Does he get a saving throw or not?

The commentaries which follow attempt to cover as many specific questions as possible and try to establish some working principles so you can evaluate complex spell effects for yourselves. Limitations of space preclude us from covering every possibility or even every spell. In the case of the *Flesh of Stone* and *Conflagration of Doom* no save is allowed, as explained in the commentary.

Another problematic example is spells which force a unit or model to move in a specific way, such as the *Dance of Despair* for example. These spells can sometimes result in a unit attempting to move into terrain which is impassable. In some cases the result will be devastating for the unit, if it moves over a cliff or into a lake for example, but in other cases you will have to decide for yourself what happens. For example, what happens if a movement spell forces a unit to move into impassable terrain, such as up a sheer cliff face or over a high wall? The best solution here is to bring the unit to a halt.

If you run into a situation where the results are in doubt start off by reading the spell or item descriptions again because it's easy to miss out, misread or misinterpret things in the heat of battle. If this doesn't shed any light on the matter look at the spell commentaries below. If that still leaves you in the dark discuss it with your opponent and try to agree on a solution. If you can't agree to a solution both roll a D6, the player who rolls highest is right. After the game, when passions are not running so highly, discuss the problem and come up with a definite rule you will use in that situation from now on. Such a rule is often referred to as a house rule. Make sure you write down your house rules for future reference and make sure you tell new opponents about which house rules you use, as they may use a different set to yours.



The rising sun banished the early morning mist. A brazen horn sounded its long lonely call. To the beat of human-skinned drums the army of Chaos began to move.

Around the misshapen warriors the air shimmered, magical energies pulsed like trapped rainbows, vision became blurred and distorted. The chill wind brought the not unpleasant scents of perfume, musk and opiates. Kurt took a deep breath and his skin tingled. A feeling of exaltation flooded through him. The enticing voices of daemons called out to him, whispering seductive promises and devilish threats. Warily he exhaled and began the breathing exercises that old master Tiberias had taught him. *Stay calm*, he told himself. *There is nothing to fear.*

The motley enemy advanced. Kurt noticed two riders at the Chaos army's centre: a black-armoured warrior and beside him a gaunt horn-helmed figure that he thought he recognised. Could that black-robed figure really be Jurgen, his childhood friend and youthful comrade? He exhaled and tried to gauge the strength of the foe. The Empire army was more numerous but that might count for nought. The followers of darkness were enough to give a sane man nightmares and make the boldest heart quail. Moving beside the army's leaders was a giant being, an obscene hybrid of dragon and ogre, large as a mastodon.

Huge horn-headed beasts marched in mighty companies. Ululating war-cries echoed from their throats. Armoured horsemen on strange misshapen steeds lowered lances woven round with malevolent runes into their rests. Weirdly androgynous riders mounted on bird-like monstrosities loped toward the Imperial line. Packs of bipedal beasts slobbered obscenely and licked the Chaos warriors lasciviously. Wide-eyed, leather-clad madmen brandished blood-caked, rusting weapons in tattooed fists and shouted threats and curses. Clawed women danced lewdly and beckoned enticingly to the Empire soldiery.

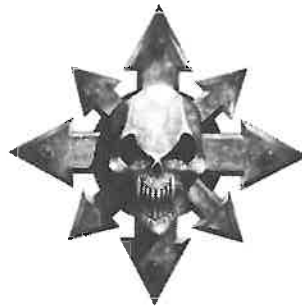
Around him the warriors of the Empire smiled as if entranced. They lacked Kurt's control. To them the threat of battle was no longer so bad, they had caught some of the strange madness of the oncoming foe. Gunners giggled as they loaded their cannons, rolling the balls down the barrel like children playing some charming game. Officers cheerily shouted angles of elevation. Artificers lit tapers and held them near fuses, waiting for the order to fire. Halfway down the slope, the crew of the organ gun laughed riotously. There was something sinister in all of this. Men facing death should not be so cheerful.

At the foot of the hill the one-eyed Trollslayer bellowed orders to the line of heavy dwarfish infantry. There was no sign of mad mirth among the dour hammer-armed warriors. Nor in the stern Reiksguard heavy infantry beside them. From the hill's base long lines of halberdiers, spearmen and swordsmen stretched out east and west. Kurt saw Tilean crossbowmen cock their bows and Altdorf handgunners ram powder into the barrels of their weapons.

Off to the far right flank, the mighty warhorses of the Knights Panther stamped and fretted. The plate-armoured knights on their back appeared calm and unworried. Kislevite horse archers raced along the line, recent arrivals taking up positions at the last minute on the far left.

Kurt saw the horn-helmed rider raise his ebon sword high. Unseen by any eyes but his the black winds began to swirl in the sky, being drawn inevitably down into the blade's tip. Kurt sensed the shifts in the currents of magic as he would feel change of wind direction on his skin. A shiver ran down his spine, the fine hair on the back of his neck stood on end. His time of testing was approaching.

Jurgen, if Jurgen it were, had sculpted the dark energies into a spell. The air around him turned black, and ruddy blades began to materialise. He heard the sharp intake of a nearby soldier's breath as the man finally saw what had been evident to Kurt all along. The Chaos Mage swirled his blade round his head but before he could point it at his target and unleash his power, Kurt essayed a counter-spell.



He raised his skull-headed staff to the sky and reached out with his mind. He let power flow through him. The winds' invisible fingers tugged at his cloak and ruffled his hair. His words burned in his mouth. Syllables of fire seared his tongue. Mastering his pain he swept his hand through the air. A trail of sparks flickered behind it. He forced the thick words out. They seemed caught in his throat by invisible spines. Bands of sky blue leapt from him and jumped out at Jurgen. They arced down from the sky, disrupting the blade wind spell before it could be unleashed. The dark energies melted away like ice under rain. Kurt twisted more energy with his mind, knotting it into the pattern of a new spell. He wove a net of power around himself. A shield of blue energy hovered in the air near his arm, ready to intercept any danger. His work momentarily finished. Kurt gave his attention back to the battle.

The Kislevite horsemen cantered forward, knocking arrows in their bows and firing in one swift and fluid movement. On the far left the Knights trotted forward. The infantry held their line, waiting. The cannons spoke, belching forth a great cloud of smoke. The smell of gunpowder overcame the perfumed stink of the Chaos Horde. The cannon shot fell next to the enemy general then bounced on. The Imperial army let out a disappointed roar. The other cannon set a shot

down in the middle of a beastman pack and tore a hole right through its ranks. Drugged and undeterred the monsters closed ranks and pressed on.

With a sound like a hundred fire-crackers being ignited at once the handgunners let fly. Bloody warriors dropped like puppets with strings suddenly cut. A huge group of them turned and fled, howling, having lost all stomach for fighting in the storm of lead. The jeers of the dwarfs were loud and hearty. Kurt saw one daemonette wave goodbye to the fleeing men. There was something indescribably menacing about the gesture.



Crossbows whispered; a score of quarrels flashed at the enemy. Black-feathered death rained down on misshapen warriors. Jurgen saw one fall to his knees, clutching his throat. He was swiftly trampled into the mud beneath the cloven hooves of his fellows. The same fate awaited the other wounded beastmen.

Kurt grasped his staff tightly and called more power to him. His staff felt heavy, laden with energy that he must unleash. He pointed it at his foe. The smell of ozone filled the air. Lightning leapt from the staff's tip, a great arc of power anchored to Kurt at one end and destined for Jurgen at the other. Men screamed, momentarily blinded by the flash.

The dark mage stood confidently, he swirled his cloak about him and the tatters of dark magic knitted together, forming a line of solid blackness between him and the thunderbolt. The bolt blazed so bright it hurt the eyes then vanished, swallowed by the dark. Kurt squeezed his eyes shut, squinting at the enemy, waiting for the after-image to fade from his retina. It drifted there like a snake of light. When his sight recovered he saw that Jurgen still stood.

The dark mage threw back his head and took a deep breath. He sucked in the clouds of dark magic till it seemed his chest must explode. A nimbus of power played round his head. The eye-holes of his helm were lit with an eerie red glow. Slowly Jurgen exhaled. There were audible gasps of horror and screams of fear from the Imperial line. Once again, magical energies had been transformed by the dark mage's body into something all could see.

The wizard exhaled a cloud of clotted darkness. Great black tentacles lashed out from it, grasping malevolently towards the Imperial soldiery. It advanced across the open ground towards the hill with

frightening speed. Kurt was so stunned that he froze momentarily, numbed with fear. He could think of no counter. The black cloud crawled ever closer. The Trollslayer roared instructions to his troops to move out of its way. Kurt saw the runes flash on his great axe and recognised it as a weapon of power.

The Chaos army marched ever closer. Soon it would be within charge distance. It was so close now that Kurt could see mad eyes of the tattooed warriors and the foam that flecked their lips. He thought he could make out the words of an alien language within their screeches and screams. The dragon-ogre towered above the throng, bellowing its hate-filled warcry.

Jurgen gestured and sent a bolt of black doomfire lashing toward the organ gun. The crew screamed and covered their eyes. One attempted to dive clear as the manifestation of unnatural power drew ever closer. Kurt called on his strength and dissipated it with a wall of blue energy. The crew stopped screaming and made the sign of the Hammer over their chests, praising Sigmar for their deliverance.

As the black cloud tore through the line of dwarfs, ropes of ebony drew them into the black mists. A tentacle looped round the frantically struggling Trollslayer. He set his legs wide and braced himself. Great cords of muscle stood out on his neck and shoulders as he drew his axe back and lopped off the tentacle. The black cloud moved on up the hill towards the organ gun.

