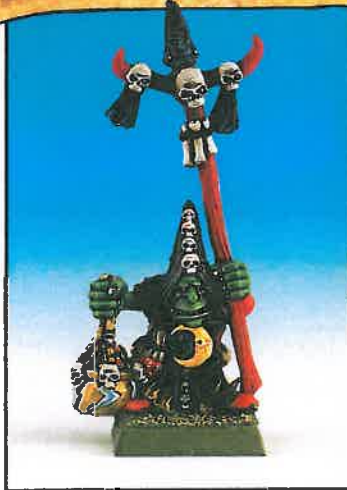


WARHAMMER MAGIC

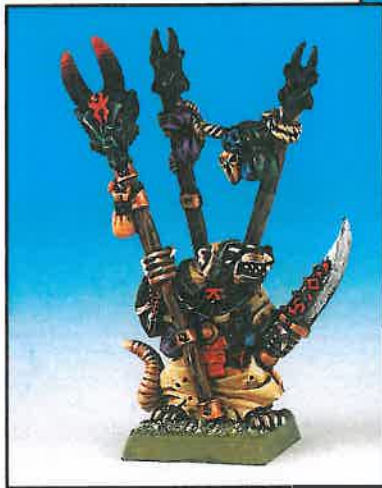


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As they swirl around the battlefield, the raw energies of the Winds of Magic are harnessed by powerful wizards to cast devastating spells of mass destruction. All the while, mighty heroes wield deadly enchanted weapons and powerful artifacts in their quest for victory and the spoils of conquest.



▲ Night Goblin Shaman.



▲ A Skaven Warlock of Clan Skryre.

▼ Forest Goblin Shaman.



▲ Wizard's Familiars come in almost as many guises as their masters.



▲ A Dark Elf Sorceress astride her Dark Pegasus engages a War Wyvern and its Orc Shaman master in a deadly duel of might and magic. Powerful wizards of the Warhammer World often tame fabulous monsters to act as their steeds and carry them into battle.

▼ Thyrus Gormann, Supreme Patriarch of the Colleges of Magic, and leader of all the wizards of the Empire.



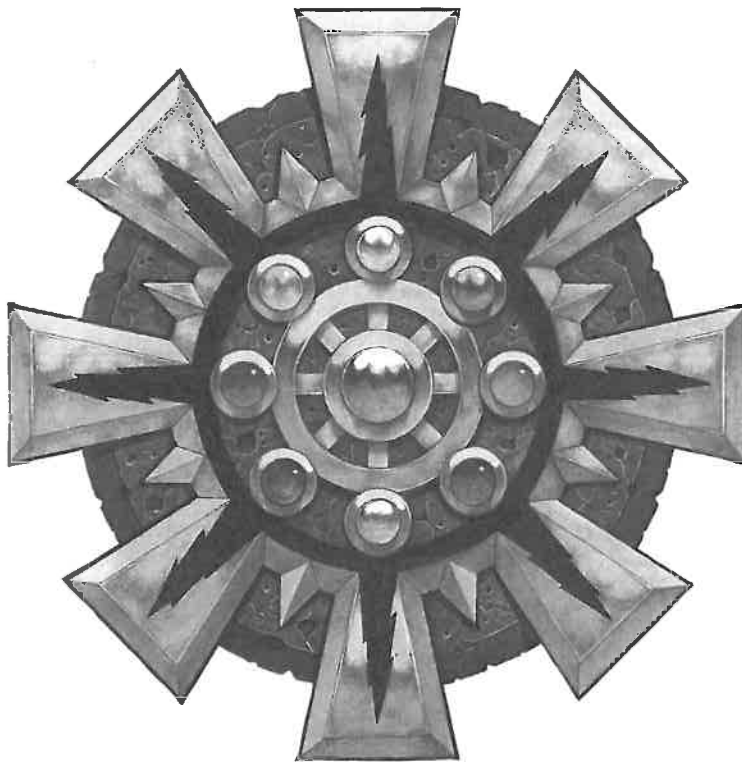
▲ A Chaos Sorcerer is a wizard whose lust for power has driven him to the worship of the Chaos Gods.

▼ A Dwarf Master Runesmith and his guards make ready the mighty Anvil of Doom.



WARHAMMER[®] MAGIC

BY RICK PRIESTLEY



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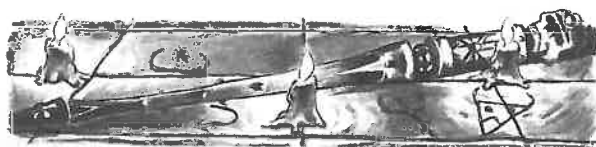
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· PREFACE ·

WIZARDS AND MAGIC

Wizards are not like ordinary mortals, their minds exist in two worlds at once: the everyday world of shadows and the blazing ethereal world of magic! When a wizard takes to the battlefield he sees not only the physical forms of the embattled armies but also their ethereal or magical forms. He hears the mortal cries and horn blasts, but he is also aware of wailing spirits as they flee from fatally wounded bodies and dissipate into the ether. Consequently, the battlefield is a bizarre and disturbing place for a wizard.

Wizards see magic far more vividly than they see ordinary, mundane things. To a wizard other wizards stand out like fiery beacons on the darkest night, and their conjurations are visible as seething multi-coloured energies boiling and tumbling furiously like tornados of magic. Mortal things are dull and shadowy in comparison, whereas wizards, magic items, Daemons, and all things magical become brilliantly visible.

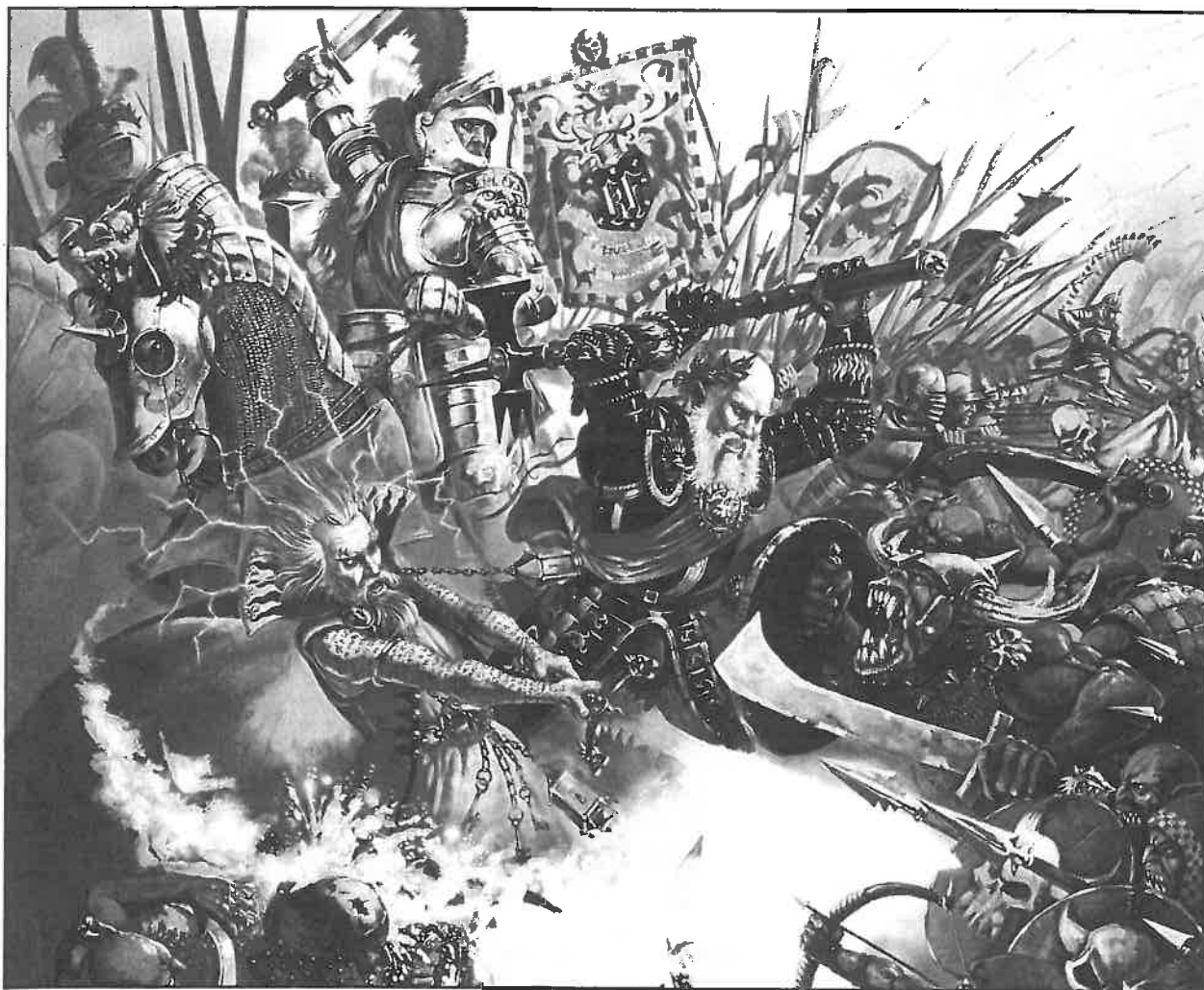
A wizard sees his rival sorcerers preparing spells even before they are cast, sensing the power gathering

around them long before the spell is ready. By its shape, colour and mass he judges what kind of spell is being prepared, and can make ready with counter magic of his own. Thus magic becomes a game of anticipation and bluff, of gathering energy to protect or destroy, and of bitter personal rivalry amidst the seething clash of arms.

MAGIC IN THE WARHAMMER GAME

The interplay of wizards is represented by means of cards. These cards represent magical energies which can be used to cast spells or to counter spells cast by an enemy.

Warhammer Magic introduces wizards and magic into the Warhammer game. It covers spells and spellcasting, and includes spell cards for the magic-using Warhammer races. It also covers magic items, and has magic item cards for every magic item in the game with the exception of those items unique to individual special characters. In short, Warhammer Magic includes everything you need to use wizards and magic items.



INTRODUCTION

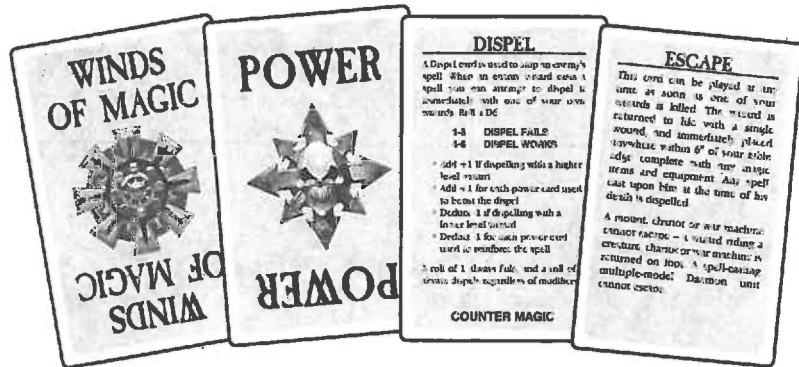
Warhammer Magic contains rules for using spells and magic items in the Warhammer game. This rulebook explains how the system works, how wizards cast spells and counter spells cast by their opposite numbers, and how the various magic items affect the individuals or units that carry them.

The Warhammer Magic box includes cards – lots of cards! The most important are the winds of magic cards which are used to power spells and counter magic. The

remaining cards represent either spells or magic items. To begin with it is best to separate the various cards into their deck types. The spell cards are distinguished by colour and design into the types noted below, whilst the magic items are similarly divided into a number of different types by colour and design.

In addition to the card decks and this rulebook, the box contains templates and counters of various types which are used to represent the effects of some spells.

CONTENTS OF THE BOX		
1 Rulebook	Magic Item decks:	Templates:
Cards:	Magic Armour	Da Krunch
36 Winds of Magic cards	Bound Spells	Soul Drain
7 Spell decks:	Enchanted Items	Arnurzpal's Black Horror
20 Battle Magic cards	Magic Standards	Poison Wind
10 Waaagh! Magic cards	Wards	Vermintide
13 Skaven Magic cards	Magic Weapons	Pestilent Breath
10 High Magic cards	Wizards Arcana	Stream of Corruption
10 Dark Magic cards		Wind of Death
10 Necromantic Magic cards	Counters:	Eruption
10 Chaos Dwarf Magic cards	12 Skaven warp tokens	Flames of Azgorh

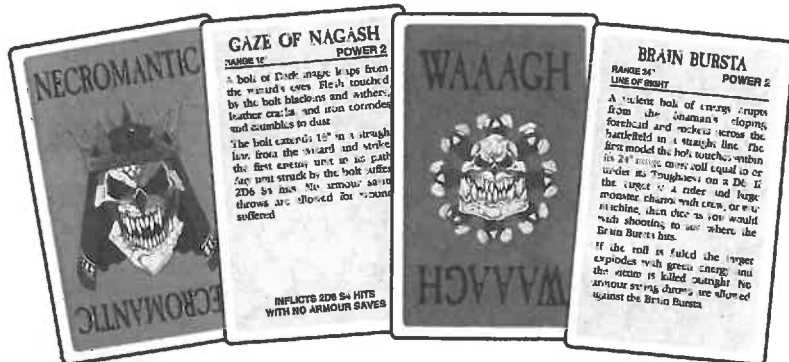


WINDS OF MAGIC CARDS

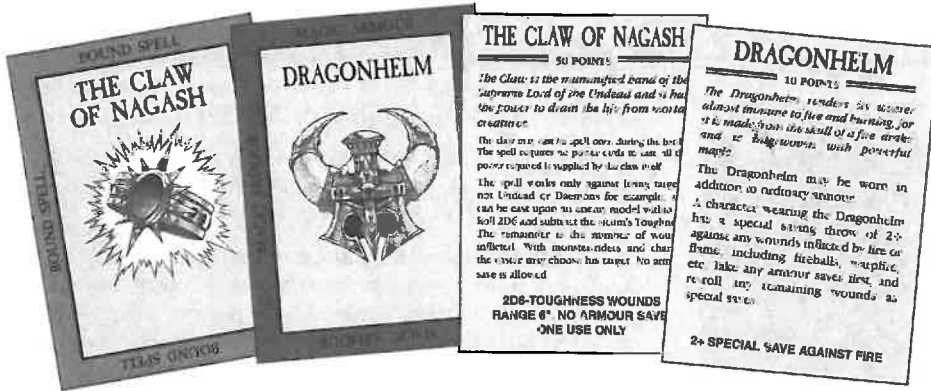
The Winds of Magic card deck contains 36 playing card style cards. The cards are shuffled and dealt during the game and used to cast spells and counter those cast by your opponent.

SPELL CARDS

There are 83 spell cards divided into 7 different decks. Different sorts of wizards use different sorts of spells, so it is necessary to keep the decks separate. Sort out the cards into their decks – a rubber band or zip-lock bag is ideal for keeping the decks together.