Already weary, Kurt struggled to find the strength for his next incantation. The strain was starting to tell. His limbs felt weak, drained of strength. His heart pounded and his breath came in ragged gasps. Sweat soaked his clothing and the cool wind was already beginning to chill his body. He felt as if he had run ten leagues.



Wait, the chill wind, that was it. He struggled to remember the words of the spell that would bind the wind, and gasped them out with all the force he could muster. He could see the swirling patterns of the wind now. Tiny cyclones and anti-cyclones, eddies, whorls and air-currents were visible in his mage sight. He twisted them all together with his words and sent them spinning towards the black cloud with a gesture.

The wind blast gathered force as it flowed forward. It surged into the black cloud, driving it back towards the lines of the horde. As it retreated the skeletons of the dwarfs it had siezed fell from it. Their armour was

pitted and corroded as if by acid, and bleached skulls stared sightlessly from within their helmets.

From the right flank the Knights Panther charged driving into the enemy line. No beastman could withstand the force of lances driven with all the mass of a heavy warhorse. The right flank of the Chaos army began to crumble. The cannons tore into the massed ranks of the warriors doing terrible damage. Bodies were sent tumbling through the air by the impact. The organ gun unleashed several barrels. Multiple shots ripped into the Chaos line, shredding bodies with the impact before its overheated barrels melted. The dragon-ogre reared high and almost fell. Handguns roared and crossbows fired. At this close range they could not fail to wreak terrible havoc.



Jurgen gestured. Tendrils of night lashed from his hands and touched the bodies of the fallen. The dead rose, puppets with their strings re-attached, controlled by a new puppeteer. A man with an arrow through his eye marched side-by-side with a beastman whose flesh was a mass of pulpy bruises. They were joined by walking corpses who held in the innards of their bullet torn stomachs with one hand and their weapons with the other. The skeletons of the dwarfs rose and marched to join the enemy ranks.

A moan of dread passed down the Imperial line. The black cloud tore straight back into the Chaos ranks propelled by the wind Kurt had summoned. It grasped for Jurgen and the Chaos warlord. Jurgen leapt aside but the warlord was not so lucky. Multiple tentacles converged round him and drew him screaming curses and imprecations into the ravenous cloud.

Once again Kurt summoned the lightning, and sent a bolt lashing out to scourge one of the clawed woman daemons. For a moment she stood absolutely still, then she shimmered and vanished in a cloud of near-overwhelming musk.

The Chaos horde surged on into the Imperial ranks, undaunted by the loss of its general. With a crash two waves of steel collided. Weapon rang on weapon, rusty metal sparked against dwarf-forged iron. The dragon-ogre and the she-daemons surged into the remaining dwarfs. The Trollslayer leapt at the giant dragon-ogre which sent him tumbling backward with a lash of its tail. He bounded back to his feet and circled warily, axe drawn back ready to cleave.

The daemonettes tore into the last of the dwarf

soldiers. All that stood between them and Kurt and the cannons was a broken organ gun and its crew. Already Kurt felt the tug of their hypnotic beauty. Perhaps it would not be so bad to die under the loving caress of those beautiful claws.

More Chaos troops poured through the hole in the Imperial line. At the bottom of the hill to the left, the hand gunners threw down their firearms and fled pursued by a howling pack of beastmen. On the right the Reiksguard were torn down by renegade humans. It looked as if the Knights Panther were trapped in the swirl of the melee. Listening to the screams of the dying, as the beastmen overtook the fleeing gunners, Kurt began to feel all was lost. The cannon crews certainly thought so. Seeing the Imperial line crumble, they turned and fled. Kurt was very tempted to join them.

Suddenly he saw the horn-helmed mage riding at him through the clouds of the billowing smoke. His attention narrowed till it seemed there was only him and the armoured stranger in the entire world. He focused on the enemy and gathered all his power to him for a final strike. He would use the Storm Of Shemtek. He banked it up within him, stoking the furnace of his hate and fear. He forced himself to stand upright to confront the dark mage and meet his gaze. For a moment recognition was there and that was enough.

Kurt roared the final words of the spell, spread his arms wide and unleashed all his energies at once. His eyes burned. Storm winds roared within his brain. He opened his mouth to scream and beams of blue light leapt forth. His hair stood on end and his cloak surged in the wind. It felt as if his skin was on fire, as if it were being peeled away to reveal the molten core of his being. He fought to retain consciousness. His skin tore and sparks flew out, hundreds of tiny bolts of lightning snaked forth from his skin, lashing out the air then looped back to rejoin his ravaged body. He focused all his power at the enemy and unleashed it. It seemed as if his body were being ripped apart as the torrent of energy surged forth.

As he fell he saw a bolt strike Jurgen. Other bolts blazed into the she-daemons and through the ranks of the army of Chaos. Then his head seemed to explode and he tumbled down into the darkness. For Kurt the battle was over.





# SPELL COMMENTARIES

The spell commentaries should be read alongside the spell cards themselves. We didn't think it was necessary to include all the spells, as many are relatively simple in their effect and require no extra explanation. The spell commentaries are arranged in groups of spell types.

## BRIGHT MAGIC SPELLS

Bright Magic is the archetypal battle magic: fiery, destructive and entirely directed at incinerating the opposition. Obviously Bright Magic is directly related to fire and is therefore very hard to manipulate into any spell which isn't an attack, but it is supremely good for blasting the foe. If you choose a Bright wizard you can pretty much guarantee he will have the spells to stay at a distance and blaze away much like a stonethrower or a cannon.



If you feel unsure about what spells do and what you want from a wizard, choose a Bright wizard because they're easy to use well. Even when you understand the different Colleges better you'll still find that Bright wizards are one of the best battle wizards because you can always rely on them to have one or two good, destructive spells.

### FLAMESTORM

This spell utilises the round fiery template. Position the template where you wish with its centre within the spell's maximum range of 24". All models covered by the area of the card template are affected. As with stone throwers and other engines of war you must judge for yourself whether models are within the template area or not. As a general rule a model is caught if the template covers half of its base area or more.

Flamestorm is a useful spell because it is not necessary for the wizard to be able to see his target as is the case with Fire Balls and Blasts. If a unit is attacked by a Flamestorm it is moved 4" directly away from it as soon as any casualties have been removed. The Flamestorm may then be ended instantly, or it may be kept burning in order to prevent the enemy moving through it.

If the player decides to keep the Flamestorm burning then the template is left in place and nothing may move through it. As soon as the Flamestorm spell is cast again the template is removed from its old position and repositioned over its new target. This is an exception to the normal rules for spells which remain in play, as normally it would take an entire magic phase for a spell to be removed.

### FIRE BALL

A Fire Ball is a typical magic missile attack affecting a single model. Fire Balls hit the first model in their path and so can be used to pick out a specific model from a unit so long as the wizard can see the target. A wood, building, hill or other intervening scenery will block the missile's route and render it harmless.

The useful thing about the Fire Ball spell is that it can be used to cast several separate Fire Balls. Each power card used produces one Fire Ball so it can be used to attack several different models or the same model several times. All targets must be declared before working out damage.

### THE BURNING HEAD

This spell is useful because it can be used against several targets at once if one lies beyond the other, a bit like a bouncing cannon ball. This is especially useful for catching models skulking behind units of troops.

The fiery line burned by the head is just that – a line, rather like a cannon shot. Like a cannon it hits all the models whose base it crosses. If the spell is cast against a unit in a four deep formation it will hit four models.

The best way to use this spell is to position the wizard so that he can catch a large number of models – if he can manoeuvre himself to the end of a long line of troops, for example. If a wizard uses a movement spell to put himself in a good position to cast the Burning Head across several ranks or units then the effect can be very dramatic indeed. A unit that sustains casualties as a result of being attacked by the Burning Head takes a panic test if it is normally liable to such tests. Troops not normally liable to panic tests (such as Skeleton Warriors, Dwarf Slayers or Slaanesh Chaos Warriors) do not have to test.

### SANGUINE SWORDS

The Sanguine Swords is a useful spell for attacking individual heroes or wizards even if they are out of sight of the caster. It can also be used to form a powerful defence in hand to hand combat. It is an unusual spell because the swords attack in the hand to hand combat phase rather than the magic phase, so wounds inflicted by the words do count towards combat resolution.

The swords always strike first in hand to hand combat even if the enemy has charged this turn. However, note that the Sword of Swift Slaying strikes before the Sanguine Swords, and Assassins strike before the Sanguine Swords too.

## CRIMSON BANDS

The Crimson Bands is a spell which remains in play over several turns. If the affected unit is engaged in hand to hand combat the enemy rolls to hit as normal but the affected unit may not attack at all.

## CONFLAGRATION OF DOOM

Note that although a single successful Dispel card will only remove one marker, the spell is totally negated by a Drain Magic card. All markers are removed and the spell card is returned to the casting wizard's hand.

The Conflagration of Doom is quite uncompromisingly destructive. When it lands it will destroy any models within its area of effect regardless of any protective magic or items they might have, their toughness or number of wounds. The only way to survive the impact of the Conflagration of Doom is to play the Escape card from the magic card deck, although a Vampire may also reincarnate himself using the Carstein Ring.

## WINGS OF FIRE

Wings of Fire is a typical movement spell of which there are comparable examples in other College decks. If this spell is used to propel the wizard into hand to hand combat he fights as normal from the next hand to hand combat phase and counts as charging in the first phase. As the next phase could well be during the other player's turn, it is possible that fresh opponents might charge into the combat, and that both the wizard and some of his opponents are charging. This means that both can strike blows first. If this happens then the models with highest initiative strike first, and if both sides are equally matched in this respect roll a dice and the highest score goes first.