MAGIC ITEM CARDS



TOKENS

We have included a number of Skaven warp tokens which are used in conjunction with the special magic rules for Skaven, as described later.



There are 225 magic item cards divided into 7 different decks. For the sake of convenience separate the magic items into their individual decks in the same way as the spell cards.

TEMPLATES

Warhammer Magic makes use of a number of templates. Most of these are identical in size and shape to the large round templates in the Warhammer game. As well as providing illustrations that are more appropriate than the standard templates, these are included because it is sometimes necessary to leave a template in place over several turns. However, where it is convenient templates of the same size can be used interchangeably.



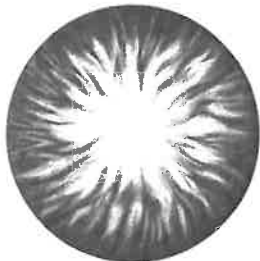
Wind of Death



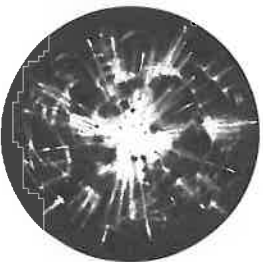
Poison Wind



Soul Drain



Flames of Azgorh

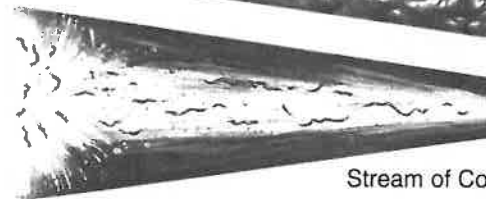


Eruption



Arnuzipal's Black Horror

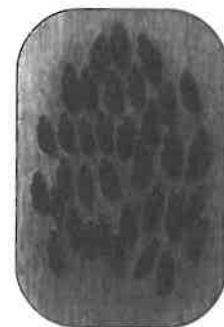
In addition you'll find the oddly shaped templates used to represent the spells *Da Krunch*, *Vermintide* and *Pestilent Breath*. We have also included a template for the Chaos spell *Stream of Corruption* which uses the same shape template as *Pestilent Breath*.



Stream of Corruption



Da Krunch



Vermintide

WIZARDS AND SPELLS



Heinrich Keimmler, the Libemaster

Wizards cast spells and, equally importantly, they can also counter spells cast by the enemy. Some armies depend upon their wizards more than others, but only one army – Dwarfs – has no wizards at all. Before reading the detailed rules for wizards and spellcasting we'll take a broad look at how spells are cast in the game.

OVERVIEW

In the Warhammer game spells are represented by cards which are held by individual wizards. Each wizard has the ability to use 1, 2, 3 or 4 spells, depending upon how powerful he is. We assume that the wizard knows many more spells than this, but he only has the aptitude to memorise and prepare a limited number prior to a battle. These spell cards are dealt to each wizard at the start of the game, and can be used by him (or her... or it) during the battle.

There are many different types of magic spell in the Warhammer game. Some are specific to certain races such as Orc Waaagh! Magic and Skaven Magic. The most common kind of magic is called Battle Magic, and for purposes of explanation we'll assume players are using these spells. Battle Magic is used by Empire and Bretonnian armies, High Elves, and some other forces as we shall see.

HOW SPELLS WORK

Each wizard has his own magic spells in the form of spell cards. In the magic phase of his own turn a wizard may cast any or all of his spells once.

In order to cast a spell a wizard must expend power. The amount of power available to each side is determined by dealing winds of magic cards to both players at the start of each magic phase. Some winds of magic cards represent power, others represent counter magic in the form of dispels of one kind or another as we shall see later.

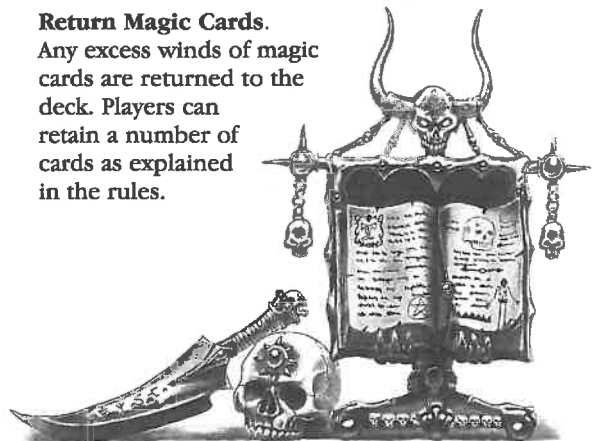
During his own magic phase a player casts spells with his wizards, expending power from his hand of cards as he does so. As each spell is cast his opponent can make one attempt to dispel it.

At the end of the magic phase players may retain unused winds of magic cards in their hand for use in following turns. Each side can retain up to a maximum number of one winds of magic card for each wizard in the army. This encourages players to consider their magical strategy and plan ahead, either to 'power up' a big spell or build up a good hand of counter magic to oppose the enemy.

THE MAGIC PHASE SEQUENCE

In the magic phase the game proceeds in a set sequence just as it does during other phases. Each of these steps is described in detail in the rules that follow:

- 1 **Distribute Winds of Magic.** The player whose turn it is determines the number of winds of magic cards to be divided between each side as described later.
- 2 **Cast Spells.** The player whose turn it is casts spells one at a time. As each spell is cast his opponent may make one attempt to counter it as described in the following rules.
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WIZARDS

In Warhammer we refer to all spellcasting creatures as wizards. Be they human wizards, Orc or Goblin Shamans, Skaven Seers, or Chaos Sorcerers, the term wizards stands for all. Bizarrely enough, some Daemons and units of Daemons can also cast spells, and in this respect they are also 'wizards' in terms of the game rules. Some magic items endow an otherwise ordinary character with the abilities of a wizard, in which case he is also considered to be a wizard for our purposes.

FOUR LEVELS OF WIZARD

For convenience sake we divide wizards into four ability levels of which the least is level 1 and the greatest is level 4. Of course, we accept that this is a crude division, and that in reality there might be many shades of distinction or grades of competence between different wizards. However, for gaming purposes a division into four is sufficient for our needs. These are generally described as follows.

Level 1	Wizard
Level 2	Wizard Champion
Level 3	Master Wizard
Level 4	Wizard Lord

Again, these titles are quite arbitrary, and an individual character might be known by a much grander and more individual title in real life. Amongst some races wizards



Empire wizard

are called Mages, Shamans or Sorcerers, and in these cases we refer to them as Shaman Champions, Master Shamans and Shaman Lords, but other than the change in title there is no difference between these individuals and other wizards.

SPELLS

Wizards are assumed to know dozens of different spells, or possibly even hundreds, from complicated time-consuming rituals to party tricks, charms and minor alchemies. However, when it comes to a battle only a limited selection of magic is of any value. In addition, it takes quite a bit of mental energy for the wizard to hold many of these aggressive and dangerous spells in his head at once. Consequently, the number of spells a wizard can take into a battle is limited to his level number as shown below.

<i>Level</i>	<i>Wizard Type</i>	<i>No. of Spells</i>
Level 1	Wizard	1
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The number of spells a wizard has and his level are effectively the same. Should a wizard lose a level the player must surrender a spell so that the number of spells is never greater than the wizard's level.



Wood Elf Mage

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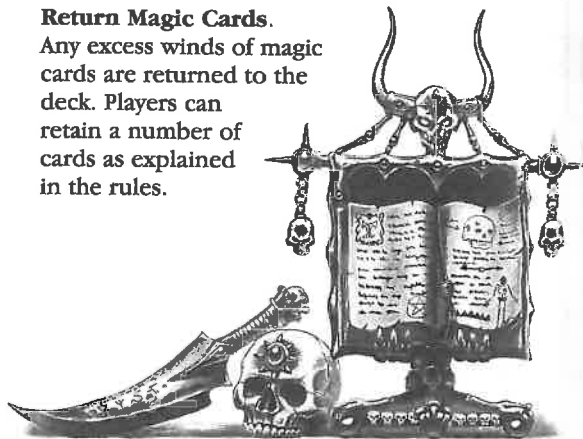
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Wood Elf Mage

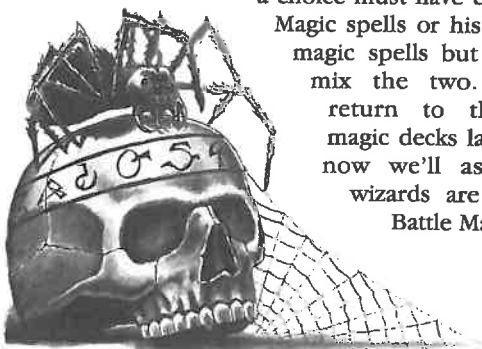


ALLOCATING SPELLS

Spells are allocated to wizards at the start of the battle, before the first turn. You will only require one copy of Warhammer Magic; the set contains enough spell cards for both sides to use.

Generally speaking, most wizards use the spells from the Battle Magic spell deck. There are 20 cards in this deck, including repeats of the most useful spells. This means that even if no other spells are used there will be plenty to equip your wizards.

Some races have their own magic which they can use instead of Battle Magic. A few races must use their own magic (Orcs, Goblins and Skaven for example), but other races have a choice (High Elves and Chaos for example). A wizard who is allowed a choice must have either Battle Magic spells or his own racial magic spells but he cannot mix the two. We shall return to the special magic decks later, but for now we'll assume that wizards are using the Battle Magic deck.



Allocate spells at the start of the game as follows:

- 1 Each player declares the level of each wizard in his army.
- 2 The Battle Magic card deck is shuffled and dealt out face down to the wizards. Each wizard receives one spell for each magic level – these will be the spells that the wizard has for the duration of the game.
- 3 If there are insufficient spell cards to go round, deal to the highest level wizards first and then the lowest. Where necessary, the lowest level wizards must dice to decide which of them receives the remaining spells.

Once spells are allocated they remain fixed for the duration of the game. Wizards cannot swap spells between themselves, nor may they exchange spells they have been dealt. Each wizard's pile of cards must be kept distinct. If several wizards are involved on each side it is recommended that players note down on their roster sheets which spells belong to which wizards.

Note that where there are insufficient spells to equip all wizards some will go without or have fewer than normal. This is fine and serves as a natural limit on the amount of magic in the game.

For example: a High Elf army is fighting against an Empire Army. The High Elves have a level 4 and a level 2 wizard whilst the Empire has a level 4 and a level 1 wizard. All elect to use Battle Magic (the High Elves have the choice of Battle Magic or High Magic) and the cards are dealt between them. The level 4 wizards receive four spells each, the level 2 wizard receives two spells and the level 1 wizard one spell.

WIZARDS AND ARMOUR

Wizards may not wear armour, as the close proximity of large masses of metal inhibits their ability to use magic. Therefore, as a general rule, wizards don't wear armour and for this reason the option is not included in the army lists. However, barding for horses is allowed where appropriate, see the army lists for details.

There are some exceptions, the most common being Chaos Armour worn by Chaos Sorcerers. Similar, though less common, is Skaven Warpstone Armour. Other exceptions are mostly associated with special characters, such as the Armour of Nagash.

A character who gains magical abilities thanks to a magic item can have armour if it is normally permitted by his army list. In this case the character's magical ability is vested in the magic item, and the presence of metallic armour does not affect his powers.

CASTING SPELLS

During the magic phase of his own turn a wizard may cast each of his spells once. In order to cast a spell the player must expend magical power. The amount of power available to the player will therefore determine how many spells can be cast that turn.

A wizard's power comes from the swirling magical energies that blow over the Warhammer World. Because of the way these energies ebb and flow they are referred to as the **winds of magic**. This energy is represented by cards dealt to the players from the Winds of Magic deck at the start of the magic phase.

As we shall see, some spells are easier to cast than others, some require 2 or 3 points of power whilst others require only 1. The more potent a spell is the more power is required to cast it.

WINDS OF MAGIC CARDS

The Winds of Magic cards are used to determine how much magical energy the wizards have to cast spells and counter those of their enemy. Broadly speaking, there are three types of card:

Power	There are 22 power cards plus the Total Power card.
Counter Magic	This includes 8 Dispels plus one each of Mental Duel, Destroy Spell, Rebound and Drain Magic.
Escape	The Winds of Magic deck includes a solitary Escape card – which can be very useful, as you will discover!

The Winds of Magic cards are used in the following fashion.

1. At the start of each magic phase the player whose turn it is rolls 2D6 to determine how many cards are available representing the strength of the winds of magic.
2. The pack is shuffled and the indicated number of cards is divided between the players, the player whose turn it is receiving any odd card.

WINDS OF MAGIC CARDS

The Winds of Magic card deck comprises the following cards:

22 Power

Power cards are the most important cards in the deck. In order to cast a spell, a wizard must expend the appropriate number of power cards. A 1 power spell requires the player to give up 1 power card, a 2 power spell requires 2 power cards, and a level 3 spell 3 power cards. Power cards can also be used to improve your chances of an effective Dispel or to reinforce a spell that is being cast.

1 Total Power

This card provides all the power required to cast any single spell. A spell cast with Total Power cannot be dispelled, and all counter magic cards are useless to prevent it being cast. If the spell remains in play then it can be dispelled in subsequent turns as described later.

8 Dispel

Dispel cards are used to try and stop an enemy's spell. When an enemy wizard casts a spell you can attempt to dispel it using a Dispel card. Dispels are not automatic, but depend on a successful dice roll as shown on the card.

1 Mental Duel

This card is a special kind of dispel. It functions exactly like a Dispel, as described above.

In addition, the dispelling and casting wizards are drawn into a mental duel. Both wizards add the score of a D6 to their magic level. The highest scoring wizard inflicts 1 wound on his adversary. No armour save is allowed against this wound, but magical wards and other special saves can save. See the section on Magic Items for more discussion about special saves.

1 Destroy Spell

This card is a special kind of Dispel. It functions exactly like a Dispel, as described above.

If the enemy's spell is successfully dispelled roll another D6. On the score of a 4 or more the spell is not only dispelled but removed permanently from the wizard's hand. In effect the spell is destroyed!

1 Rebound

This card is a special kind of dispel. It functions exactly like a Dispel, as described above.

In addition, if the dispel is successful the rebounding player can cast a spell of his own up to the same power value. Note that the rebounding player does not have to expend his own power cards at all, the enemy's own power is rebounded in the form of a spell. The enemy may dispel the rebounded spell by using a Dispel or other counter magic card in the normal manner.

1 Drain Magic

This card automatically dispels the spell being cast plus all spells currently in play. All magic cards held by both sides are returned to the deck immediately and the magic phase is ended.

In addition, on the D6 roll of a 4+ the magic level of the wizard using the Drain Magic is reduced by -1. A wizard losing a level must surrender a spell of his choice so that he has no more spells than permitted by his magic level. A wizard can be reduced to a level of zero and still continue to use counter magic, but if reduced below zero he is automatically killed.