## GOLD MAGIC SPELLS

Gold Magic seeps into the earth where the wizard can draw it forth with relative ease. This means that most Gold Magic spells are fairly cheap to cast. Gold spells revolve around transmutation in the main so they are less inclined towards direct destructiveness but instead erode the enemy and help your army more indirectly.

Fools Gold, Fear of Aramar and The Gilded Cage are all useful spells for temporarily disrupting enemy units. The Transmutation spell can be handy for denying the enemy cover and clearing the way in front of your own troops for a surprise attack. Most of the Gold attack spells are useful against tough individuals so they are good for destroying leaders and wizards.

## GLITTERING ROBE

The Glittering Robe is particularly useful because it can protect the wearer against magical damage as well as normal physical damage. The Glittering Robe functions like armour, except that there is no modifier for the strength of the attack.

Although the Glittering Robe can protect its wearer against the effects of a spell, it doesn't dispel the spell. If the

wizard is part of a unit which is attacked by a spell which affects several models, such as a Flamestorm or The Burning Head, then the wizard will be protected by the Glittering Robe on a roll of 4, 5 or 6 as normal. Other targets are not protected and are affected whether the wizard saves or not.

If the wizard is attacked by a spell which kills him outright rather than causing wounds, for example the Choking Fog, then Glittering Robe will also save him on the single dice roll of a 4, 5 or 6. Note that when used to save against damage inflicted by a spell the Glittering Cloak is dispelled immediately, regardless of whether the damage is saved or not.

## FEAR OF ARAMAR

The Fear of Aramar is handy for taking out an enemy's best units at critical moments. A unit fleeing as a result of this spell may attempt to rally in its next rally phase. The Fear of Aramar will affect any living creatures, even ones which are normally unaffected by psychology, like Dwarf Slayers for example.

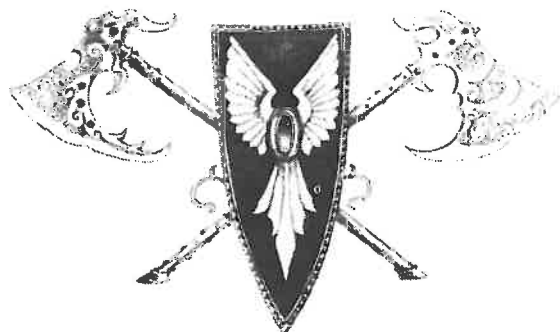
The -3 leadership modifier on rallying applies to the unit and any heroes or wizards in the unit, but it does not apply when testing on the leadership of a nearby General. This is because the unit is affected by the spell, not the general, and the unit can still draw inspiration from their heroic leader.

## THE GILDED CAGE

It is useful to have a piece of string ready to use in conjunction with this spell as this is by far the best way of representing it on the tabletop. Use the string to make a loop around the affected models.

## TRANSMUTATION

Transmutation can be a particularly useful spell for clearing terrain ahead of your troops or denying cover to your enemies. It's worth noting that it doesn't work on hills, rivers and lakes. The area of terrain transmuted is around 12" square: a length of wall around 12" long and 1" wide or a wood 3" by 4", for example.



If terrain is returned by a Dispel or a Drain Magic, models occupying its position will not be harmed and are placed within the newly returned terrain. Models may have to be moved out of the way to replace the terrain if the models can't fit in it - keep any repositioning to a minimum and make sure the models end up facing in the same direction.

## JADE MAGIC

Jade Magic flows across the surface of the land like water, making Jade spells amongst the easiest (and cheapest) to cast of all the Colleges. Most of the Jade spells are defensive or protective in nature, with several of them being for the direct defence of the wizard and others for the protection of those nearby. This makes Jade wizards a good choice if you are more interested in protecting your own troops with magic than attacking the enemy.



Though at first glance the Jade College spells may seem weak they include some unique and potent spells which have no equal in the other Colleges: The Jade Casket and The Mist of Duthandor, for example. A Jade wizard really needs to be magic level 2 or better (a Wizard Champion) otherwise he can end up being stuck with a spell which is useless on its own.

### THE JADE CASKET

This spell enables you to bring back to life very powerful individual models such as heroes or large creatures. If you are playing a Mighty Empires campaign where models roll for casualty survival after each game, the Jade Casket does not affect the result. The model may subsequently prove to be alive after all, in which case he may recollect some vague "out of the body experience" as a result of the spell.

Although a model revived by the Jade Casket is revived for the rest of the game (or until it is slain once more) the spell card does not remain in play. This means that several models may be revived over a succession of magic phases.

### THE CLOAK OF DAIN

Determine the number of wounds by rolling a D6 and note down the result on a piece of paper. The number is not secret and the D6 is rolled in full view of both players. A good way to record wounds saved is by using a dice. For example, if you roll a 4 leave the dice showing 4. As wounds are negated turn the dice over to 3, 2, 1 and take it away altogether once the Cloak is down to zero.

Once the spell has been played the card should be kept either face up at the table edge, or on a side table, or it can be placed next to the wizard model itself. Once the Cloak is down to zero wounds it is automatically dispelled and may therefore be cast in the next magic phase. Wounds inflicted by a magic spell may also be saved, but this is dependent on a D6 roll of 4, 5 or 6. If successful all wounds inflicted by a spell are saved and the Cloak is then automatically dispelled. See also the notes for the Gold Magic spell Glittering Robe.

### FLESH OF STONE

If Flesh of Stone is cast on a cavalry model it will transform the rider and the steed. In the case of a character mounted on a monster either the rider or the monster can be transformed (choose which), but not both.

The saving throw given by Flesh of Stone applies only to attacks and spells which inflict wounds; it provides no defence against spells which kill outright. However, the Flesh of Stone is not dispelled when used to save against a spell as are the Cloak of Dain and Glittering Robe, for example. Note that creatures cannot fly while they have Flesh of Stone – they're just too heavy! Also, it is not possible to cast a Flesh of Stone on a creature while it is flying.

### THE GREEN EYE

The effectiveness of the Green Eye spell depends largely on the position of the wizard, much as described for the Bright Magic spell Burning Head. Note that the number of hits is rolled separately for each specific model. Multiple wounds inflicted on models with only 1 wound are therefore wasted; excess wounds are not carried over to other models.

Where troops have several wounds each (Ogres or Trolls, for example) then any partly wounded models should be rationalised as whole casualties as this is the most convenient thing to do. For example, three Ogres each with 3 wounds are struck suffering 2, 2, and 3 wounds respectively. The last Ogre is killed outright, and the remaining wounds are rationalised as 4 wounds in total which results in 1 more dead Ogre, leaving one Ogre with 2 wounds.

Hits on chariots may be randomised as for shooting damage, unless the Green Eye's path obviously slices through the chariot, horses, or crew in which case it is acceptable to work out damage where it would fall.

### EARTHBLOOD

This spell can be used to save the wizard's neck in a tricky situation but it can also be used to bolster your own magical potential by grabbing the lion's share of the magic cards. Note that the wizard can return to anywhere on the battlefield and so may move into hand to hand combat if he wants, in which case he will count as charging during the first phase of combat in the same way as a wizard who uses the Bright Magic spell Wings of Fire or similar spell.

### MIST OF DUTHANDOR

As with all random movement use the scatter dice to determine which direction the unit moves in. It is entirely possible for the unit to blunder over the edge of a cliff or into a deep river. If this happens the unit suffers 2D6 wounds with no armour save and halts at the edge of the terrain. A unit which moves off the table can return on its next move just like a unit which has pursued the enemy off the edge of the table, though it will still be wrapped in the Mist.



If a unit covered by the Mist blunders into another unit it will engage it in hand to hand combat, even if it's a friendly unit. If one unit is subsequently wiped out in hand to hand combat the Mist of Duthandor will remain and be transferred to the surviving unit. It is possible to declare a charge against a unit covered by the Mist.

### SPIRAL STAIR

The Spiral Stair is primarily a defensive spell as it places the wizard out of reach of most foes. The Spiral Stair is unusual in that it acts as an automatic Dispel against other magic. However, note that it does not offer protection from the Conflagration of Doom.

Spells cast from the Spiral Stair are treated precisely as if they were cast from the ground except missile-type spells, which may be fired over the heads of intervening troops or over terrain that would otherwise block sight – for example the Green Eye spell.

### GREY MAGIC

Grey Magic is shadowy and unpredictable. Like Celestial Magic it is more closely related to the realm of air than anything else, making it easy to manipulate and therefore cheap to cast. However, despite this some Grey spells are hard to cast because of their extreme potency – spells like Bridge of Shadows and Traitor of Tarn, which are potential battle-winners.

Grey wizards lack the long range attack spells of Celestial wizards but they have an even better selection of movement and defensive magic. This makes Grey wizards particularly useful for actually getting your troops into a fight and helping you in combat but less useful if you want to use magic to attack your enemy directly.

### TRAITOR OF TARN

Models or units taken over by the Traitor of Tarn can be freed by a successful Dispel or as a result of the Drain Magic card. Models which have changed sides move, shoot and so on in the controlling player's turn. It is important to note that although models may have changed allegiance they do not become complete puppets of the controlling player and they will not do anything self-destructive or obviously stupid.

The simplest way to judge whether an action is acceptable is to consider whether you would do it with your own troops or characters. Troops will not, for example, commit suicide, hurl themselves off cliffs, drop or give away equipment, weapons or magic items, voluntarily flee or leave the table.

In hand to hand combat they will fight back against whoever is attacking them, regardless of whose side they are on. The controlling player can cast a traitor wizard's spells, but must use his own magic cards to do so.