1 Escape

This card is useful to keep until you need it. It can be played at any time as soon as one of your wizards is killed. The wizard is returned to life with a single wound, and immediately placed anywhere within 6" of the player's own table edge.

HOW TO CAST SPELLS

A player can cast spells in the magic phase of his own turn. After the strength of the winds of magic has been established the cards are dealt as described above and the player can proceed to cast spells:

- 1 **CAST.** The player declares that he is casting one of his wizard's spells. The spell card is laid on the table together with the number of power cards required to cast it (or the Total Power card if this is being used - more about this card later).
- 2 **COUNTER.** The opposing player may attempt to counter the spell using a counter magic card. The player can add additional power cards from his hand to boost the chance of success as explained below.
- 3 **REINFORCE.** The caster can expend further power to reinforce his spell, decreasing his opponent's chance of dispelling as explained below. *Note that the dispelling player has to put up **all** his power cards before the caster decides whether to reinforce his spell or not.*
- 4 **SPELL FAILS.** If the spell is successfully countered then it does not work. The spell cannot be cast again that turn, but it can be cast thereafter as normal. All cards used to cast or counter the spell are returned to the Winds of Magic deck. If the spell has been countered by a card other than Dispel then proceed to work out any further effect as described - eg, Drain Magic, Rebound, etc.
SPELL SUCCEEDS. If the spell is not countered then proceed to work out its effect as described on the spell card. The spell cannot be cast again that turn. If it *Remains in Play* or *Lasts 1 Turn* the card is left in place to show this (see below). All cards used to cast or counter the spell are returned to the Winds of Magic deck.
- 5 **CAST AGAIN.** The casting player selects a wizard and declares he is casting one of his remaining spells. This spell is cast and can be countered as before. The player continues to cast spells in the same way until he decides to stop, runs out of power or runs out of spells to cast.

IMPORTANT RULE

Note that *only* one attempt can be made to counter any spell when it is cast.

BOOSTING DISPELS

The basic chance of a Dispel working is 4+ against a wizard of equal level, 5+ against a higher level wizard and 3+ against a lower level wizard as explained on the cards.

Boosting Dispels

When a wizard attempts a Dispel the player may improve his chance of success by using one or more power cards to boost the counter magic dice roll. Each power card used in this way adds +1 to the dice roll. However, a roll of 1 is **always** considered a failure regardless of the number of power cards used to boost the Dispel.

Reinforcing Spells

A wizard may decide to reinforce his spell once the enemy has declared his counter attempt. Each extra power card added to the spell will reduce the Dispel roll by -1. However, a roll of 6 will **always** dispel, regardless of the amount of power used to reinforce a spell.

Unique Counter Cards

Counter cards that work like a normal Dispel can be boosted in exactly the same way as a Dispel card, for example Rebound, Destroy Spell etc.

Total Power/Drain Magic

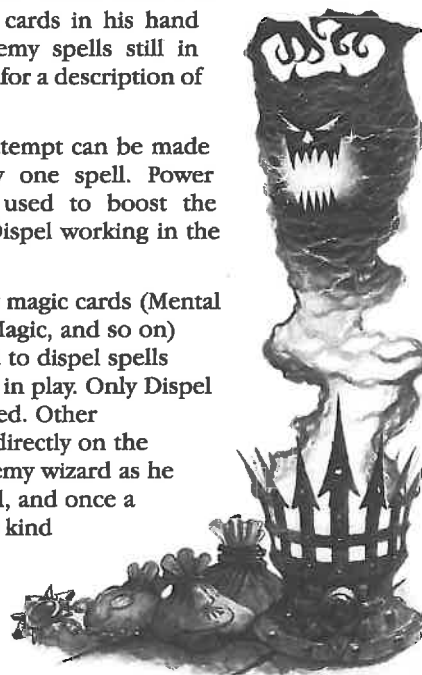
A spell which is cast with the Total Power card **cannot** be countered, and a Magic Drain will **always** counter a spell **unless** it has been cast with Total Power or with the aid of a magic item which is the equivalent. Power cannot be used to either boost counter magic or reinforce spells in these cases.

CASTER'S COUNTER MAGIC

Once he has finished casting his spells, the player whose turn it is can use Dispel cards in his hand against any enemy spells still in play (see below for a description of these spells).

Only a single attempt can be made to counter any one spell. Power cards may be used to boost the chance of the Dispel working in the normal way.

Unique counter magic cards (Mental Duel, Destroy Magic, and so on) **cannot** be used to dispel spells that are already in play. Only Dispel cards can be used. Other counters work directly on the mind of the enemy wizard as he is casting a spell, and once a spell is cast this kind of counter magic becomes ineffective.



DISCARD WINDS OF MAGIC

After the player whose turn it was has attempted to dispel any enemy spells still in play, both players must surrender any excess winds of magic cards left in their hand.

Retaining Cards

Players may retain some winds of magic cards from turn to turn, but the number of cards a player can keep in this way is restricted. A player can retain up to one card for each wizard in his army. In fact some magic items allow more winds of magic cards to be retained as we shall see later.

Once both players have adjusted their hand of winds of magic cards the magic phase is over for that turn. Any discarded cards are returned to the deck which is shuffled in readiness for the following turn.

'Wizards'

Remember that the term 'wizard' is taken to represent all spellcasting creatures, including some Daemons as well as characters endowed with the qualities of a wizard by a magic item such as the 'Crown of Sorcery' or 'Talisman of Hoeth'. Bizarrely enough a unit of Daemons can also be a 'wizard' and can cast spells. One winds of magic card can be retained by the player on behalf of each of these different kinds of wizards.

SPELLS IN PLAY

Most spells are cast instantly and their effect is worked out at once, for instance a 'Fireball' is cast, it strikes a target, and damage is resolved. In this case the spell card is returned to the player's hand, and, although it cannot be cast again that magic phase, it can be cast afterwards as normal.

Some spells last for longer than this and these are said to either *Remain in Play* or *Last One Turn*.

Remain in Play

Once cast some spells continue to have an effect from turn to turn. These spells are said to *Remain in Play* and this is indicated on the spell card itself. When the spell is cast the card is placed beside the target to indicate that it is affected by the enchantment.

An example of a spell which remains in play is the Battle Magic spell *Net*. When this spell is cast the target is fixed in place by a magical net and cannot move until the Net is dispelled. The card is placed next to the target to indicate that it is netted.

Last One Turn

Some spells have an effect which lasts for the duration of a turn. These spells last from the moment they are cast until the start of the casting player's following magic phase. This means they will last throughout the enemy's turn and for the movement, shooting and close combat phases of the caster's following turn also.

Spells which last one turn are automatically dispelled at the start of the player's following magic phase and can be cast again that phase. It is good practice to remove all such spells at the very start of the magic phase, as this will save confusion later.



INTEGRITY OF SPELLS IN PLAY

Once a spell is cast it is free of the mind of its creator and has its own magical integrity. A spell which remains in play will continue to exist until it is dispelled. It will continue to exist even if its caster is killed, incapacitated or leaves the table. A spell which lasts one turn will also continue to exist if its caster is killed; it is dispelled at the start of the player's following magic phase as normal.

Ending Your Own Spell

A wizard who casts a spell which remains in play may dispel it automatically at the start of his own magic phase without expending a card to do so. He may cast the spell again that turn if he wishes. In this case we assume the wizard has prepared a special counter charm which enables him to instantly return the spell to his mind.

Dispels/Counters

Spells in play are always dispelled on a basic 4, regardless of the relative levels of the casting/ dispelling wizards. When using a Dispel against a spell in play the dice roll required is not based on the original caster's and dispeller's relative magic levels.

Drain Magic

A Drain Magic card played to counter another spell as it is cast will automatically remove all spells in play from both sides and brings the magic phase to an immediate end. However, a Drain Magic cannot be played specifically against a spell in play.

Note. Astute players will realise that the unique counters rely upon conditions which often do not apply to spells in play – the caster may be dead and therefore impossible to engage in a Mental Duel. It is therefore both logical and convenient to disallow all counters.



Morathi, Hag Sorceress of the Dark Elves

FLEEING WIZARDS

A wizard who is fleeing cannot cast spells and he cannot use counter magic against his enemy's spells. He is too busy running away!

If a wizard is fleeing then the player cannot retain a winds of magic card on his account.

A SIDE WITH NO WIZARDS

If an army does not include wizards, or if all of its wizards are fleeing or otherwise incapacitated, the player is still able to use a limited amount of counter magic. This represents the general ebb and flow of magical energy and the normal everyday difficulties encountered when casting spells.

Dispels

If an army has no wizards it is dealt winds of magic cards as normal. The player can make use of any Dispel cards and he can use power cards to boost his chance of an effective dispel as already described. However, he counts his own magic level as '0' and so requires a basic score of 5+ for a successful dispel against enemy wizards.

Drain Magic

The player can also use the Drain Magic card, representing a sudden catastrophic flux in the flow of

magical energy. Because he has no wizard the player cannot suffer loss of his own magic level due to magical drain.

Other Counters

Apart from Dispels and Drain Magic the player cannot use other counter magic. He has no wizard to engage in a Mental Duel, to Rebound an enemy's magic, to expose and destroy an enemy's spell, and so on.

Retaining Winds of Magic

A player with no wizards cannot retain winds of magic cards from turn to turn. However, a magical item might allow this, the most obvious example being the Dwarf Runesmith's Anvil of Doom (see Warhammer Armies Dwarfs).

Dwarfs

Dwarfs are an exceptional race with strong and innate anti-magical properties. They have no wizards, but even so they dispel on a base score of 4+ rather than 5+ as would any other race with no wizards.

If a Dwarf army includes the Anvil of Doom then it will be able to make use of the full Winds of Magic deck and can retain cards from turn to turn as explained in the Warhammer Armies Dwarf book.

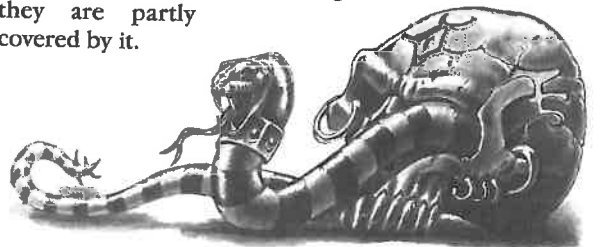
SPELLS WITH TEMPLATES

Many spells utilise a template, either one of the large round templates or a special shaped template such as Da Krunch! and Vermintide.

When using templates any models whose base is at least half under the template are considered to be beneath the template. Models whose bases are less than half covered are lucky enough to escape. If you can't easily tell then roll a D6 to decide: 1-3 the model escapes, 4-6 the model is caught.

In the case of war machines with separate crew figures each crewman is considered separately. A machine itself is considered to be beneath a template if it fills at least half of the template area. The same principle holds good for deciding whether buildings or other structures lie beneath a template should you want to know! Because of the shape of some machines and structures there will always be room for doubt, so a player must be prepared to use common sense or simply roll a dice to decide: 1-3 - Not Affected, 4-6 - Affected.

The term 'beneath' is used with this precise meaning in the spell descriptions where space is limited and where a longer explanation would not fit. This is important because it means that models which lie at the edge of a template may escape even though they are partly covered by it.



MAGIC ITEMS AND SPELLS

It is not just wizards who are able to cast spells, nor is it strictly true that only wizards can employ counter magic. There are several magic items that allow non-wizards to cast spells and there are also devices which can be used to counter magic. We'll be taking a detailed look at magic items later. This section describes how these items affect the rules for casting spells as already described.

BOUND SPELLS

Some magic items enable their bearer to cast a spell. These items are called **Bound Spells** and they are covered in more detail later. For now it is sufficient to know that these items exist. A model carrying a bound spell is not considered to be a 'wizard' on account of this. It does not entitle the player to retain an extra winds of magic card from turn to turn.

In his magic phase a player can cast bound spells in the same way as he casts spells from wizards, except that no power is required to cast a bound spell. In effect the item is imbued with the power required to cast its spell once in the turn.

Note that once Drain Magic has been used to counter a spell the magic phase comes to an end. It is not possible to cast further spells, even bound spells which do not need power to make them work.

COUNTER MAGIC AGAINST BOUND SPELLS

A bound spell can be countered in the same way as an ordinary spell. The item is assumed to have an equivalent 'magic level' to the dispeller and so is always dispelled on a base score of 4+ even if the dispeller has no wizards.

Power cards can be used to boost the chance of counter magic working in the normal way, but bound spells cannot be reinforced.

In the case of the unique counter magic cards the following rules apply. All will dispel against bound spells normally, i.e. on a base 4+ except for Drain Magic which is automatic.

In addition:

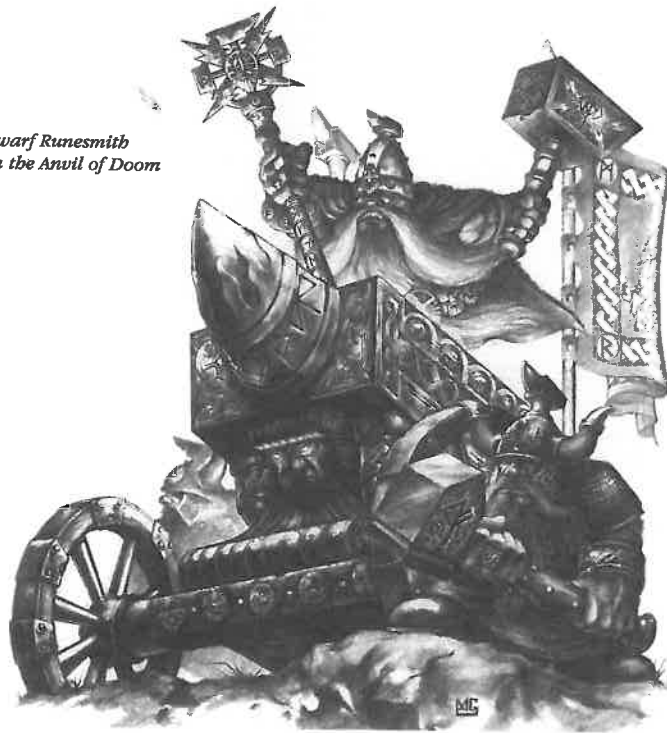
Rebound has no further effect as no power cards are used to cast a bound spell.

Mental Duel has no further effect as it is impossible to mental duel the artifact containing the spell.

Destroy Spell will destroy the magic item on the D6 roll of a 6. Note that a 6 is required and not a 4+ as for a spell – the magic item is a tougher proposition!

Drain Magic works as it normally does, the bound spell is dispelled automatically and the dispelling wizard must test to avoid draining away a magic level.

*Dwarf Runesmith
on the Anvil of Doom*



MAGIC ITEMS USED TO DISPEL

Some magic items have counter magical properties. A Dispel scroll or Destroy Magic scroll are the most obvious examples. If a player has the option of using such a device he must declare this when the spell is cast.