It is perfectly acceptable for the controlling player to move models he has taken over into dangerous positions, exposing them to missile fire, enemy charges etc.

### THE DANCE OF DESPAIR

This spell can be used to force troops to march over a cliff or into a deep river or lake. Models in such straits are automatically killed as they are dragged helplessly to their doom. If the affected unit is engaged in hand to hand combat the enemy rolls to hit as normal but the affected unit may not attack at all. Whilst held back in combat the affected troops are effectively pinned and will not move forward, their efforts to move through their enemy merely bring them onto the swords of their foes.



A unit which moves off the table under the influence of a Dance of Despair may not return but the spell is returned to the caster's hand and may be cast again in the following magic phase.

### BRIDGE OF SHADOWS

This spell allows the wizard to reposition a unit anywhere on the battlefield by up to 18". It can be used aggressively to launch an unexpected attack, or it can be used as a defensive measure to move threatening enemy units away.

Note that the Bridge cannot be used to pull a unit out of an entrapping spell like the Bright Magic Crimson Bands, the Gold Magic Gilded Cage, or Light Magic Hands of Karkora or Abulla's Snare, or any other spell which prevents the unit from moving normally.

If used to propel a unit into hand to hand combat then the unit is moved in a straight line towards its target and will charge into front, side, or rear, depending on which aspect the charging unit is facing. If there is any doubt as to the direction of the charge it is preferable to assume the front rather than sides, and sides rather than rear, but you will find that almost all cases are self evident. See page 19 of the Warhammer rulebook for a description of how this works.

The Bridge of Shadows cannot be used to move a unit or model off the tabletop or into impassable terrain nor can it be used to pick up and drop a unit.

### THE HORN OF ANDAR

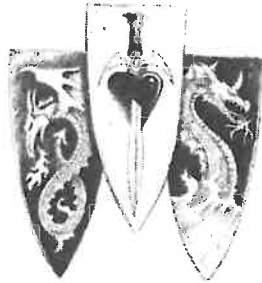
The panic test caused by the Horn of Andar is subject to all the normal rules. So, for example, the general's leadership may be used for the test if he is within 12" and models or units which are immune to psychology or panic tests for any reason don't have to test at all.

### THE PIT OF TARNUS

The Pit of Tarnus is represented by the special Pit template. Chariots and war machines which are at least half covered by the Pit of Tarnus template are destroyed automatically; crew members roll to escape from the pit as normal. If you use the Pit against a building it will shake and crumble the foundations and knock out part of the stonework. This can be resolved as D6 strength 10 hits on the building.

## LIGHT MAGIC SPELLS

Light Magic is earth bound in its nature and hence stubborn and hard to manipulate. This is reflected in the high power cost of the Light spells. However, the spells are powerful and highly destructive – Crevasse and The Dwellers Below are very deadly spells indeed. Light Magic spells also include two binding-type spells (Abulla's Snare and The Net of Amyntok) which are useful for neutralising individual models and The Hands of Karkora, which can be combined with a well-placed charge to annihilate a trapped unit.



Light wizards are mainly offensive spell users, most useful for attacking or trapping enemy models. They will benefit from a magic item such as the Chalice of Sorcery or the Rod of Power to supply them with the extra magic cards they will need to cast their spells.

### THE HANDS OF KARKORA

Trapped victims trying to shoot missile weapons will need 6's to hit assuming that they would otherwise be able to hit. If unable to hit anyway the Hands of Karkora does not enable them to hit on a 6.

### THE DWELLERS BELOW

Once victims have been dragged below ground they are effectively casualties and are removed from the game. Victims cannot subsequently be freed by playing a Dispel or Drain Magic.

### MACE OF YEARS

As with Abulla's Snare, the Mace of Years is unusual in that victims remain affected, so it has a continuous effect, but the spell is returned to the caster's hand and can be cast again in the following magic phase. Affected models may be left in situ and indicated with a small marker, or alternatively they can be removed. Note that casualties caused by the spell do not affect normal hand to hand combat results.

### ABULLA'S SNARE

Roll for the range of this spell before you choose your target. Models held prisoner by Abulla's Snare can be placed together somewhere off table if this is convenient. While ensnared they cannot be harmed but cannot do anything. A snared wizard may not cast spells and does not draw power cards – once ensnared he cannot therefore dispel the spell which is binding him.

This spell is unusual in that its victims remain bound – so it has a continuous effect – but the spell card is returned to the caster's hand and can be cast again in the following magic phase. Obviously if a model is released it will drop down right next to the wizard who cast the spell, but remember that freed models can do nothing until the end of their following turn. If engaged in hand to hand combat they will be unable to fight back. A Drain Magic card will release all bound models at once.

## LIGHT OF BATTLE

Light of Battle is a potent but unpredictable spell. If the affected model is protected by a magic item which gives a saving throw against wounds or death from magic (for example the Glittering Cloak) then this will prevent it from being consumed by the Light of Magic on the appropriate dice roll. If this happens then the model continues to be affected by the Light of Magic. The affected model moves as described on the spell card and will move straight through targets in its path.

If the target is protected by a magic item which allows it to dispel magic, then the Dispel is worked out before damage is suffered. This means a Light of Battle may be dispelled if the affected model moves into a Spelleater Shield, or Banner of Arcane Protection, for example. A Spellshield may bounce the model off in a random direction, in which case the model completes its move in the new direction.

If a model affected by the Light of Battle leaves the table it is considered lost for the rest of the game, and the spell is returned to the wizard's hand as if it had been dispelled.

## CELESTIAL MAGIC SPELLS

Celestial Magic is drawn from the heavens and the elemental realms of air. This means that Celestial spells are mostly easy to cast, requiring few power cards with a few notable exceptions. The Celestial spells are a good mix, being a split between offensive, defensive, movement and enhancement types. Several of the spells have dual uses so they can be used to help your own forces or hinder the enemy. The Crystal Charioteer, for example, can be used to tie up enemy heroes or wizards or to save your own models by pulling them out of combat. Likewise the Wind Blast spell can be used to halt enemy units or to actually turn certain spells back against the enemy.



Celestial Wizards are good if you want to have a wizard who can do a bit of everything, and their broad range of spells also means that even a low level Celestial wizard can have a useful spell with several different uses.

## CRYSTAL CHARIOTEER

A model which is carried off the table by the Crystal Charioteer makes an additional attempt to escape by rolling under his strength on a D6. If unsuccessful the model is carried from the battlefield, the spell card is returned to the wizard and may be cast again from the following magic phase.

A model carried off the battlefield may not return if it is an ordinary trooper, but a character model or large monster may return if it can escape by rolling under its strength at the start of each following movement phase. A returned model is placed at the table edge in the same way as a returning unit of pursuers.

Although a model carried from the table must continue to roll to escape, the card is returned to the wizard's hand and may be cast against another target. A character riding a monster may be enveloped by a Crystal Charioteer, and the Crystal Charioteer carries both rider and monster away. In this case both trapped victims may attempt to escape by rolling a dice each, and both will escape if either succeeds. If a victim breaks free while the Crystal Charioteer is on the tabletop the spell is dispelled and returned to the caster, who may cast it again in the following magic phase.

A Crystal Charioteer may also be used to pick off a rider from his monstrous mount, carrying him away but not the monster. This is up to the player who casts the spell.

## WIND BLAST

The Wind Blast is used primarily to pin down an enemy unit, but it is also useful because it can affect other spells such as the Purple Sun of Xereus (see the Amethyst card the Purple Sun of Xereus for details). A Wind Blast remains in play so long as its caster does not move. It is dispelled if the wizard moves, but there is nothing to stop a wizard moving in his own turn and recasting the Wind Blast in his following magic phase.

## THE SAPPHIRE ARCH

The Sapphire Arch enables units to be moved into vulnerable positions behind the enemy lines. The Arch is cast, troops move in and the Arch disappears. The Arch is cast again in a following magic phase and the troops it contains move out again. The Sapphire Arch can also be used as a simple obstacle to block an enemy's advance or to hide a vulnerable unit from missile fire. Note that troops must move into the Arch to be affected – casting it on top of them will not simply make them disappear. It is possible for troops to enter or leave through either of the long sides of the Sapphire Arch template.

Troops that enter the Sapphire Arch are removed from time and space into a small bubble of reality in the Realm of Chaos. They are unable to take any actions while they are within the arch, so for example a unit which fled into the arch could not rally and then emerge after it was cast again, nor could a unit change its formation. It is entirely legal to keep the troops within the Arch for as many turns as you like before casting it again, but troops cannot begin the game inside the Arch. Troops within the Sapphire Arch can declare a charge against an enemy unit or model as they emerge.

## AMETHYST MAGIC SPELLS

Amethyst Magic is linked to the element of fire and therefore easy to harness for destructive purposes. This means that the Amethyst spells are predominantly potent attack spells with a number of deadly hand to hand combat spells. Amethyst wizards will quite often need to get in to hand to hand combat to use their spells effectively so they are best taken as higher level wizards and/or equipped with some defensive magic items to ensure their survival.



Once in combat they can use their spells to eliminate powerful enemy characters. The Purple Sun of Xereus is worthy of a special mention: it is a very powerful spell which can eliminate several enemy units at once if it is cast so that it runs along the enemy battle line. When it is cast you can guarantee your opponent will try to stop it and use up several Dispel, possibly freeing you to use other spells against him unhindered.