One Dispel Rule

Only one attempt may be made to counter a spell when it is cast. This can be a counter magic card as already described or a counter from a magic item or a natural Dispel as described below. Where a player has several options he can choose which to use – but he may only choose **one**.

In fact this is a general rule and worth repeating in great big letters:

A player is only allowed one attempt to counter a spell when it is cast.

A Dispel from a magic item is **always** a flat dice roll or, in some cases, automatic. It is **not** modified by the caster's level and power cards **cannot** be used to boost the Dispel or to reinforce the spell.

Some magic items confer a Dispel specifically against spells directed upon the model carrying the magic item or the unit he is with. For example, a spell cast against a unit which carries Mork's War Banner is dispelled on the D6 roll of 4+. These kinds of Dispel work in the same way as a Natural Dispel as explained below.



Necromancer

NATURAL DISPELS

Some creatures are naturally resistant to magic, for example Stone Trolls. A spell cast against a unit of Stone Trolls is dispelled on the D6 roll of 4+. Other creatures which have natural Dispels include Chaos Sorcerers of Tzeentch. Natural Dispels are only of any use when a spell is cast against the creature or unit which is resistant in this way – they cannot dispel spells directed elsewhere.

As with a Dispel from a magic item a natural Dispel is always a flat dice roll. It is not modified by the caster's level and power cards cannot be used to boost the Dispel or to reinforce the spell.

When is the Model/Unit a Target

In some cases it will be very obvious that resistant troops are the direct target of a spell – a Fireball or Curse for example. In other cases it is less obvious because the spell affects several units or has an indirect effect.

In these cases the rule is that a resistant model or unit may use its natural Dispel if it will be affected by the spell, regardless of whether it is the direct or sole target of the spell.

A spell successfully countered by a natural Dispel is dispelled in the normal fashion. The spell is not cast and does not work.

TOTAL POWER

A spell cast with the Total Power card cannot be dispelled either by a counter magic card, a magic item, or a natural Dispel. Nothing can stop it!

SPELLS IN PLAY

Spells which are already in play **cannot** be dispelled by Natural Dispels or Dispels from magic items. Such Dispels **only** work upon a spell as it is cast and not once a spell is in play.

There are a few specific exceptions to this, where spells in play are automatically dispelled if they come within a specified distance of certain magic items. However, generally speaking, spells which are already in play can only be dispelled by means of a Dispel card – not Dispels from magic items or Natural Dispels, and not other forms of counter magic. A Drain Magic card played against another spell will, of course, dispel all spells which are in play at the time.

MAGIC SAVES

A few rare magic items confer a magic save against the effect of a spell but do not dispel the spell itself. For example, the Black Armour of Nagash as worn by the special character Nagash saves against the effect of a spell on the D6 roll of a 4+. In these cases it is possible for an individual model to remain unaffected by a spell which affects the rest of his unit.

It is important to distinguish between a Natural Dispel (which dispels the spell being cast) and a magic save (which merely avoids the effect of a spell). Magic saves are much rarer, and usually apply only to individual models, giving them a certain amount of extra protection from spells.

IRRESISTIBLE FORCE AND IMMOVABLE OBJECTS

The magic system is highly detailed with many spells and magic items, all of which interact in a fairly complex way. We have tried to make sure there are no obvious contradictions, but with so many different items and spells it is inevitable that confusion will occasionally arise.

Situations liable to cause the most confusion are where contradictory absolutes are involved – a magic item which automatically wounds is used against a magic item which always saves. If you find you have two equal claims in this way, the magic is judged to be of equal potency, so that sometimes one side's magic will prevail and sometimes the other's. So, each side rolls a D6 and the highest scorer prevails on that occasion.

When rolling off as described above no precedent is set by the result. The next time the same situation occurs the result might equally well go the other way.

SPECIAL SPELLS

Some of the races of the Warhammer world have their own kinds of magic, different from Battle Magic, which they use instead of, or as well as, conventional Battle Magic. The chart below summarises these kinds of magic and explains which races can use which spells.

Wizard	Type of Magic
Empire Wizards	Battle Magic
Bretonnian Wizards	Battle Magic
High Elves	Battle Magic, High Magic
Wood Elves	Battle Magic, High Magic (lvl 4 Mages only)
Undead	Battle Magic, Dark Magic, Necromancy
Dark Elves	Dark Magic
Orcs and Goblins	Waaagh! Magic
Skaven	Skaven Magic
Chaos Dwarfs	Chaos Dwarf Magic
Chaos	Dark Magic, Chaos Magic (see below)
Lizardmen	Battle Magic, High Magic

These kinds of magic are each represented by a separate deck of cards, but otherwise they are used in the same way as Battle Magic except as noted in the special rules that follow.

ADDITIONAL CHAOS MAGIC

The Warhammer Armies Chaos supplement makes provision for three additional Chaos Magic decks which can be used by Chaos sorcerers instead of Dark Magic. These spells, one deck for each of the magical Chaos Gods Tzeentch, Nurgle, and Slaanesh, have not been

included in Warhammer Magic as they are already available in the Warhammer Armies Chaos boxed set. However, descriptions of these spells have been included for reference, at the end of the spell summary section.

NURGLE – Lord of Flies

Nurgle is the Great Lord of Decay, who presides over physical corruption and morbidity.



TZEENTCH

The Changer of the Ways
Tzeentch is the Great Sorcerer,
and master of time.

SLAANESH – Prince of Chaos

Slaanesh is the master of luxury and indulgence, of cruel passions and hidden vices.



WAAAGH MAGIC



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

Every greenskin unconsciously generates a weak magical field, perhaps as a reaction to the surrounding magical field of the Warhammer World. During the intense excitement of battle this field becomes stronger and merges with the magical fields of all the other Orcs and Goblins around him. This gives the greenskins a feeling of communal elation and invulnerability known as the Waaagh! When the Orc Boyz march into battle they feel strong and unbeatable as the mounting power 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 through the most receptive mind, that of an Orc or Goblin Shaman. As the Waaagh intensifies a Shaman feels the pressure building up in his brain, driving him wild with excitement and pain.

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

GORK AND MORK

Orc and 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 nearby objects explode and fly about. Sure enough, the young Shaman is easily spotted. He's the one with the sparks flying about his head, glowing red eyes, and noxious green smoke pouring from his mouth.

Shamans are dangerous to be around and other greenskins tend to steer clear of them. Sometimes they are obliged to wear distinctive costumes so they can be easily recognised (and avoided), whilst some are sent out beyond the confines of the camp to commune alone with the gods. All greenskins believe that Shamans are possessed by Gork or Mork, the most powerful Orc gods, and should therefore be respected and honoured... but preferably from a distance.

On the outskirts of every greenskin settlement, no matter how rough or temporary, can be found a collection of huts inhabited by the tribe's Shamans. In some places the Shamans live in nearby caves surrounded by skulls on stakes, fetish poles and similar paraphernalia. Amongst the forest-living tribes of Goblins and Orcs Shamans often live in sturdy tree houses perched high above the village huts.

The other greenskins bring the Shaman tributes of food, traditionally mushrooms as these fungi are supposed to help him communicate with the gods. In fact, a constant diet of hallucinogenic mushrooms tends to give the Shaman colourful visions in which Gork and Mork instruct him how to call upon them in battle and how to cast spells of destruction.

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

Shamans spend a lot of their time watching the colourful hallucinations dance around their minds and talking to Gork and Mork. It is hardly surprising that they tend to be a little vague when it comes to discussing the real world and everyday things. They are convinced that Gork and Mork are real as, after all, they have not only seen the Orc gods but are on speaking terms. They believe they can call upon Gork and Mork and use the Waaagh to perform great deeds of magic.

Many Waaagh spells are in fact incantations to Gork and Mork, requesting one or other of the gods' assistance. For example, Da Krunch is a spell which calls upon Gork to stamp his great big orcy foot down on the enemy. The spell Mork save Uz! calls upon Mork to protect his people from hostile magic, and so forth.

SHAMANS IN BATTLE

Greenskin 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.

DEALING WAAAGH MAGIC

Shamans are dealt Waaagh Magic cards at the start of the game in the same way as described for Battle Magic. Deal to the highest level Shamans first. Where Orc and Goblin Shamans are of equal level deal to Orcs before Goblins.

DEALING WINDS OF MAGIC

Winds of magic cards are dealt to the Orc player exactly as for other wizards. The power of the Waaagh is represented by the cards.

WAAAGH SPELLS

In order to cast spells a Shaman must be able to draw on the power of the Waaagh! That means he has to be within 12" of at least one unit of troops consisting of at least 10 Orcs or 20 Goblins (lit'l greenskins generate less Waaagh! power than their big cousins).

If a Shaman is not within 12" of a unit of at least 10 Orcs or 20 Goblins he cannot cast spells that turn. Units which are fleeing don't count towards the Waaagh, and units smaller than 10 Orcs or 20 Goblins don't count either.

WAAAGH TEST

In each magic phase the player must make a test for his Shamans to determine whether they can control the raw Waaagh power flowing through their bodies. The test is required even if it is the enemy's turn, as it can affect your ability to use counter magic.

Make the test in each magic phase of each player's turn after the winds of magic cards have been dealt, but before spells are cast. Proceed as follows:

1 Roll a D6 for each Shaman that is within 12" of a unit of Orcs at least 10 strong or Goblins at least 20 strong. Fleeing units are not counted. Shamans more than 12" from any such unit automatically pass their test but cannot cast spells that turn.

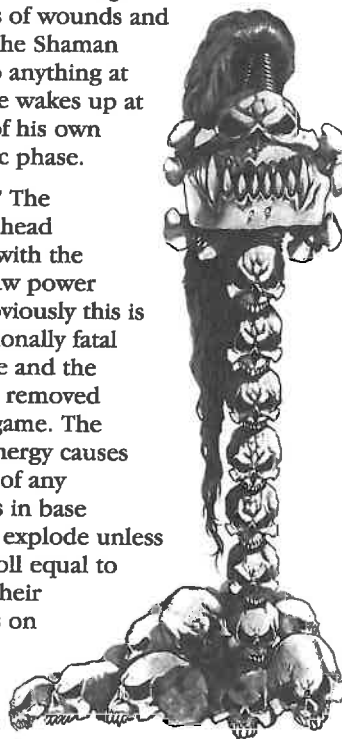
2 If testing for an Orc Shaman add his level value to the dice score, so a level 1 Shaman adds 1, a level 2 adds 2 and so on. Gobbo Shamans don't add this modifier because they are weaker than Orc Shamans.

3 If the dice score is greater than the number of Orc units of 10 or more, or Goblin units of 20 or more within 12" of the Shaman then he has passed the test. If his score is not greater than the number of such units within 12" he fails his test and must roll on the 'Eadbangerz Chart.

When counting Orc and Goblin units any unit in close combat within 12" counts double - ie, each unit counts as two. The Boyz generate lots of extra Waaagh power when they are fighting!

'EADBANGERZ CHART

D6 Roll	Effect
6	" <i>Yuuurgh!</i> " The Shaman struggles to keep control. Weird lights flash around his head. Bubbles of magic leak from his mouth and ears. Discard one winds of magic card of your choice. Otherwise the Shaman is unharmed and can cast spells normally if it is his turn.
5	" <i>Fzzzzzzzap!</i> " Bolts of escaping energy rocket out of the Shaman's ears, nose and mouth. Discard one randomly selected winds of magic card immediately. Otherwise the Shaman is unharmed and can cast spells normally if it is his turn.
4	" <i>Me 'ead 'urts!</i> " Flashing lights pound around the Shaman's skull making him dizzy and disoriented. The Shaman can't cast any spells or use any bound spells from magic items this turn, but he may use counter magic as normal.
3	" <i>I've forgot!</i> " The Shaman suffers a momentary brainstorm and forgets one of his spells for the rest of the game. Pick one of your Shaman's Waaagh spells at random and discard it. The Shaman can't cast any spells or use any bound spells from magic items this turn, but he may use counter magic as normal.
2	" <i>I fink I'm gonna....</i> " The Shaman vomits out an explosive blast of magic and collapses in an unconscious heap. The heads of any greenskins in base contact will explode unless they can roll equal to or under their Toughness on a D6. Head explosions kill outright regardless of wounds and armour. The Shaman cannot do anything at all until he wakes up at the start of his own next magic phase.
1	" <i>Eadbang!</i> " The Shaman's head explodes with the force of raw power inside. Obviously this is an exceptionally fatal experience and the Shaman is removed from the game. The burst of energy causes the heads of any greenskins in base contact to explode unless they can roll equal to or under their Toughness on a D6.



SHAMANS

Night Goblin Shamans, Forest Goblin Shamans and Savage Orc Shamans have further special rules as described in the Warhammer Armies Orcs & Goblins book. These are summarised below for ease of reference, but note that the full rules are given in the Orcs & Goblins book.



A **Night Goblin Shaman** is able to consume magic mushrooms at the start of his magic phase in order to generate an extra D6 winds of magic cards for his own use. This enables a Night Goblin Shaman to cast spells even if he is out of the normal 12" range of Orcs or Goblins in which case no Waaagh test is taken. However, should there be Orcs and Goblins within 12" whilst the Shaman eats mushrooms, and should he fail his Waaagh test, then he must add +1 to his roll on the 'Eadbangerz Chart.

Forest Goblins allow poisoned spiders to bite them, adding their minds but also imbuing them with great magical power. To represent this the Shaman always adds +1 to his score when testing on the 'Eadbangerz Chart and suffers no effect on the roll of a 6. However, when he fails a Waaagh test he automatically staggers D6" in a random direction.

Savage Orc Shamans are adorned with magical tattoos which enable them to draw extra Waaagh power from Savage Orcs nearby. If a Savage Orc Shaman joins a mob of Savage Orcs he receives one extra winds of magic card from the deal; this card is put aside and can be used by the Shaman during that magic phase. This does not increase the number of cards he can retain from turn to turn. In addition, when a Savage Orc Shaman joins a unit of Savage Orcs, both his and their protective tattoos are boosted from a 6+ save to a 5+ save.

HIGH MAGIC

High Magic is the greatest and most potent of all magics and its practitioners are the oldest and most mighty of all wizards in the Warhammer World. The most noted High Mages are the High Elves of Ulthuan, whose ancestors travelled to the Old World and taught the rudiments of sorcery to the savage humans that lived there. High Elven Mages can use High Magic, but they can also use Battle Magic.

Apart from the High Elves, High Magic is also known to the great Slann Mage Priests of Lustria, the progenitors of sorcery, whose secret knowledge plumbs depths unimaginable to even the mighty Elf Mages of Ulthuan.

High Magic is the highest and most noble form of sorcery. Its practitioners draw upon the purest and most potent power. As they cast spells they bring the winds of magic into harmony, and draw away the destructive and evil aspects of magical power. A High Mage's mind is attuned towards this vital source, and against the corruption of Dark Magic. Dark Magic is the opposite of High Magic, and the two are implacable enemies, the one virtuous and the other corrupt and evil.

HIGH MAGIC SPELLS

If a wizard has High Magic spells deal these out before the game. Deal to the highest level wizards first, and then to lower levels, rolling off for those of equal potency.

In the case of High Magic spells do not deal one spell per magic level. Instead, deal one card per magic level plus one extra. Once a wizard has received his hand, the player is allowed to choose his spells from the hand he has been dealt, and the remaining spell is shuffled back in the deck. Then the next wizard receives his spells in the same way, then the next, and so on.

Because a High Mage has some choice of spells he can tailor his magic more effectively than other wizards. As High Mages are supposed to be the most powerful in the world this seems only fair. This is an important advantage, because many of the High Magic spells are only of use against specific armies. For example, the spell *Banishment* is only of value against Undead or Daemons, and would be of no value against a Dwarf or Bretonnian army, for example.

USING WINDS OF MAGIC CARDS

A wizard with High Magic spells enjoys another benefit from his heightened powers. He can use power cards as if they were Dispel cards, drawing down the winds of magic to sweep away his enemy's magic. This means a High Mage does not need a Dispel card to effect a Dispel, and, of course, he can boost a Dispel with further power cards as normal.

HIGH MAGIC SUPERIORITY

High Magic is the purest and most powerful of all sorceries. For this reason a Mage with High Magic spells is always considered to be of higher magic level than other wizards when casting spells. Other types of wizards will therefore require a basic 5+ to dispel using a counter magic card.

When High Magic-using Mages confront each other, the normal ranking applies.

Note that this superiority only applies when casting spells, not when using counter magic. When using counter magic the normal ranking applies.

LIZARDMAN SLANN MAGE-PRIESTS

Lizardman Slann Mage-Priests communicate with each other across the globe, and possibly across space and time itself, by means of currents of magic which flow through the world. On the battlefield all Slann Mage-Priests use this ability to share their magical powers.

To represent this, at the start of the Lizardman player's magic phase, each Slann Mage-Priest can swap one High Magic spell with any other Slann Mage-Priest in the battle. Thus, so long as there are at least two Mage-Priests present, it is possible to make sure that the most powerful Mage-Priests have the most appropriate High Magic spells.

SKAVEN MAGIC

The Skaven were born of the union of Chaos and Dark Magic in the days following the collapse of the warp gates and the Time of Chaos. When the winds of magic blow strongly the Skaven 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 earthquake.



The Skaven worship their own dark god the Horned Rat, the manifestation of their evil schemes to consume the world. Skaven magic draws upon the dark power of evil magic. The Skaven supplement this power with warpstone – concentrated pieces of black energy blown into the world by howling winds of magic during the collapse of the warp gates. These small chunks of stone radiate malign power, causing the mutation and corruption of mortal flesh.

Only a Skaven can touch warpstone without immediately suffering from its mutating 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 are the Grey Seers, the lords and masters of the Skaven race, second only in power to the Great Council of the Thirteen Lords of Decay. The lesser kind of sorcerers are the Warlocks who belong to the Clan Skryre. Where human wizards learn their magic in the Colleges of Magic in the Empire, the Skaven Clan Skryre pursues the study of spell casting and enchantment. As well as learning potent spells the Warlocks create devices which merge technology and magic.

SKAVEN SORCERERS

Skaven sorcerers can supplement their magical energy by consuming lumps of warpstone. Before the game begins the Skaven player determines how much warpstone he has. The lumps of warpstone can be represented by the warp tokens included in Warhammer Magic... though at least one player we know uses jelly beans which are eaten during the game on behalf on his sorcerers!

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, and 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 score of 3 but otherwise none, but a Grey Seer will always bring between 2 and 4 pieces.

DEALING SPELLS

Skaven sorcerers are dealt spells from the Skaven spell deck at the start of the game in the same way as described for Battle Magic spells. Deal spells to the highest level sorcerers first and then the lowest. Note that some cards can only be used by Grey Seers, and these should be removed from the deck when dealing to Warlocks.

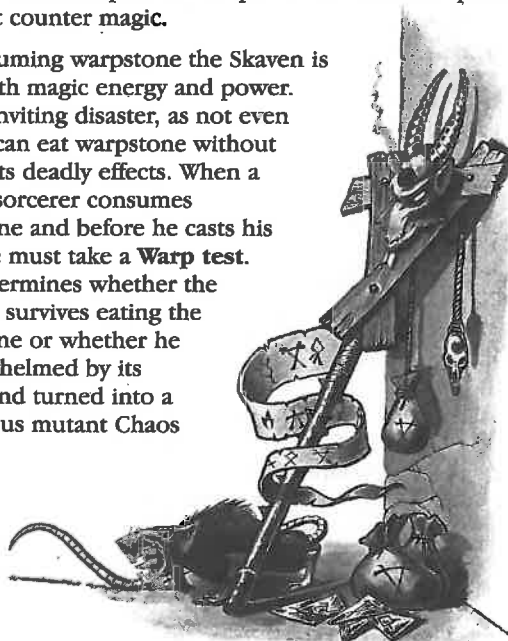
WINDS OF MAGIC

The Skaven player is dealt cards from the Winds of Magic deck in the normal manner and these are used in the same fashion as already described in the rules section.

Skaven sorcerers can use warpstone to power their spells as well as, or instead of, power cards from the Winds of Magic deck. The Sorcerer eats one or more piece of warpstone before casting the spell, and each piece counts as a power card.

Skaven sorcerers cannot consume warpstone to reinforce a spell that they are casting or to boost counter magic. Warpstone only provides the power required for spells, it does not provide the power to reinforce spells or boost counter magic.

By consuming warpstone the Skaven is filled with magic energy and power. This is inviting disaster, as not even Skaven can eat warpstone without risking its deadly effects. When a Skaven sorcerer consumes warpstone and before he casts his spell, he must take a Warp test. This determines whether the sorcerer survives eating the warpstone or whether he is overwhelmed by its power and turned into a monstrous mutant Chaos Spawn.



WARP TEST

Take the Warp test immediately after the warpstone is used but before the spell is cast. Roll a D6. If the score is more than the number of pieces of warpstone consumed the test is passed and the sorcerer is unharmed. If the score is the same as or less than the number of pieces of warpstone consumed the test is failed and the energy of the warpstone mutates the Skaven sorcerer into a Chaos Spawn.

The Spawn is a foul blob-like creature that sprouts tentacles, horns, pincers, eye-stalks and extra heads and limbs in a random manner. The Spawn is insane and almost mindless, and hauls its twisted body about in confusion, destroying anything it touches.

As soon as the Sorcerer turns into Chaos Spawn it makes a random move 2D6". Use the Scatter dice to determine which direction it takes. From then on the Spawn moves 2D6" in a random direction in its own movement phase. This is compulsory movement and so takes place before other troops are moved.

A Chaos Spawn will move straight over anything in its way, striking troops with its claws or covering them with corrosive slime. These attacks are worked out as the Chaos Spawn moves over its victims in the movement phase and so form an exception to the normal turn sequence.

Each model moved over is automatically hit once at a Strength of 4 as shown on the profile below. Work out these hits as soon as the Spawn has moved.



Nagash, Supreme Lord of the Undead

In the close combat phase the Spawn does not attack, but any models in base contact with it can strike blows against it as normal. No combat results are applied and any casualties inflicted do not count towards working out a combat the troops may also be involved in.

Neither the Spawn nor the troops it is fighting are obliged to stand and fight in subsequent movement phases. Indeed, the Spawn must move as already described, and might well move right through any unit it is already touching. In the case of a unit fighting a Spawn, the unit can move away from, or even over the Spawn without taking further hits from it.

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

Movement. The Spawn moves 2D6" in a random direction in its movement phase.

Combat. The Spawn does not attack in hand-to-hand fighting as such, but inflicts 1 wound on each model it touches as it moves. Work out these hits in the move phase.

Leadership. Spawn are insane creatures and are unaffected by psychology rules. They never take Break tests. They will automatically pass any Leadership-based test they are required to take.

DARK MAGIC

Dark Magic is the most dangerous kind of sorcery and some would say the most potent of all. Certainly it is the great adversary of High Magic, and just as High Magic is pure and noble so Dark Magic is corrupt and debased. Its energies come from the raw and dangerous power that blows from the Realm of Chaos itself.

The Dark Elves are the greatest practitioners of Dark Magic, and their sorcerers are fierce rivals of the High Mages of the High Elves. Dark Elves use only Dark Magic. Some other sorcerers can also use Dark Magic, including Chaos sorcerers and Beastmen Shamans from the Chaos army, and Liches, Vampires and Necromancers from the Undead army.

DARK MAGIC SPELLS

If a wizard has Dark Magic spells deal these out before the game in the normal manner. Deal to the highest level wizards first, and then to lower levels, rolling off for those of equal potency.

DARK ELF SORCERERS

In the case of Dark Elves ignore the dealing priority described above. Dark Elves are masters of Dark Magic. If Dark Elf sorcerers are fighting then deal their spells first, even if there are Chaos or Undead wizards of higher level fighting in the battle. Spells are dealt to the highest levels of Dark Elf sorcerers before lower levels.

USING WINDS OF MAGIC CARDS

A wizard with Dark Magic spells can benefit from his evil powers. He can use any Dispel card as if it were a power card in order to cast or reinforce a spell. Note, it is not permitted to use a Dispel card to boost a counter card, only to cast or reinforce the sorcerer's own spells.

The Dark Magic player must wrestle with his conscience when it comes to sacrificing his Dispels. Is it better to cast a spell now or hold back and protect yourself instead? Of course, we all know players of evil sorcerers will invariably decide to blow their Dispels... that is their inevitable and fatal error. That... and cackling as their cards are dealt.

NECROMANCY

Necromancy is the magic of death and as such combines the evil sorcerous power of Dark Magic with unspeakable supernatural energies. Only Necromancers, Liches and Vampires can use Necromancy and these are all found in the Undead army.

NECROMANCY SPELLS

If a wizard has Necromancy spells then he is allowed to choose his spells. This is quite different from other wizards who are dealt spells randomly.

If only one side has Necromancy spells then the player can choose his spells and distribute them to his wizards as he wishes.

If both sides have Necromancy spells then the highest level wizard chooses his spells first, and then the lower levels, rolling off for those of equal potency.

In the case of some Undead wizards the number of spells they have is not the same as their magic level. This is shown on the chart below together with the maximum number of magic items they are permitted.

Undead	Magic Level	Spells	Magic Items
Liche	4	3	4
Necromancer Lord	4	4	4
Master Necromancer	3	3	3
Necromancer Champion	2	2	2
Necromancer	1	1	1
Vampire Lord	3	2	4
Vampire Count	2	1	2

RECASTING SPELLS

A Liche, Necromancer or Vampire with Necromancy spells is allowed to cast the same spell more than once during his magic phase. This is a special ability of Undead magic, and only applies to Necromancy spells.

The first time a spell is cast during the magic phase it works in the normal way. The Undead player may then attempt to cast the same spell again regardless of whether it worked or was dispelled. He does not necessarily recast the spell automatically, but must test to determine if he can. The chart below shows the D6 score needed for a wizard to recast a spell.

Undead Wizard D6 Roll Required to recast spell

Liche	Automatic
Necromancer Lord	Automatic
Master Necromancer	2+
Necromancer Champion	3+
Necromancer	4+
Vampire Lord	5+
Vampire Count	6+

The wizard must expend further power cards to cast the spell for a second time and his opponent may attempt to counter it as normal. The wizard can continue to recast the same spell over and over again so long as he has power to do so, but he cannot cast the same spell successfully against the same target more than once. He cannot cast Vanhels Danse Macabre twice on the same unit for example. A spell which is dispelled when first cast can be recast onto the same target, but only because it was not successfully cast the first time round.

A player wishing to recast a spell must finish recasting it before he casts any others. This enables the player to keep track of which spells have been cast, which can be recast, and which cannot be recast.

CHAOS DWARFS

Only Chaos Dwarf sorcerers can use Chaos Dwarf Magic and this is the only kind of magic that they know. Chaos Dwarf Magic is based around the corrupt rituals of the evil god Hashut, the patron deity of the Chaos Dwarf race.

Chaos Dwarf spells are dealt to Chaos Dwarf sorcerers before the game in the normal way, and in other respects they follow the same rules as Battle Magic.



Chaos Dwarf Sorcerer riding a Lammasu

SPELLS SUMMARY

This section of the Warhammer Magic book contains a summary of all the magic spells included in the game, as well as the 30 additional spells for the Chaos Gods Tzeentch, Nurgle and Slaanesh.

The summary will prove a useful source of information about the spells, and has the advantage of being far easier to browse through than the cards themselves. The summaries are sufficiently detailed so that the spells' effects are covered fully.

The summaries also contain separate notes about some of the spells where we felt this would be useful, and where lack of space made it impossible to print this information on the cards themselves.

Players are referred to the cards themselves for definitive descriptions of the spells and their effects.

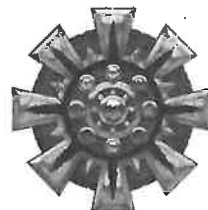
example is the *Destruction* spell which causes 2D6 S4 hits on a unit. Where a template is used or where the spell affects all models under a direct line (like a cannon) then the "Look Out Sir!" rule can be used to save characters as described in the Warhammer rulebook.

Model

In some cases the target of a spell is specifically a model rather than a unit. This means the spell can be cast at any individual model within range, including at a character who is with a unit. Examples include the Battle Magic *Fireball* and *Blast* spells. If cast against chariots, ridden monsters or war machines, hits from these spells are randomised amongst crew, etc, in the same way as hits from shooting (exceptions are noted on the cards or in the following summaries). Many spells cast in this manner require line of sight as described below. Where a spell is directed specifically against a model the Look Out Sir! rule does not apply - the spell has the character's name on it.

LINE OF SIGHT

Generally speaking spells do not require a wizard to be able to see his target - his sense of magical awareness enables him to direct the spell. This means, for example, that a wizard can cast spells in front or behind him, and against targets that are obscured by other troops or terrain.



GENERAL NOTES

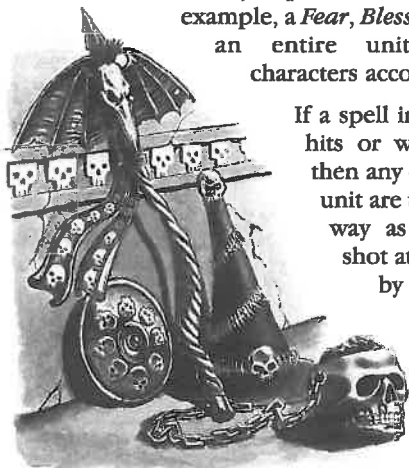
The following notes are worth bearing in mind when casting spells. They are general rules that apply to all, or to most, spells, and so are gathered together here for convenience.