## THE MANACLE OF CALOE

Models affected by this spell may be indicated by markers or they can be placed on their side to show that they cannot move. The 3D6 roll indicates the maximum total of Strength points the Manacle can hold. For example, an average roll on 3D6 is 10. Against a unit of High Elves with Strength 3 this would allow you to hold 3 Elves – the remaining point is lost. Models mounted on steeds add the steed's Strength characteristic to their own, so a roll of 10 against a unit of men (S3) mounted on horses (S3) would Manacle only one of them (3+3 = 6, the 4 remaining is not enough to manacle another model so it is lost).

Manacled models do not present an obstacle to movement by either side, other models may simply avoid the manacled individuals and do not have to engage them in hand to hand combat even if they end the turn in physical contact. Manacled models that try to flee are destroyed.

## CARESS OF LANIPH

This spell can be used against any model within its range (rather than striking the first model in its path, like Fire Balls or Lightning, for example) so it is an especially useful ranged attack. It is a little reliant on a decent dice roll, and the Strength modifier means it is relatively ineffective against creatures with a very high Strength. For example, an average 2D6 roll of 7 would have no effect at all against a creature with a Strength of 7 or more, while a creature with a Strength of 4 would take 3 S6 hits.

## THE PURPLE SUN OF XEREUS

This is one of the most devastating spells of all. It remains in play once cast and cannot be cast again until it has been dispelled or leaves the table, in which case it can be cast from the following magic phase as normal. Note that the Purple Sun cannot be voluntarily ended by its caster, and is not ended if its caster is slain.

If the wizard who cast the spell wishes to dispel it he can do so using a Dispel card – this will work automatically and no dice roll is necessary. This means that it might potentially remain in play for longer than the casting wizard might wish, depriving him of the use of it. Note that a Wind Blast can be used to alter the direction of the Purple Sun, possibly to the advantage of an enemy!

## THE FATE OF BJUNA

This spell effects undead and daemonic creatures, although it cannot affect engines of war or constructions. It can be used against any model within its range and causes substantial damage, making it useful for eliminating high toughness, high wounds enemy character models and monsters because it uses their own Strength value for inflicting wounds.

## THE CHOKING FOE

This spell has a relatively long range considering it is potentially quite deadly. Because the Leadership test is a normal test on 2D6 it is likely that most heroes and wizards will survive but it is ideal for eliminating powerful but dim creatures like Giants and Trolls.

The Ld test is always taken on the model's own Ld characteristic, not on that of a hero leading the unit or the army general's Ld if he is within 12". Rerolls normally given by the army's battle standard or magic standards do not apply.

## AMBER MAGIC SPELLS

Amber Magic is tied to the element of earth much like Light Magic but it is less difficult to manipulate. Amber spells are dominated by spells which bind or entrap the foe, with a sprinkling of long range attack spells, making Amber wizards primarily useful for taking the offensive from a distance. However two of the Amber spells, the Vengeful Hood and the Savage Beast of Horros, are very potent in hand to hand combat, especially in combination. It may be wise to choose an Amber wizard at a fairly high level both in the hopes of getting these two spells and to ensure he has enough wounds to survive fighting in combat.

## THE SAVAGE BEAST OF HORROS

Unlike the Dark spell The Transformation of Kadon you don't need to substitute a different model for the Amber wizard while he's transformed (unless you want to of course!). Also note that only the wizard's Weapon Skill, Strength and number of attacks are altered by this spell; all his other characteristics remain the same.

## HIGH MAGIC SPELLS

High Magic is the true, pure knowledge of magic held only by the Elves. Its spells are awesomely potent and include many magics exclusive to certain of the eight Colleges of Colour. However, in essence High Magic is defensive in its nature and works by undoing or blocking out a foe's spells or troops. Sometimes it may be wise to select some or even all of a High mage's spells from amongst the Colleges of Colour magic if you are not fighting Chaos or Undead.

## GLAMOUR OF TECLIS

Note that the Glamour of Teclis does not cover the target with mist like the Jade Magic spell Mist of Duthandor, rather the Glamour works entirely on the perceptions of its victims. It is entirely possible for the wizard to force his victims to blunder over the edge of a cliff or into a deep river. If this happens to a unit it suffers 2D6 wounds with no armour save possible and halts at the edge of the terrain. An individual character model or monster suffers D3 wounds.

A unit that is moved off the table can return on its next move just like a unit which has pursued the enemy off the edge of the table, though it will still be affected by the Glamour. The Glamour of Teclis does not affect its victims in hand to hand combat or shooting and there is no chance of affected models fighting friends by accident as there is with the Mist of Duthandor.

## DEADLOCK

If Deadlock is used against a spell which has an ongoing effect such as Conflagration of Doom or Malediction of Nagash the effects of the spell will be suspended only for as long as the Deadlock is in play. If the Deadlock is dispelled a spell or magic item affected by it will start working again immediately.

Deadlock can be used against an enemy wizard in range to nullify one of his spell cards even if he has not cast it. This the only way that a spell with an instantaneous effect such as Fire Ball or Lightning can be Deadlocked.

## ASSAULT OF STONE

This is an extremely potent spell that is capable of destroying an entire army under the right conditions. The hill being moved goes D6" in a direction nominated by the casting player before the dice is rolled. It should be noted that Assault of Stone does not discriminate between friends and foes so any models or units touched by the moving hill are damaged. Units or models on top of a hill which is moved are also damaged.

The damage indicated is not cumulative – a model either counts as an individual or as part of a unit. Don't apply D3 wounds to each model in a unit and then inflict another 2D6 wounds on the unit! For example, if a hill was moved so that it touched a unit of Orcs, a unit of Goblins and an Orc Shaman mounted on a Wyvern both of the units would suffer 2D6 wounds and the Shaman and Wyvern would get a chance to avoid taking D3 wounds each by rolling a D6 and scoring under their Initiative



characteristic. Models are not moved around at all by the Assault of Stone, so any survivors may well have to be placed on the hill at the conclusion of the spell. Though it is possible to move a hill again in subsequent magic phases by recasting the spell, Dispers and the Drain Magic card will not move the hill back to its previous position.

### HAND OF GLORY

The rallying of fleeing units takes place in the magic phase. Note that a unit may still be broken in combat even though it is protected by a Hand of Glory spell, although its leadership is enhanced to 10 by the spell. Any fleeing units within 12" of the wizard during the magic phase are rallied immediately, however it is still possible that units may break and be destroyed by pursuers before they have a chance to rally. Fleeing units which are rallied by the Hand of Glory in the magic phase can act normally in their next turn.

### CORUSCATION OF FINREIR

This spell raises the wizard above the ground and allows him to cast certain missile spells over the heads of intervening troops and scenery. In this respect the Coruscation of Finreir is similar to the Jade Magic spell the Spiral Stair, and the same comments apply.

## DARK MAGIC SPELLS

The power of Dark Magic is dangerous and most easily twisted to do harm. The Dark Magic spells reflect this by being almost entirely given over to inflicting damage upon the foe. Most of the Dark spells require a lot of power but are very potent. Dark wizards can potentially draw more power because of the special rule that allows them to trade in special cards for more draws from the magic deck. Dark wizards of all levels are effective because they can be assured of getting some good spells from this very potent spell deck.

### RAISE THE DEAD

The Skeleton Warriors or Zombies raised by this spell must be represented by appropriate models, which means the player will need a reserve of models. Models previously removed as casualties may, of course, be re-used, but casualties are unlikely to provide all the extra models you will need. If the player hasn't got enough models available to represent all of the Skeletons or Zombies raised then any excess are simply not raised.

If a new unit is formed from the freshly raised dead it will be armed with hand weapons and shields. Extra models added to an existing unit are equipped in the same way as the unit. It will help if the models are armed with the correct equipment, but some variation is acceptable as it is in any unit. Skeleton Warriors mounted on skeletal steeds can be raised but each mounted warrior counts as two ordinary Skeleton models.

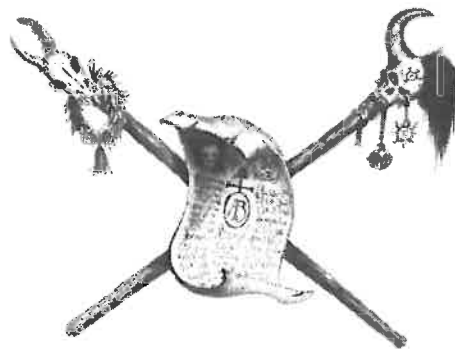
Undead chariots and war machines can be repaired or created by casting this spell. Each of their wounds counts as two models and each steed or crew member counts as

one model. The models gained from this spell must all be added to an existing unit or all formed into a single new unit; it is not possible to split them up among several units or form several new units.

It is possible to raise a new unit right in front of enemies so that they are in hand to hand combat. If this is done the enemy unit will have to take a fear test immediately as if they were charged by the unit (providing they are not exempt from fear of course) but no blows are struck until the next hand to hand combat phase. Neither side counts as charging in the first turn.

### HAND OF DUST

This spell will work on any living creature but it does not affect undead or daemons. Only man-sized, man-shaped creatures will be turned into Wights, so monsters, dragons, giants, ogres, etc may be killed by the spell but they will not be turned into Wights.



A Wight created by this spell must be represented by a Wight model – this can either be a model previously removed as a casualty or a spare model not yet in use. If no model is available a Wight is not created. If this spell is used to kill a character riding a monster roll on the Monster Reaction table to find out what the monster does as normal but reroll '6' results.

The newly created Wight is armed with a Wight Blade as normal. In addition, any magic items the slain model was carrying still belong to the Wight and can be used by it. This may mean the Wight is carrying more magic items than it would normally be allowed. If the Wight has two magic swords as a result, then he may use either but not both in any hand to hand combat phase.