TARGETS

Units

In almost all cases where spells are cast at an enemy they are cast at a unit. Remember, the term 'unit' covers all models which are acting as a single body, and so includes regiments of troops, characters on their own, batteries of machines, squadrons of chariots, and so on.

If a character is with a regiment of troops, battery of machines, etc, he is part of the unit and is affected by a spell if it affects all the unit. For example, a *Fear*, *Bless* or *Net* spell affects an entire unit including any characters accompanying it.



If a spell inflicts a number of hits or wounds on a unit, then any characters with the unit are treated in the same way as if the unit were shot at by bowmen or hit by a stone thrower. Generally speaking, this means characters are not harmed by such spells. An

Some spells *do* require that a wizard can see his target. These are spells where the wizard projects or throws a fireball or some such sorcerous missile. In this case the casting wizard must have a clear view of his target, or a clear view of the spot from which a spell starts to work. In the case of these spells the target must lie within the wizard's 90° arc of sight. These spells are indicated with the words 'Line of Sight' on the spell cards.

FIRST MODEL/UNIT IN PATH

It is quite common for spells that require line of sight to strike the first model in their path. All this means is that the spell is comparable to a bullet in flight - it shoots out from the wizard and hits whatever is in the way. The wizard can still aim or direct the spell, but it won't travel through other models or scenery in order to hit its target. *Fireball* is the most obvious example of this kind of spell - *Blast* is another and far more potent version of the same thing.

Some spells strike the first unit in their path. This is basically the same thing, but the effect is broader and more difficult to aim, so the damage is spread across the unit. The Skaven spell *Warp Lightning* is like this.

WAAAGH MAGIC

WAAAAAAGH! Power 3 Range 36"

All enemy wizards within 36" must roll equal to or less than their magic level on a D6 or suffer 1 wound. All Orc and Goblin units within 36" of the caster add +1 to their WS and can re-roll Ld tests until the start of the next magic phase.

MORK WANTS YA! Power 1 Range 24"

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

Remains in play

A chariot, war machine or any 'composite' model is grabbed together with its entire crew. When testing to escape use the highest Strength value amongst the individuals grabbed.

BRAIN BURSTA Power 2 Range 24"

A bolt of Orcy power speeds away from the shaman in a straight line, up to 24" across the battlefield. The first model touched by the bolt must roll equal to or less than its T on a D6 or its head explodes! No armour saves allowed.

Line of Sight

Note that this spell kills automatically – it doesn't inflict wounds and so it is impossible to save against with armour saves or even with special saves which save wounds.

THE HAND OF GORK Power 2 Range 18"

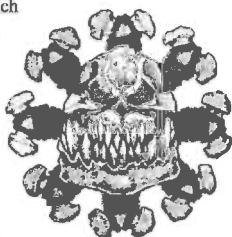
The shaman can transport a unit of Orcs or Goblins anywhere on the battlefield up to 18" away. The transported troops may be moved into close combat, in which case they count as charging.

MORK SAVE UZ! Power 1 Range 24"

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

Lasts 1 Turn

Note that, apart from dispelling a spell which is already cast on the unit, *Mork Save Uz!* will not dispel an enemy's spell – it merely renders the unit immune to the spell's effects. In almost all cases this amounts to the same thing of course – but where a spell remains in play it may mean the unit has two spells cast upon it (*Mork Save Uz!* and an enemy spell). In this case the enemy spell takes effect immediately if *Mork Save Uz!* is dispelled.



EADBUTT Power 1 Range 36"

The shaman smashes the head of an enemy wizard with a bolt of Orcy magic. Both players roll a D6 and add the magic level of their shaman/wizard. If the enemy wizard loses he suffers 1 wound. If there is no enemy wizard in range, the shaman may 'eadbutt' any enemy model within range.

FISTS OF GORK Power 2

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

GAZE OF MORK Power 2 Range 24"

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

This spell works in a similar way to a cannon shot in that it affects models beneath a straight line projected from the Shaman. Enemy characters may therefore use the 'Look Out Sir' rule to avoid being hit.

'ERE WE GO! Power 2 Range 36"

This spell can be cast on a unit of Orcs or Goblins within 36" of the shaman. Until the start of the player's next magic phase, the unit has +1T and always hits first in combat, even if it has been charged.

Lasts 1 Turn

DA KRUNCH Power 3 Range 24"

The mighty foot of Gork squashes the Orcs' enemies! Place the Da Krunch template over the target area and roll the Scatter dice. If a HIT is rolled, the foot is on target. If an arrow is rolled, move the template D6" in the indicated direction. Any models more than half under the template suffer a S10 hit.

HIGH MAGIC

CORUSCATION OF FINREIR Power 1

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

Remains in play

DEADLOCK Power 1 Range 12"

The Mage may nullify one enemy-held magic item within 12". He may release the item and deadlock another whenever he pleases.

Remains in play

BANISHMENT Power 2 Range 12"

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

In the case of *Banishment* all models within its range are affected as described and character models with units cannot use the 'Look Out Sir' rule to avoid being affected.

GLAMOUR OF TECLIS Power 1 Range 36"

Glamour may be cast on a unit within 36". Each time the target wishes to move it must pass a Ld test on 2D6. If it fails, the Mage may move the models instead.

Remains in play

ASSAULT OF STONE Power 3 Range 24"

The Mage may move a single hill within 24" up D6". Anything touched by the hill may be crushed. Individual models must roll lower than their I on a D6 or suffer D3 wounds. Units suffer 2D6 wounds automatically. No armour saves allowed.

DRAIN MAGIC Power 3

All spells currently in play are dispelled, and the magic phase is ended. All players' magic cards are discarded. Each wizard must roll a D6. On a score of 4 or more, or 6 for High Magic Mages, the wizard loses 1 magic level. Drain Magic cannot be dispelled.

APOTHEOSIS Power 1 Range 6"

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

Remains in play

FIERY CONVOCATION Power 2 Range 24"

An enemy unit within 24" bursts into flames. The target suffers 2D6 S4 hits immediately. In each subsequent magic phase the target suffers 2D6 hits with a Strength 1 point higher than the previous turn.

Remains in play

THE TEMPEST Power 3 Range 48"

A lurid storm rages across the battlefield, extending 48" from the Mage in all directions. All enemy units within the tempest must pass a Ld test on 2D6 before they can move. Flying movement is impossible and flying creatures are forced down to the ground. All missile fire is at -2 to hit. War engines and buildings suffer D6 S7 hits each magic phase the tempest lasts.

Remains in play

HAND OF GLORY Power 2 Range 12"

All friendly units within 12" of the caster automatically pass Ld tests. Fleeing units within 12" will rally immediately.

Remains in play

SKAVEN MAGIC

WARP LIGHTNING Power 2 Range 24"

Bolt of warp lightning strikes first unit in its path up to 24" away inflicting D6 S5 hits. No armour saves allowed.

Line of Sight

CRACKS CALL Power 2 Range 18"

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

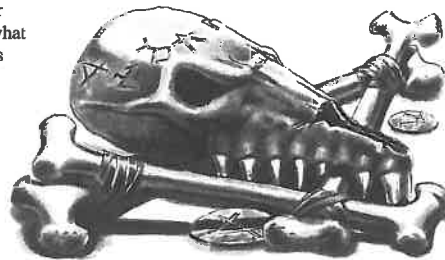
This spell works in a comparable way to a cannon by affecting models in its path. In this case character models with units can take advantage of the 'Look Out Sir' rule to avoid falling into the chasm.



SCORCH Power 1 Range 24"

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

In this case a character with a unit must make his test just like everyone else. The rules governing flammable terrain specifically include woods, but players are left to determine for themselves what other features are considered flammable.



POISON WIND Power 3 Range 24"

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

SKITTERLEAP Power 1 Range 3"

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

PLAGUE Power 3 Range 18"

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

PESTILENT BREATH Power 1

The Skaven wizard exhales a foul, black vapour. Use the Pestilent Breath template to represent the area affected. Any models under the template suffer 1 wound on a roll of 4+. No armour saves allowed, except for magic armour.

VERMINTIDE Power 2 Range 3D6"

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

Remains in play

The Vermintide is a moving template and it automatically hits all models it passes over as it moves. Models are 'passed over' if they fall beneath the template during its movement, as generally defined for templates - i.e. half the model's base is covered.

Like all spells that remain in play, Vermintide can be dispelled by its caster at the start of the magic phase and cast again that turn. In this instance the Vermintide template is dispelled before it moves.

WITHER Power 1

The Skaven inflicts D6 S6 hits upon enemy models in base contact. No armour saves allowed, except for magic armour.

PUTREFY Power 1 Range 24"

May be cast against an enemy unit engaged in hand-to-hand combat. The unit must pass an immediate Panic test or break and flee. If they pass the test they suffer -1 to hit in hand-to-hand combat while the spell lasts.

Lasts 1 Turn

MADNESS Power 2 Range 24"

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

Grey Seers only. Remains in play

DEATH FRENZY Power 3 Range 6"

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

Grey Seers only. Remains in play

Note that a unit which is Death Frenzied cannot also be frenzied – its doubled attacks cannot be further doubled on account of frenzy.

CURSE OF THE HORNED ONE Power 3 Range 12"

The Grey Seer can cast the spell against a single enemy unit. The Skaven player rolls 2D6 for each model in the unit; the opposing player rolls D6 and adds the victim's Toughness. If the Skaven player scores highest the victim is transformed into a Skaven under the control of the Skaven player.

Grey Seers only

In this case a character with the unit must make his test along with everyone else, and is turned into a Skaven if he fails. Players must replace models with Clanrat Warriors with basic equipment – any weaponry, magic items or other equipment carried by the original models are ignored.

DARK MAGIC

ARNIZIPAL'S BLACK HORROR Power 3 Range 4D6"

The wizard summons a corrosive cloud of darkness – use Arnzipal's Black Horror template to indicate its path. The Horror moves 4D6" immediately, and continues to move 4D6" in the same direction at the start of each subsequent magic phase. All models passed over by the template are killed unless they can roll under their S on a D6. No armour saves allowed, except for magic armour. Any unit that suffers casualties must take a Panic test.

Remains in play

The Black Horror affects models which fall beneath the path of the template as it moves. Note that the template continues to move in the same direction from one turn to the next, and for this reason a small arrow is shown on the template to indicate the direction it is moving in.

BLADE WIND Power 2 Range 24"

The Blade Wind hits the first unit in its path, causing 3D6 hits minus the target's WS. Each hit causes 1 wound on D6 roll of 4+.

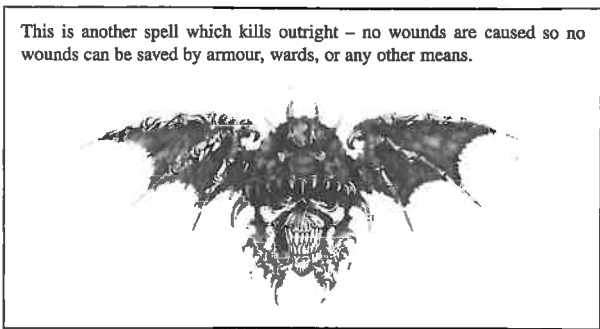
DARK HAND OF DESTRUCTION Power 1

The wizard may make a single hand-to-hand attack on one opponent in base contact. If the attack hits it causes D3 wounds. No armour saves allowed, except for magic armour.

DEATH SPASM Power 2 Range 18"

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

Line of Sight



DOOMBOLT Power 2 Range 18"

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

MALEDICTION OF NAGASH Power 3 Range 36"

The spell can be cast at a unit within 36". The victims cannot move or shoot. They may fight in close combat, but suffer -2 WS & -2I. At the start of each subsequent magic phase the target suffers D3 wounds. No armour saves allowed.

Remains in play

POWER OF CHAOS Power 1

Roll a D6. 1 – Caster drawn into Realm of Chaos and killed. 2-5 – caster may immediately draw 3 extra magic cards. 6 – Caster may draw 6 extra magic cards.

SOUL DRAIN Power 3 Range 24"

Place the Soul Drain template within 24" of the wizard. Each model under the template suffers a S4 hit. For every 2 wounds inflicted the wizard gains 1 wound (this may take the wizard's wounds above his starting level). No armour saves allowed, except for magic armour.

THE TRANSFORMATION OF KADON Power 3

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

Remains in play

WITCH FLIGHT Power 1

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

NECROMANTIC MAGIC

DRAIN LIFE Power 2 Range 2D6"

Roll 2D6 for radius of spell's effect. Any model within this area takes an S3 hit (no armour save allowed). Wounds inflicted in this way may be used by the wizard to restore any that he has lost during the game. This spell has no effect on Undead creatures, Daemons or material objects.

This is another spell where models are affected individually and characters who are with units cannot exploit the 'Look Out Sir' rule to avoid the effect. Characters must test along with everyone else. In the case of war machines or chariots and their crews, hits are not allocated to machines but always hit the crews or living components.



GAZE OF NAGASH Power 2 Range 18"

Bolt of Dark Magic strike the first unit in its path, causing 2D6 S4 hits, no armour saves allowed.

HAND OF DUST Power 2

The wizard may attack a single hand-to-hand combat opponent. Both players roll a D6 and add their model's Strength. The caster then doubles his total. For each point the caster wins by, he inflicts 1 wound on the victim. No armour saves allowed. A victim killed by this spell is turned into a Wight under the control of the caster (enemy wizards are turned into Wraiths).

THE DARK MIST Power 1

The caster may move 24" in of his movement phase. He may move through solid objects and buildings, but not living creatures. He may not attack in close combat, but may cast spells. The caster may only be harmed by magic weapons and spells.

Remains in play

RAISE THE DEAD Power 2 Range 24"

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

SUMMON SKELETONS Power 1 Range 18"

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

SUMMON UNDEAD HORDE Power 3 Range 36"

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

THE CURSE OF YEARS Power 3 Range 24"

The spell may be cast at any enemy unit within range. Roll a D6 for each model in the unit – on a 5 or 6 the model is slain. No armour saves allowed. At the start of each subsequent Undead magic phase roll again for each model, adding a further +1 to the score. In the first magic phase a victim dies on a roll of 5+; in the next magic phase they die on a roll of 4+, and so on.

Remains in play

This is yet another spell which affects a unit, but where a character must also test and cannot use the 'Look Out Sir' rule. In the case of monsters and riders, chariots, and other composite models roll once for the entire model. The entire model is destroyed or not. Bear in mind the spell kills its victims outright – no wounds are inflicted and so no wounds can be saved by armour or wards.