### THE TRANSFORMATION OF KADON

The transformed wizard must be replaced with the appropriate monster model or the spell doesn't work. Any magic items that are being carried by the wizard are retained (though some, like swords, may be unusable). The wizard's characteristics all change to those of the monster – including Leadership.

Note that the wizard is unable to use his spells but is still dealt magic cards as normal. He may continue to use Dispers normally. Power cards cannot be used to cast spells, but are kept in his hand so as to prevent his opponent knowing how many Dispers he has been dealt.

## VANHELS DANSE MACABRE

The Danse Macabre is a vital spell for Undead armies. It overcomes their inability to make march moves and allows them to seize the initiative at vital points in the game. The extra actions work as follows.

**1. Charge.** Charge works as normal, all the standard rules apply so foes can hold, flee or stand and shoot and they must take appropriate fear tests as necessary. Note that hand to hand combat is not worked out at this stage, but is resolved in the following hand to hand combat phase. The Undead unit counts as charging in the first round of combat following its charge. Note that this could well be during the enemy's turn, and that the enemy might also have the opportunity to charge with fresh units, resulting in a situation where both sides have charged. When you get a situation like this the charger with highest initiative goes first, or if this is equal roll a dice and the highest score goes first.

**2. Hand to hand.** Hand to hand combat is fought immediately and only the Undead unit fights, their opponents do not fight and strike no blows. Hand to hand combat results are not worked out, instead the casualties inflicted are carried over and added to the following hand to hand phase combat results.

**3. March Move.** Undead cannot normally make march moves, but this spell allows them to do so, making up for their usual lack of vitality with supernatural vigour. All the usual restrictions regarding march moves apply, ie the unit may not approach within 8" of the enemy and may make no manoeuvres other than wheeling. If unable to march move because of the proximity of enemy, or the need to manoeuvre, the unit may still complete a normal move by means of this spell.

**4. Shoot.** If the unit shoots missile weapons it does not count as moving regardless of whether it moved in its last movement phase. All other modifiers apply. Work out casualties and apply any panic tests due to 25% casualties as normal.



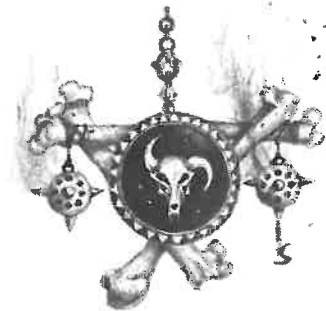
As a Necromancy spell it is possible for a Necromancer, Vampire or Liche to cast Vanhels Danse Macabre several times during the same magic phase. However, remember that a unit can only be affected by Vanhels Danse Macabre once per magic phase. This means the spell can be cast on several different units, but never on the same unit over and over again.

The Staff of Damnation can also be used to animate Undead units in the same way as a Vanhels Danse Macabre. Note that a unit cannot be animated by a Vanhels Danse Macabre Spell and the Staff of Damnation during the same magic phase. The comments above apply to the Staff of Damnation too.

## SKAVEN MAGIC SPELLS

### CURSE OF THE HORNED ONE

As with Undead and Chaos spells which summon new models you may only transform victims into Skaven if you have models to represent them. Skaven created by this spell will be armed with a hand weapon, light armour and shield, but the models may show some variation as normal.



All Skaven transformed by the spell are arranged into a separate unit adjacent to the enemy unit they were transformed from and in hand to hand combat with it. Both units may rearrange their formations as convenient, but neither may increase its depth compared to the original target unit. No blows are struck until the next hand to hand combat phase and neither side counts as charging. Once models are transformed they cannot be changed back by a subsequent Dispel or Drain Magic; the effect is permanent. Note that the Skaven sorcerer does not have to be able to see his target to use this spell.

### PLAGUE

Although the plague inflicted by this spell is magically induced it does not affect undead or daemons. It is a real, physical plague, although an extremely fast acting one!

### POISON WIND

The Poison Wind eats flesh and bones like acid so it will affect even unnatural creatures like undead and daemons.

### DEATH FRENZY

This is the most devastating spell in the Skaven repertoire. The enhanced abilities are all resolved in the appropriate phases. The spell merely confers the extra speed and attacks, it does not move the unit affected or enable it to strike. Combined with Skaven's rat-quick movement rate it enables units to charge 20" or more and then fight with double their number of attacks.

The spell remains in play, and cannot be recast until the magic phase after it has been dispelled or taken back (as normal for spells which remain in play). Note that wounds suffered from over-exertion are rolled at the start of each magic phase and therefore before the Grey Seer has a chance to take the spell back. This means units which are in Death Frenzy will always suffer 1D6 wounds at the start of the magic phase.

## MADNESS

Madness works just like the Grey Magic spell Traitor of Tarn, so the victim cannot be forced to kill itself, throw away its weapons etc. It is possible to force the victim to fight models from its own side. This spell remains in play and the card is left face up either on the table or somewhere where it can be seen.

## SCORCH

Burning terrain can be marked with cotton wool if desired. Each time the fire spreads to another piece of terrain it starts a new fire and each fire is rolled for separately at the start of the Skaven turn.

Burning buildings will sustain 1 point of damage at the start of each player's turn as stated in the Warhammer rulebook. Models get their normal armour saving throw against wounds caused by this spell. Note that the Skaven does not have to be able to see his target to use this spell.

## CHAOS MAGIC SPELLS

### TZEENTCH

#### BOON OF TZEENTCH

The new spell card provided by the Boon of Tzeentch is drawn randomly from one of the eight Colour of Magic decks chosen by the caster. Though this works like wizards drawing their spell cards at the start of the game the wizard can't decide to discard his first draw and draw again. It is possible for a Tzeentch wizard to build up a considerable repertoire of spells by the end of the game by using the Boon of Tzeentch, giving him an advantage in Mental Duels and the like.



#### TZEENTCH'S FIRESTORM

To use this spell effectively the player must have Pink Horror models. If the models are not available the Pink Horrors are not created. It may be possible to place the Pink Horrors created by this spell directly into hand to hand combat with the survivors of the Firestorm. If this is done the enemy unit will have to take a fear test immediately as if they had been charged by the daemons (providing they are not exempt from fear) but no blows are struck until the next hand to hand combat phase and neither side counts as charging.



### NURGLE

#### PLAGUE WIND

As with Tzeentch's Firestorm you will need Plague Bearer models to use this spell to its full effect. If you don't have the models available then the Plague Bearers are not created. Plague Bearers can be placed directly into hand to hand combat with the survivors of the Plague Wind in exactly the same way as with Tzeentch's Firestorm.

#### STENCH OF NURGLE

Champions, Sorcerers and Daemons of Nurgle are not affected by this spell. Warriors of Chaos are not affected if the entire unit is obviously composed of Nurgle Chaos Warriors, or if the unit is led by a Champion of Nurgle.

#### MIASMA OF PESTILENCE

As with the Stench of Nurgle Champions, Sorcerers and Daemons of Nurgle are not affected by this spell. The same comments apply.

### SLAANESH

#### ACQUIESCENCE

Though Acquiescence has a continuing effect the spell card itself does not remain in play. This means it can be cast on other victims in subsequent magic phases even if the first victim is still affected.

#### BEAM OF SLAANESH

Like Acquiescence the Beam of Slaanesh has a continuing effect but the card itself does not remain in play, so it too can be cast on other victims in subsequent magic phases.

## ORC WAAAGH! MAGIC SPELLS

### GAZE OF MORK

The trail of destruction burned by the Gaze of Mork works just like those created by the Jade Magic spell The Green Eye and the Bright Magic spell The Burning Head. See the descriptions of these spells for details.



### THE HAND OF GORK

This spell allows the shaman to reposition an Orc or Goblin unit anywhere on the battlefield by up to 18". It can be used aggressively to launch an unexpected attack, or it can be used as a defensive measure to move a threatened unit to safety or move a unit out of hand to hand combat.

Note that the Hand of Gork cannot be used to pull a unit out of a spell like Crimson Bands, the Gilded Cage, Hands of Karkora, Abulla's Snare, or any other spell which prevents the unit from moving normally. If used to propel a unit into hand to hand combat then the unit is moved in a straight line towards its target and will charge into front, side, or rear, depending on which aspect is facing the unit. If there is any doubt about where the unit charges it is best to assume the front is charged rather than the side, and the side rather than the rear.



The moved unit counts as charging in the first turn of hand to hand combat, however, as this could be the enemy's turn there may possibly be fresh enemies who have also charged and can therefore claim to strike first. If this happens then the chargers with highest initiative strike first, and if this is equal roll a D6 to decide which side goes first. Note that The Hand of Gork cannot be used to move Night Goblin fanatics.

### ERE WE GO

This spell remains in play in that it is placed next to the affected unit. However the spell is automatically ended at the start of the following magic phase and it can be cast again that phase.

### WAAAGH!

As with Ere We Go this spell lasts until the start of the next magic phase and the card may be placed next to the shaman to indicate that it is in play. The spell automatically ends at the start of the following magic phase and it can be cast again that phase.

### MORK WANT YA!

Mork Wants Ya is typical of spells that remain in play over several turns. Although it can be taken back by the caster during any subsequent magic phase it cannot be taken back and recast in the same phase. Remember a shaman cannot choose to end a spell in the same magic phase as it is cast, so it is not possible to use this spell to lift and drop in the same magic phase.



One moment there was the roar of battle; the next there was utter silence. Something sharp-beaked picked at his face. Kurt opened his eyes. With a shout he knocked the carrion bird aside and rose to his feet. He surveyed a scene of utter devastation. The battle was over. The plain and the hillside was strewn with bodies. The tail of the dragon-ogre twitched once and then the beast was still. Here and there men and dwarfs still moved. It seemed the Imperial army had possession of the field. In the distance he could hear the moans of the wounded and the sick wet rasping of a surgeon's hacksaw.