VANHEL'S DANSE MACABRE Power 1 Range 36"

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

WIND OF DEATH Power 3

Place the Wind of Death template touching any table edge, with the arrow indicating its direction of travel. The wind moves 2D10" immediately, and 2D10" in the same direction at the start of each subsequent magic phase. Any model passed over by the wind suffers D6 wounds on a D6 roll of 4 or more. No armour saves allowed.

Remains in play

The spell affects models falling beneath the template as it moves in the same way as *Vermintide*, *Arnizipal's Black Horror*, etc. This spell requires the use of a ten sided dice or D10. If you don't have a D10 roll a D6: 1-3 = low, 4-6 = high. Roll a further D6, for low scores re-roll 6's, for high scores add +5 and re-roll 6's.

BATTLE MAGIC

FIREBALL Power 1 Range 24"

The wizard can cast 1 fireball per magic level. Each fireball strikes the first model in its path up to 24" away. A model hit by a fireball suffers 1 S4 hit. No armour saves allowed.

Line of Sight

DESTRUCTION Power 2+ Range 18"

Can be cast against an enemy unit up to 18" away from the caster. The unit suffers 2D6 S4 hits, no armour saves allowed.

FEAR Power 2 Range 24"

This spell can be directed at an enemy unit within 24". The target unit must take a Fear test immediately, if it fails, the unit flees.

BLAST Power 2 Range 24"

The sorcerous blasts hits the first enemy model in its path inflicting either D6 S5 or D3 S10 hits, no armour saves allowed.

SHIELD Power 2 Range 18"

Can be cast on a friendly unit within range. All enemy shots must roll to penetrate the magical shield before rolling to hit. Roll a D6 for each shot: on a 4+ the shots bounces off and is discounted.

Remains in play

HEAL Power 1 Range: 12"

This spell can be cast upon the wizard himself, or upon a friendly model within 12" that has suffered 1 or more wounds. The model immediately recovers 1 wound.

HOLD FAST Power 3 Range 24"

Affects an enemy unit within 24" of the wizard. The unit can do nothing while the spell remains in play.

Remains in play

TELEPORT SELF Power 1

The wizard may transport himself anywhere on the battlefield. If he moves straight into close combat, he counts as charging.

CURSE Power 2 Range: 24"

Can be cast at enemy unit within 24". The affected unit suffers -1 shooting/to hit.

Remains in play

NET Power 2 Range: 12"

An enemy unit within 12" is entangled in a magic net, and can do nothing while the spell lasts.

Remains in play

MOVE UNIT Power 2 Range: 18"

The wizard can transport himself and a friendly unit up to 18" across the battlefield. The spell can be used to move into hand-to-hand combat, in which case the unit counts as charging in the first round of combat.

BLESS Power 2 Range: 24"

This spell can be cast upon a friendly unit within 24". The blessed unit receives +1 shooting/to hit.

Remains in play

PROTECT Power 3 Range: 24"

This spell can be cast upon a friendly unit within 24". The unit receives a special save of 4+ against each wound suffered.

Remains in play

CHAOS DWARF MAGIC

ASH CLOUD Power 2 Range 18"

Enemy unit's M, WS, BS, I and A halved (rounding up).

Remains in play

DOOMROAR Power 2 Range 36"

Enemy units in hand-to-hand combat must take a Panic test immediately. Fleeing friendly units immediately rally.

ERUPTION Power 3 Range 24"

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

This is another spell where models test individually – so characters are affected even if they are part of a unit, and the 'Look Out Sir' rule is not applied. It is also a further example of a spell which automatically kills its victims – no wounds can be 'saved' so armour and wards are useless.

FIST OF FIRE Power 2

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

Remains in play

FLAMES OF AZGORH Power 2 Range 12"

Use the Flames of Azgorh template. Any models under template are hit on 4+ for 1 S4 hit. No armour saving throws allowed.

FLAMING HIDE Power 1 Range 6"

May be cast on the Sorcerer himself or any model within 6". Affected model has special save of 4+ against each wound suffered. In hand-to-hand combat, any model that hits the Hide suffers 1 automatic hit for each hit scored.

Remains in play

This spell confers a special saving throw comparable to that offered by some magic items. Bear in mind that special saving throws are not armour saves and are not modified by Strength, and are not negated by hits that negate armour saves (such as cannons, stone throwers and various spells and magic weapons).

LAVA STORM Power 2 Range 18"

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

Line of Sight

MAGMA POOL Power 1

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

SHADOWS OF HASHUT Power 2 Range 18"

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

Although expressed in rather colourful terms this spell is basically comparable to a cannon shot and to other spells with short ranged projectile effects such as *Gaze of Mork*. Characters with units can therefore benefit from the 'Look Out Sir' rule as they can from cannons and other weapons and spells which affect models beneath a line or which utilise templates.

SORCERER'S CURSE Power 2 Range 24"

Can be cast upon enemy model within range. Affected model must roll under its Strength on 2D6 at the start of each of his turns or be unable to do anything.

Remains in play

CHAOS SPELLS

TZEENTCH

BLUE FIRE OF TZEENTCH Power 1 Range 18"

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

Line of Sight

Note that the spell cards in the Warhammer Armies Chaos supplement do not have 'Lasts one Turn', or 'Line of Sight' included as summary headlines. The descriptions on the cards should be clear enough, but we have included appropriate remarks in the following summaries. The *Blue Fire of Tzeentch* requires line of sight.

BOLT OF CHANGE Power 2 Range 12"

The Bolt of Change strikes the first model in its path, with a maximum range of 12". The target must roll equal to or less than its Toughness on 2D6 or be slain by waves of uncontrolled mutation. No armour saves allowed, except for magic armour.

Line of Sight

The Bolt of Change requires line of sight. As no wounds are inflicted by the Bolt of Change it is in fact impossible for armour saves or wards to work - as these all offer saves against wounds. Assuming the spell takes effect the victim is automatically slain. Although the spell card states that magical armour will work, in fact this is only the case where the armour protects by offering a dispel, such as the Spellshield or Spelleater Shield.

BOON OF TZEENTCH Power 1

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

TOUCH OF TZEENTCH Power 1

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

GLEAM MAGIC Power 2 Range 24"

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

INCANDESCENT ASSASSIN Power 2 Range 24"

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

PINK FIRE OF TZEENTCH Power 1 Range 6"

A pink flame flies from the caster to strike the first model in its path. The target suffers D6 hits at Strength D6+4. No armour saves allowed, except for magic armour.

Line of Sight

SHIELD OF FIRE Power 1

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

Remains in play

GIFT OF CHAOS Power 1

The Chaos player may take another Chaos Gift.

TZEENTCH'S FIRESTORM Power 3 Range 24"

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

Line of Sight

This spell requires line of sight to its target. Because the spell uses a template the 'Look Out Sir!' rule can be used by any characters who are part of the unit.

SLAANESH

ACQUIESCENCE Power 1

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

Remains in play

BEAM OF SLAANESH Power 2 Range 24"

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

Line of Sight. Remains in play

BONDAGE OF SLAANESH Power 2 Range 12"

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

Remains in play

CACOPHONIC CHOIR Power 1

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

This is an example of a spell which affects individual models from amongst a unit or group. In this case characters cannot use the 'Look Out Sir!' rule - although this could be regarded as exceptional in so far as the radius of effect is comparable to a template. However, given the nature of the spell it seems appropriate to disallow the 'Look Out Sir!'.



CHAOS SPAWN Power 3 Range 24"

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

CURSED CARESS Power 2

May be cast at a single model in base contact. The Chaos player rolls a D6. If he scores equal to or more than the number of wounds the target has it is killed. No armour saves allowed, except for magic armour.

Note that as the target is automatically killed no wounds are caused so no armour saves or wards can protect a model from this spell. The victim is automatically slain if the test is failed.

LASH OF SLAANESH Power 1 Range 8"

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

Line of Sight

PAVANE OF SLAANESH Power 2 Range 24"

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

Remains in play

SLICING SHARDS OF SLAANESH Power 2 Range 24"

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

Line of Sight

SUCCOUR OF CHAOS Power 1 Range 12"

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

Remains in play

NURGLE

CLOUD OF FLIES Power 1 Range 12"

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

Remains in play

FLY SWARM Power 1

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

Remains in play

MIASMA OF PESTILENCE Power 2

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

Remains in play

PILLAR OF PUTREFACTION Power 1

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

Remains in play

PIT OF SLIME Power 2 Range 12"

May be cast at an enemy model within 12". A pit of disgusting slime opens up beneath the target's feet. Roll a D6 - if the target rolls less than his Strength he escapes the pit and it is dispelled. If he fails, he is trapped in it. While trapped, a victim may do nothing at all.

The victim may attempt to escape at the start of each subsequent magic phase. Roll less than his Strength on a D6 to struggle free. If he rolls more he is slain. If he rolls equal to his Strength he is still stuck.

Remains in play

Note that a victim can roll to attempt to escape in each magic phase, both his own and that of his enemy.

PLAGUE WIND Power 3 Range 24"

May be cast at any enemy unit within 24" of the caster. The Plague Wind inflicts 3D6 hits minus the target's Toughness. Each hit causes a wound on 4+. No armour saves allowed. For every 3 wounds inflicted a Plaguebearer is created, forming a new unit within 3" of the target unit.

RANCID VISITATION Power 2 Range 18"

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

SHRIVELLING POX Power 1

May be cast on a single model in base contact. The Chaos player rolls 2D6, his opponent rolls 1D6. If the Chaos player's score is greater then the difference is the number of wounds suffered by the victim. No armour saves allowed, except for magic armour.

Note that in this case the Pox inflicts wounds, and these can be saved by armour saves from magic armour.

STENCH OF NURGLE Power 1

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

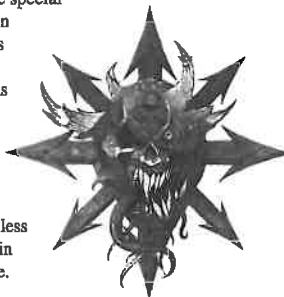
Remains in play

This spell is cast upon a single model - cursing him with the vile Stench of Nurgle.

STREAM OF CORRUPTION Power 2

Place the Stream of Corruption template so the pointed end is touching the Sorcerer and the broad end covers the target. All models under the template must roll equal to or less than their I on a D6 or be killed outright (6 always kills). Targets with T7 or more take D6 wounds instead. No armour saves allowed, except for magic armour.

The Stream of Corruption utilises the special shaped template which is included in Warhammer Magic. Note that this is the same size and shape as the Skaven Pestilent Breath template. As a template is used the 'Look Out Sir!' rule can be used to save characters - a particularly selfless sacrifice in this case! Victims are killed outright, so no armour saves or wards will work unless the target's Toughness is 7 or more in which case magical armour can save.



MAGIC ITEMS

In the Warhammer game magic items are represented by magic item cards. The magic items are divided into different types, each of which has its own distinctively coloured and styled card decks. For example, the magic weapons have a red border, are decorated with the sword motif, and have the words 'Magic Weapon' emblazoned on all four sides.

The decks are divided into the following categories. We suggest you start by sorting these into different piles.

- Magic Weapon
- Magic Armour
- Wards
- Enchanted Items
- Wizard Arcana
- Magic Standards
- Bound Spells

In addition, there are some special magic items which are used only by one race. The cards for these items have a blue background colour and indicate the race which can use them, but they also fall into one of the above categories. Sort these cards out into separate decks by race.

Once you have sorted out the cards into their correct decks it is suggested you keep them separate in future. We find zip-lock bags are ideal for keeping the decks apart, but elastic bands will do the job just as well.

The magic items are arranged on cards primarily for ease of reference. If you are playing a game at a friend's house or a club, you can work out your army and take along the cards for your magic items. This way you will have the rules ready to refer to during the game. Note that there is no obligation to take the cards along as they are never dealt, shuffled or played as the winds of magic cards or spell cards are. You might instead prefer to note down the rules on your roster sheet for example.

CHOOSING MAGIC ITEMS

The Warhammer Armies books army lists indicate which characters can carry magic items and how many they may have. Each magic item has a fixed points value shown on its card. This points value is added to that of the model which carries the item. When players choose an army they also choose which magic items they wish to include and note these down on the army's roster sheet.

Magic Standards

Magic items are normally carried by character models, except for magic standards which must be carried by a regiment's standard bearer or by a chariot or army battle standard bearer as indicated in the army lists.

Remember, the points value of a regiment's standard bearer model is normally double the value of an ordinary trooper. The cost of a magical standard is

added on top of this. The points value of the magical standard itself is not doubled. In the case of a chariot or army battle standard bearer the points cost of the magical standard is simply added to the points cost of the model.

Number of Magic Items

Characters can carry a maximum number of magic items as shown on the chart below. We have used the common descriptive phrases for heroes and wizards, but the chart holds good for races which use different terminology such as Orc Bosses, Shamans, etc.

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 Count	2
Liche	3
Slann Mage-Priest	+1 on normal wizard level
Battle Standard Bearer	1 Magic Standard where permitted

Choosing Types of Item

A character can be given as many magic items as shown on the chart above, but no character can carry more than one magic weapon, magic armour, ward, bound spell or magic standard.

There is no restriction on the number of wizard arcana or enchanted items a character can have.

Note that some special characters described in the Warhammer Armies books sometimes have combinations of items that would ordinarily be disallowed. They might also have more (or fewer) items than an ordinary character of their equivalent level. In addition, some special characters have magic items which are unique to themselves. Special characters are exceptional in many ways! See Special Characters and Magic Items.

Duplicates

When a player chooses magic items for his army he can choose from the entire set of magic item cards. This means that two players might choose the same item. This doesn't matter, although if only one set of Warhammer Magic is available for the game the players will have to 'share' the card for purposes of reference.

Generally speaking, a player cannot include the same item in his army more than once. However there are three general exceptions in the forms of Dispel scrolls, Chaos Armour and Familiars, as noted below.

Dispel Scrolls: Dispel Scrolls are part of the Wizard Arcana card deck which consists of magical devices used by wizards. A wizard can have several Dispel Scrolls, and different wizards can each carry Dispel Scrolls. However, this only applies to Dispel Scrolls, not to other types of scroll such as Power Scrolls or Destroy Magic Scrolls.

Chaos Armour: Chaos Armour can be worn by different characters in the same army. It can also be worn by Chaos Sorcerers without affecting their spell casting abilities. Chaos Armour is unusual in that it is available to Chaos characters as a magic item, but is also available to some Chaos troops as an equipment option (See Warhammer Armies Chaos). It is also unusual in that it can be combined with a Chaos Runeshield and is then considered to be one magic item. Odd stuff Chaos Armour.

Familiars: There are several different kinds of Familiar in the Wizard Arcana deck. As with Dispel Scrolls, a player can include duplicates of these Familiars, for example two different wizards might both have a Power Familiar. However, a wizard cannot have more than one Familiar of any type.

Secrecy

Players will normally wish to keep their magic items secret until it is time to use them. However, if both armies include the same item this may be difficult if both players want to consult the same card. Think of these items as having a sense of magical awareness that betrays their presence to each other, so that both players know the other has the item.