He picked up his staff and walked downslope to inspect the charred body of the Chaos Mage. A disgusting smell of burned meat filled the air. To his horror he saw that the eyes within the helmet were still open and watching him. He resisted an urge to drive his staff into the crumbling body. What unnatural vitality allowed the wizard to cling on to life after taking so much punishment, he wondered.



"Kurt? Kurt is that you?" The rasping voice emerging from that ruined throat shocked him, as much by its familiarity as by its strangeness. He squatted down beside the dying man.

"Yes, Jurgen, it's me." He said softly.

"It wasn't worth it. It wasn't worth what I gave up."

"Recanting on your deathbed?" Kurt could not keep the bitterness from his voice.

"No. My soul is pledged to Lord Slaanesh and even now he comes to collect it."

Kurt loosened the straps of the Chaos Mage's helm. He tugged it away to reveal the pale face below. It had Jurgen's features, subtly altered. The eyes were pink-pupilled. The mirthless smile revealed vestigial fangs. The whiteness of flesh contrasted with the blackened neck. Kurt forced himself to meet Jurgen's gaze.

"Why, Jurgen? Why did you do it? Why did you choose the dark path? Tiberias was kind to us. He taught us. He didn't deserve to die."

Jurgen laughed softly. "None of us deserves to die but we do. The gods use us as pawns in their struggles."

He coughed. The sound rattled eerily in his ruined chest. "I didn't mean to kill Tiberias. I took the key to the forbidden library, meaning to sneak away. The old fool interrupted me. I had tripped an alarm spell. You know what was the worst of it - he could have stopped me. He was a powerful mage and I was a mere novice. He could have stopped me with a word. I could not match his magic. But he just stood there dumbfounded when he saw it was me so I snatched up the nearest

thing at hand and hit him with it."

"Why did you take the books?"

"You already know the answer to that."

Kurt shook his head.

"Yes, you do. I took the books because I wanted to know what was in them. Just as you want to know what is in them."

"No, I don't."

"Yes you do. It is the curse of the wizard that we need to know. Especially Celestial Wizards - why else all that divination? We must know even the secrets of our own destiny. Why do you think Tiberias did not destroy the books - even he felt the temptation to read them. Now I know the answer they contain: we all die. Life has no meaning save what we give it. The books are in my saddle bag."

Jurgen laughed wildly. His laughter rose in pitch and was cut off by his death rattle. Kurt reached down and closed the Chaos Mage's staring eyes. He took the books from the saddlebags of Jurgen's dead mount.

They felt light in his hand and he could see no evil in them. They were simply slim leatherbound volumes of words, just like any other books. He felt a near overwhelming urge to open one and take a look. Just to make sure. What harm could it do? He was strong enough, stronger than Jurgen - he had proved it. Just one glance would not corrupt him. The desire to know what it was that the books contained was strong. What could be so bad? What unspeakable and blasphemous secrets were hinted at? The thought gave him a certain dark thrill.



Carefully he wrapped the books back in the silk and placed them on the ground before him. With a word he ignited them. As the flames leapt skyward, he felt unaccountably free. He knew that one day he would regret doing this, would lie awake at nights wondering about their contents but for the moment he had won a victory.

He sensed eyes upon him and turned to see two of the Emperor's warriors. One was the tall man he had spoken to the previous evening. The other was the one-eyed Trollslayer.

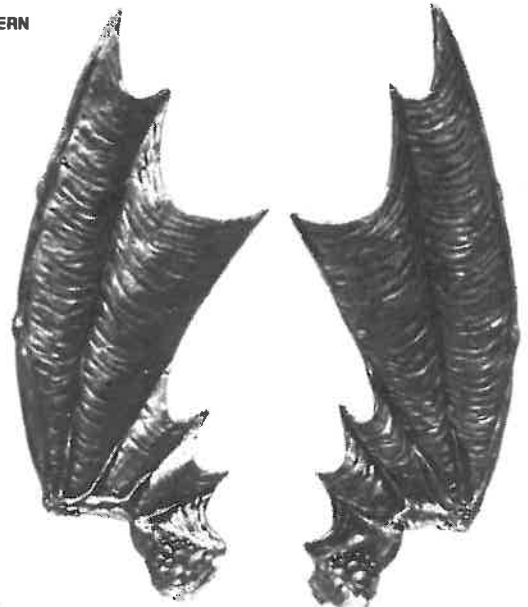
"Well, it's over. Your spell and the cavalry broke them. We won," said the man. There was a note of irony in his voice as he gestured to the heaps of dead. He pulled his tattered red cloak round him like a child seeking protection from the cold.

"Yes, we did," said Kurt, and for once there was no doubt in his voice.

THE COMPLETE ORC WAR WYVERN  
CONSISTS OF;  
1 x ORC SHAMAN RIDER  
1 x WYVERN BACKREST  
1 x WYVERN SADDLE  
1 x WYVERN BODY  
1 x WYVERN NECK  
1 x WYVERN HEAD  
1 x WYVERN TAIL  
1 x WYVERN LEG  
1 x RIGHT WING  
1 x LEFT WING

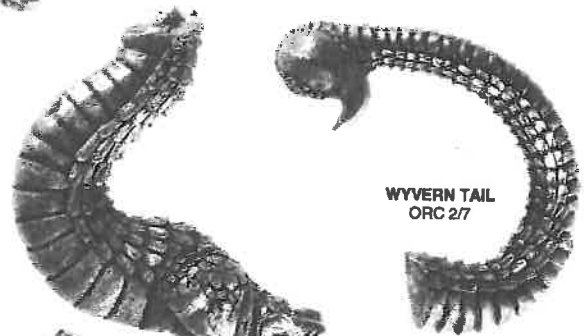


EXAMPLE OF A COMPLETED ORC WAR WYVERN



RIGHT WING  
ORC 2/10

LEFT WING  
ORC 2/9



WYVERN TAIL  
ORC 2/7



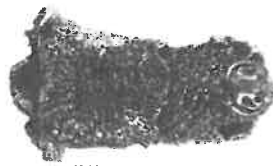
ORC SHAMAN RIDER  
ORC 2/1



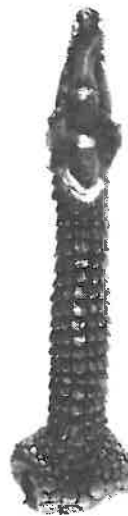
WYVERN BACKREST  
ORC 2/2



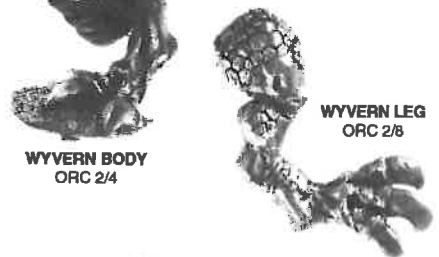
WYVERN HEAD  
ORC 2/6



WYVERN SADDLE  
ORC 2/3

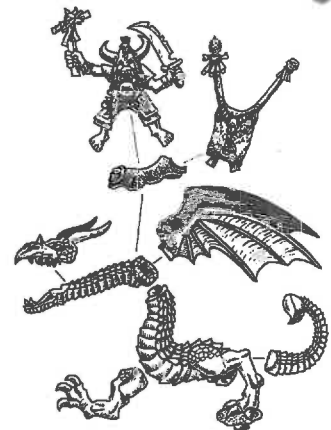


WYVERN NECK  
ORC 2/5



WYVERN LEG  
ORC 2/8

WYVERN BODY  
ORC 2/4



CONSTRUCTION DIAGRAM

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Designed by Trish And Aly Morrison

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# CHAOS SORCERERS



**SLARGASH THE DEFILER**  
073292/15



**SHREVE THE INQUISITOR**  
073292/9



**HUTK-NKE PLAGUE PRIEST**  
073292/16



**DARUMOGIT LIZARD PRIEST**  
073292/12



**DARK TORGT HELL GRIN**  
073292/8



**HARKTNAD BEASTSPAWN**  
073292/3



**VARNA-GTH  
THE PESTILANT**  
073142/12



**STABB THE ACOLYTE**  
073292/17



**VORL WARLORD**  
073292/6



**AZOTH SOUL FLAY**  
073292/5



**AHK'TOKH DAEMON CLAW**  
073292/1



**BAHL THE FACE LESS**  
073292/7

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Designed by Jes Goodwin and the Citadel Design Team

# EMPIRE

## BATTLE WIZARDS



**CELESTIAL WIZARD**  
073791/1



**BRIGHT WIZARD**  
073791/2



**GREY WIZARD**  
073791/3



**GOLDEN WIZARD**  
073791/4

## MOUNTED BATTLE WIZARDS



**EXAMPLE OF A COMPLETED IMPERIAL BATTLE WIZARD**



**MTD LIGHT WIZARD**  
073703/3



**MTD JADE WIZARD**  
073701/1



**MTD AMETHYST WIZARD**  
073702/2



**MTD AMBER WIZARD**  
073704/4

THESE MINIATURES ARE SUPPLIED WITH PLASTIC UNARMoured HORSES AS STANDARD

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Designed by Dave Andrews



# CHAOS FAMILIARS



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Designed by Jes Goodwin



JOHN BLANCHE

# WIZARD SUMMARIES

The following is a summary of all the different kinds of wizards detailed in the Warhammer Battle Bestiary, including their magic levels, the spell decks they can use and the number of magic items they can carry.

	Magic Level	Spell Decks	Magic Items
Beastman Shaman	1	Dark, any Chaos	1
Shaman Champion	2	Dark, any Chaos	2
Master Shaman	3	Dark, any Chaos	3
Shaman Lord	4	Dark, any Chaos	4
Chaos Sorcerer	1	Dark, one Chaos power, One Colour	1
Sorcerer Champion	2	Dark, one Chaos power, One Colour	2
Master Sorcerer	3	Dark, one Chaos power, One Colour	3
Sorcerer Lord	4	Dark, one Chaos power, One Colour	4
Demonettes	1 per 5 models	Dark, Chaos - Slaanesh, Amethyst	0
Dark Elf Sorcerer	1	Dark	1
Sorcerer Champion	2	Dark	2
Master Sorcerer	3	Dark	3
Sorcerer Lord	4	Dark	4
Goblin Shaman	1	Waaagh	1
Shaman Champion	2	Waaagh	2
Master Shaman	3	Waaagh	3
Shaman Lord	4	Waaagh	4
Great Unclean One	1	Dark, Chaos - Nurgle, One Colour	0
High Elf Mage	1	High, any Colour	1
Mage Champion	2	High, any Colour	2
Master Mage	3	High, any Colour	3
Mage Lord	4	High, any Colour	4
Horrors (Punk only)	1 per 5 models	Dark, Chaos - Tzeentch, Hight	0

	Magic Level	Spell Decks	Magic Items
Keeper of Secrets	1	Dark, Chaos - Slaanesh, One Colour	0
Liche	3	Dark (specifically Necromantic), One Colour	3
Lord Of Change	4	Dark, Chaos - Tzeentch, One Colour	0
Wizard	1	One Colour	1
Wizard Champion	2	One Colour	2
Master Wizard	3	One Colour	3
Wizard Lord	4	One Colour	4
Necromancer	1	Dark (specifically Necromantic), One Colour	1
Necromancer Champion	2	Dark (specifically Necromantic), One Colour	2
Master Necromancer	3	Dark (specifically Necromantic), One Colour	3
Necromancer Lord	4	Dark (specifically Necromantic), One Colour	4
Orc Shaman	1	Waaagh	1
Shaman Champion	2	Waaagh	2
Master Shaman	3	Waaagh	3
Shaman Lord	4	Waaagh	4
Plaguebearers	1 per 5 models	Dark, Chaos - Nurgle, Jade	0
Warlock Engineer	1	Skaven	1
Warlock Champion	2	Skaven	2
Master Warlock	3	Skaven	3
Grey Seer	4	Skaven	4
Vampire	2	Dark (specifically Necromantic), One Colour	2
Wood Elf Mage	1	Jade or Amber	1
Mage Champion	2	Jade and Amber	2
Master Mage	3	Jade, Amber and One Colour	3
Mage Lord	4	High, any Colour	4

# MAGIC PLAYSHEET

## MAGIC PHASE SEQUENCE

- 1 Determine Winds of Magic (2D6)
- 2 Deal magic cards
- 3 Cast spells

## WINDS OF MAGIC

The usual value for the Winds of Magic is 2D6. The Winds of Magic value is never higher than 1D6 for each individual wizard on the tabletop. Dead wizards and wizards unable to cast spells do not count.

## DEAL MAGIC CARDS

Shuffle the deck and deal out a number of cards equal to the Winds of Magic value. Deal these cards face down. Next deal the cards between the players starting with the player whose turn it is. All cards are dealt face down so that each player's cards are kept secret.

## CAST SPELLS

Players take it in turn to cast a spell, starting with the player whose turn it is. The player chooses one of his wizards and selects one of that wizard's spells. The player declares the name of the spell and places the card face up on the table together with the number of power cards required to make it work. The spell will automatically work unless the opposing player can dispel it in some fashion (see Dispels). Work out the effects of the spell as described on the card. The spell card is placed face down to show it has been cast, or placed face up on the table if it remains in play. The power cards used to make the spell work are placed on a discard pile.

The opposing player repeats this procedure: he chooses a wizard and selects a spell to cast. Play continues in this way until neither player is able to cast any more spells. The magic phase is then ended.

A spell may only be cast once per magic phase, except in the case of Necromantic spells which can be cast repeatedly if desired. This means that a wizard with 3 spells, for example, may cast 3 spells in the magic phase. Once spells have been cast they cannot be cast again until the following magic phase or, in some cases, until their effect is complete.

## DISPELS

A Dispel is an attempt to countermand or negate a magical spell by means of counter magic. There are several different forms of Dispel. There are Dispel Scrolls, Dispel Magic cards, and some magic items also function as Dispels. Dispel Scrolls always work but can only be used once. A Dispel Magic card will generally work on the D6 roll of a 4, 5 or 6.

When the enemy casts a spell you may attempt to dispel it by playing a Dispel card. The Dispel succeeds on the roll of a 4, 5 or 6, although this can vary as described below. If your first attempt fails you may play another, and you may continue to play Dispels until you have none left.

The first Dispel attempted against a spell is always assumed to have been cast by your highest level wizard. If this fails, the next Dispel is from your next highest wizard, and so on. Once all your wizards have attempted (and failed) to dispel a spell then you can still use any further Dispels you have but you will require 5 or 6 to succeed rather than 4, 5 or 6.

Wizards receive a +1 bonus when they attempt a Dispel against a spell cast by a lower level wizard. They will therefore dispel successfully on the D6 roll of a 3, 4, 5 or 6.

Wizards receive a -1 penalty when they attempt a Dispel against a spell cast by a higher level wizard. They will therefore dispel successfully on the D6 roll of a 5 or 6.

In the case of a Dwarf army Dispel cards always work on the D6 roll of a 4, 5 or 6 regardless of the level of the casting wizard.

## HIGH AND DARK MAGIC

If an army's wizards have at least one High Magic or at least one Dark Magic spell then they may change their deal from the Winds of Magic.

An army with High Magic may discard any power cards in favour of randomly dealt replacements.

An army with Dark Magic may discard any special cards in favour of randomly dealt replacements.

## NECROMANTIC MAGIC

An Undead wizard may cast the same Necromantic spell more than once in the same magic phase. There is no restriction in the number of times a spell may be cast, except that it is not possible to successfully cast Vanhels Danse Macabre more than once upon the same target.

## WAAAGH MAGIC

All Orc and Goblin Shamans must take a Waaagh test once the Winds of Magic have been dealt.

1. Count up the number of Orc and Goblin units within 12" of the Shaman.
2. Add +1 for each unit in hand-to-hand combat within 12". The total of 1+2 is the Eadbanger value.
3. Roll a D6. Add the Shaman's magic level if he is an Orc.

If the dice roll is more than the Shaman's Eadbanger value he is unaffected and may cast spells normally this turn. Otherwise the Shaman has failed the test and is subject to one of the following reactions. Roll a D6.

## EADBANGERZ CHART

- 6 Discard 1 magic card of your choice.
- 5 Discard 1 random magic card.
- 4 The shaman may cast no further spells this magic phase.
- 3 Discard 1 random Waaagh spell card.
- 2 Orc/Goblins in base contact must roll equal to or less than their toughness on a D6 or else are slain. The shaman may do nothing until the start of the following magic phase.
- 1 The shaman's head explodes killing him instantly. Orcs/Goblins in base contact are slain unless they can roll equal to or less than their toughness as described above.

## SKAVEN WARPSTONE

Skaven Sorcerers carry the following amount of warpstone. This is represented by warp tokens.

Warlock Engineer	D3-2	Warlock Master	D3
Warlock Champion	D3-1	Grey Seer	D3+1

Skaven sorcerers may consume warpstone to power or help power their spells. Each piece of warpstone consumed is equivalent to one power card. Each time a Skaven uses warpstone to cast a spell a Warp test is taken. Roll a D6. If the total is more than the number of pieces of warpstone consumed the Skaven is not affected. If the total is the same or less than the number of pieces of warpstone used to cast the spell then the Skaven turns into a Chaos Spawn and the spell is not cast.





HIGH ELF MAGE



MARAUDER ELF MAGE RIDING A UNICORN



FAMILIAR



SKAVEN GREY SEER



FAMILIAR



NIGHT GOBLIN SHAMAN



## BATTLE WIZARDS

The practice of magic within the Empire was sanctioned by Magnus the Pious in the time of the great war against Chaos. He set up the eight colleges of magic in Altdorf, an institution which has ensured a constant supply of battle wizards within the Empire. In times of war these wizards join the armies of the Empire to unleash their mighty powers upon the foes of the Emperor.



LIGHT WIZARD



CELESTIAL WIZARD



JADE WIZARD



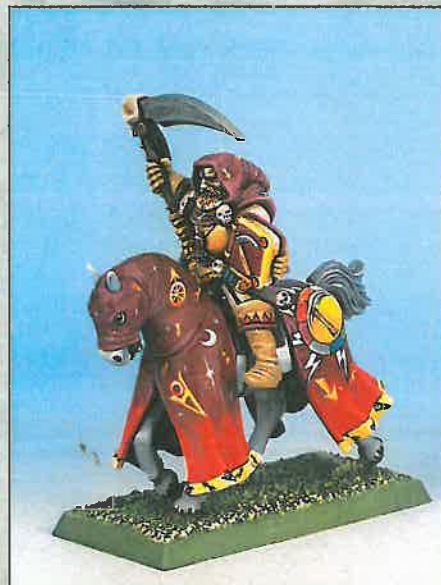
GOLDEN WIZARD



GREY WIZARD



AMBER WIZARD



AMETHYST WIZARD



BRIGHT WIZARD