RESTRICTED ITEMS

Some magic items can only be used by specific races. Where this is the case the card indicates 'Dwarfs Only' or 'Orcs Only' for example. Some items can only be carried by specific groups within a single race such as 'Skaven Plague Monks Only' or 'Dwarf Slayers Only'. Magic items which are restricted in this way have a blue background so they can be easily identified.

SPECIAL CHARACTERS AND MAGIC ITEMS

Some of the special characters described in the Warhammer Armies books and Campaign supplements have unique magic items – items which they and they



Orion, King of the Wood Elves, armed with the Spear of Kurnous

alone can use. As the complete rules for these characters are included in the appropriate supplements, no cards are included in Warhammer Magic to represent their unique magic items. As no other models can use these items it was felt unnecessary to include cards for them.

However, unique items in existence at the time of writing have been included in a separate section of the magic items summaries so that players can conveniently refer to them. Bear in mind that further special characters may well have new items not included in the summary because they were created after the publication of Warhammer Magic.

We do not intend to invent more magic items which can be used generally. We may well invent items specific to special characters or specific to particular campaign battles. As the use of special characters is ideally a matter of prior agreement by the players, this means that Warhammer Magic contains **all** the magic items available to armies in the general run of things.

MAGIC ITEM SUMMARY

This section summarises the rules for all the magic items including items from the Warhammer Chaos Armies book and items which are unique to special characters and so not included as cards. The summary includes introductory notes for each type of item, and specific rules clarifications for items where this is felt to be useful.

Some items have more than one property, for example a Magic Standard which contains a Bound Spell. These items are still considered to belong to one category of magic item as shown on the card itself. For example a Magic Standard which contains a Bound Spell is a Magic Standard, a Scroll which contains a Bound Spell is a Wizard Arcana, and so on. This is important from the point of view of who can carry what. For example, only a character can carry a Bound Spell but a unit's standard bearer can carry a Magic Standard which contains a Bound Spell.

MAGIC WEAPONS

Type of Weapon

Most magical weapons are swords, although there are a few which represent axes, lances, etc. In general, although weapons are described as swords, it is perfectly reasonable to ascribe the weapon to a character model which carries a different type of weapon such as an axe or mace. Simply assume the weapon has the properties ascribed to it on the Magic Weapon card, so the Sword of Fortitude becomes a Spear of Fortitude to all intents.

Whilst it is reasonable to ascribe magical properties to any type of weapon a model might carry, the model must ignore any special rules which would normally apply to the weapon. So, no extra bonuses apply for spears, double-handed weapons, lances, etc. Similarly, the penalties that apply to double-handed weapons do not apply when they are wielded as magic weapons. The process of permitting models to count their weapons as magical is a convenience, and players must be prepared to lose weapon bonuses in order to keep things fair.

In the case of magical weapons which are specifically described as lances, double handed-weapons or other weapons which would ordinarily confer special bonuses, these bonuses are always included on the descriptive card if they apply (for example the Star Lance). Players who wish to use these unusual magic weapons should provide models which are appropriately equipped. These items are often associated with special character models.

Multiple Weapons

Although a character can carry ordinary weapons as well as his magical weapon, he cannot attack with both in the same turn. A character model cannot use a magic sword in one hand and an ordinary sword in the other. Magic Weapons are powerful and dangerous weapons, they require concentration and skill to use, and wielding even one requires the warrior's full concentration.

Armour Saves

A common property of magic weapons is to cancel out the enemy's armour saving throw. If a magic weapon's description includes the phrase **no armour saves allowed** then this means exactly what it says. Armour saves are ignored. However, special saves are unaffected unless the description indicates otherwise. Special saves are discussed in detail later on.

Where armour saves are disallowed even armour saves conferred by magic armour are not allowed unless the description of the weapon indicates otherwise (for example the Axe of Grimnir). In this case the description will say **no armour saves allowed except for magic armour**. This is a fairly common type of weapon which pierces non-magic armour but may be deflected by magic armour.

Multiple Wounds

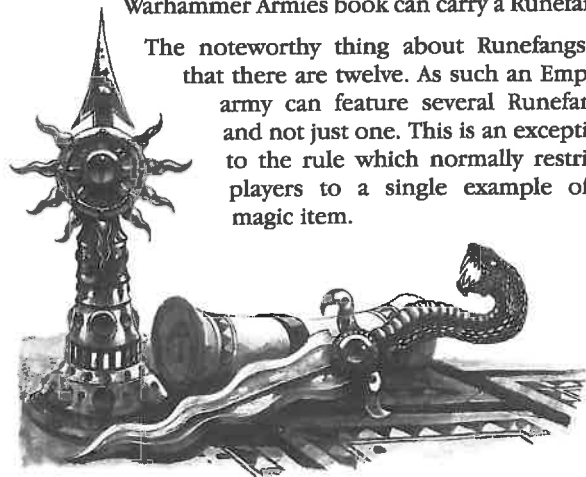
Many magic weapons cause multiple wounds. This is expressed in terms of 'each wound inflicts not 1 but D6 wounds' or whatever the multiplier happens to be. The procedure for this is as follows. First roll 'to hit' as normal. If you hit then roll 'to wound' as normal. If you score a wound then your enemy may attempt any save he is entitled to (armour save or special save). If he fails his save you can roll to multiply up the number of wounds inflicted on that model - D3, D6 or whatever. Do not multiply the wounds and then attempt armour saves for each. Make only the one save against the original wound.

Note that some weapons cause not multiple wounds but multiple hits, the Hydra Sword for example. In this case roll to hit as normal. For each hit scored roll the dice indicated to multiply up the hits. Then resolve each hit separately, and take separate saves for each wound scored.

Empire Runefangs

The twelve Runefangs were created by the Dwarf Runesmith Alaric the Mad and given to Sigmar at the time of the foundation of the Empire. In turn Sigmar gave one to each of his chieftains, and these eventually passed into the hands of the Elector Counts of the Empire. As such only Elector Counts and special characters specifically indicated in the Empire Warhammer Armies book can carry a Runefang.

The noteworthy thing about Runefangs is that there are twelve. As such an Empire army can feature several Runefangs and not just one. This is an exception to the rule which normally restricts players to a single example of a magic item.



SWORD OF DEFIANCE 150 points

+3 Toughness.

FELLBLADE 135 points

Bearer S10. Each wound inflicts not 1 but D6 wounds. Roll D6 at end of turn: on 6 bearer suffers 1 wound, no armour save possible on wounds suffered by the bearer.

*Skaven only***BLACK AXE OF KRELL** 125 points

No armour saves allowed. Victims that suffer 1 or more wounds roll D6 at start of each magic phase, regardless of whose turn it is. On 1 or 2 they take 1 extra wound.

*Undead or Chaos only***BLADE OF COCACILA** 125 points

No spells may be cast by enemy in base contact with bearer. No magic items carried by enemy in base contact will work. A wizard who suffers a wound from the Blade loses his powers permanently. For every wound inflicted on an enemy character one of their magic items is destroyed.

*Lizardmen only***DAEMON SLAYER** 125 points

Against Daemons, hits wound automatically and inflict D3 wounds per hit. Against other targets, +3S when rolling to wound. Each wound inflicts not 1 but D3 wounds..

DRAGON SLAYER 125 points

Against Dragons, hits wound automatically and inflict D3 wounds per hit. Dragons who wish to charge bearer must test for fear. Against other targets, +3S when rolling to wound. Each wound inflicts not 1 but D3 wounds.

GOTREK'S AXE 125 points

Hits wound on 2+. No armour saves allowed, except for magic armour, which gets a -3 modifier. Each wound inflicts not 1 but D3 wounds (Dragons and Daemons = D6 wounds).

*Dwarf Slayers only***HELLFIRE SWORD** 125 points

If wound is scored, target model bursts into flames and is slain. All models, except bearer, in base contact with victim suffer 1S3 hit. Note - The victim may attempt a save against the original wound if he has one but not against the automatic kill.

MORGOR THE MANGLER 125 points

Bearer +1WS, +1T, +1S. Always strikes first. No armour saves allowed, except for magic armour.

*Orcs, Savage Orcs & Black Orcs only***DEATH SWORD** 100 points

Bearer S10.

FROST BLADE 100 points

If the target suffers a wound it is killed. No armour saves allowed, except for magic armour.

SWORD OF DESTRUCTION 100 points

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

SWORD OF TECLIS 100 points

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

SWORD OF UNYIELDING 100 points

Bearer +2 Toughness.

THE BLADE OF COURONNE 100 points

At the end of each Bretonnian movement phase, any Undead creature within 3" of the Blade suffers 1 wound, no armour save allowed. Character and any unit he is leading are immune to fear and terror caused by Undead.

*Bretonnia only***THE HAMMER OF SIGMAR** 100 points

Hits wound automatically. No armour saves allowed, except for magic armour.

*Empire only***GIANT BLADE** 80 points

Bearer +3 Strength.

BLADE OF DARTING STEEL 75 points

Hits automatically.

BLADE OF LEAPING GOLD 75 points

Bearer gains +3 Attacks.

BLESSED SWORD 75 points

Bearer Weapon Skill 10. May not be used by Orcs or Goblins.

CHAOS TOMB BLADE 75 points

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

*Chaos or Undead only***DESTROYER** 75 points

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

*Dark Elves only***HYDRA SWORD** 75 points

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

OBSIDIAN BLADE 75 points

No armour saves allowed, except for magic armour. The armour of any victim who suffers a wound will be destroyed, even magic armour.

SWORD OF UNHOLY POWER 75 points

A wizard with Dark Magic/Necromantic spells may cast spell without expending power cards. Test to see whether sword's power is exhausted each time it is used. D6 roll must beat power of spell, or sword is exhausted.

Wizards with Dark Magic/Necromantic spells only

BLACK HAMMER OF HASHUT	70 points
Wielder +2S. No armour saves allowed. Targets that are vulnerable to fire are automatically destroyed if they sustain any wounds.	
<i>Chaos Dwarfs only</i>	
VENOM SWORD	70 points
Each wound inflicts not 1 but D6 wounds.	
CHAOS RUNESWORD OF GRUNGNI IRONHEART	65 points
Wielder +1 WS, +1S and +1 Attacks.	
<i>Undead or Chaos only</i>	
CHAOS DAEMON SWORD	60 points
Each wound inflicts not 1 but D6 wounds. If you roll a 1 when determining the no. of wounds, the wound is inflicted back on the wielder! No armour saves allowed, except for magic armour.	
<i>Chaos only</i>	
STAR LANCE	60 points
+3S bonus when wielder charges. No armour saves allowed.	
SWORD OF HEROES	60 points
Bearer fighting opponent with T5 or greater rolls to wound with +3S, and each wound inflicts not 1 but D3 wounds.	
ELF-BITER, AXE OF GROM	50 points
Each wound inflicts not 1 but 2 wounds. No armour saves allowed.	
<i>Orcs & Goblins only</i>	
BLADE OF LEAPING BRONZE	50 points
Bearer +2 Attacks.	
BOW OF LOREN	50 points
The Bow of Loren has a 36" range. It fires a number of shots equal to the user's A, at his S. All the shots must be directed at the same target. Hits from the bow's arrows count as being magical.	
<i>High Elves and Wood Elves only</i>	
DAGGER OF SOTEK	50 points
Wielder +1 Strength. If a Skaven unit takes 1 or wounds from the Dagger its normal Ld bonus is discounted for purposes of working out combat results.	
<i>Lizardmen Skinks only</i>	
DARK MACE OF DEATH	50 points
Once per battle, bearer may release energy blast that affects all models he is touching, friends as well as foes. Affected models take D3 wounds, no armour saves allowed.	
<i>One use only</i>	
DRAGON BLADE	50 points
Each hit = 2 hits. Roll to wound for each.	
DWARF-GOUGER	50 points
Wounds have extra -3 armour save modifier. Each wound inflicts not 1 but 2 wounds. Always wounds Dwarfs on 2+.	
<i>Skaven only</i>	

EXECUTIONER'S AXE	50 points
Double-handed axe - bearer strikes last, +2 S bonus. On a to hit roll of 6, victim is killed. As no wounds are inflicted none can be saved by armour or wards - see notes on automatic kills in the sections <i>Armour</i> and <i>Wards</i> . No armour saves allowed.	
GROMRIL BLADE	50 points
No armour saves allowed, except for magic armour.	
<i>May not be used by Orcs or Goblins</i>	
HEART SEEKER	50 points
Bearer may re-roll any of his attacks that miss in hand-to-hand combat.	
THE SWORD SKABSKRATH	50 points
Bearer causes terror. Note that because he causes terror the bearer is immune to fear and terror himself.	
<i>Undead only</i>	
SWORD OF CHANGE	50 points
When the sword inflicts 1 or more wounds upon an enemy, but does not kill him outright, roll a D6. Add +1 to the score for each additional wound inflicted after the first. On a score of 5 or more the victim is turned to Chaos Spawn, and is dealt D6 Chaos Gifts (see rules in <i>Warhammer Armies - Chaos</i>). Move the Spawn 2D6" directly away from the sword bearer.	
<i>Chaos only</i>	
SWORD OF FORTITUDE	50 points
Bearer immune to fear, terror and panic.	
SWORD OF JUSTICE	50 points
When bearer fails his to hit roll, he may take the roll again. No armour saves allowed, except for magic armour.	
SWORD OF RESILIENCE	50 points
Bearer +1 Toughness.	
THE TOMB BLADE OF ARKHAN	50 points
When model with 1 wound is killed by this blade replace it with a Skeleton warrior under the command of the bearer.	
<i>Necromancer, Vampire or Liche only</i>	
WEEPING BLADE	50 points
Bearer +1 to wound, -1 opponent's armour saving throw. Each wound inflicts not 1 but D3 wounds.	
<i>Skaven only</i>	
CHAOS RUNEBLADE	45 points
Each wound inflicts not 1 but D3 wounds. No armour saves allowed, except for magic armour.	
<i>Chaos only</i>	
DRAGONBLADE LANCE	40 points
User +2S when charging; hits automatically. When he charges, the user may elect to make one special Dragonblade attack in place of his normal attacks, hitting automatically. If the model is slain, the lance hits the model directly behind it in the second rank, at 1 less S than before. If this model is slain, then a model in the third rank will be hit, at a further 1 less S, and so on.	
<i>High Elves only</i>	
OGRE BLADE	40 points
Bearer +2 Strength.	

TORMENTOR SWORD 40 points

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

BONE BLADE 35 points

Each wound inflicts not 1 but D3 wounds.

SHRIEKING BLADE 35 points

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

WARRIOR BANE 35 points

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

BLADE OF SEA GOLD 30 points

Armour saving throws made against wounds caused by this weapon are subject to a -3 armour save modifier.

FLAIL OF SKULLS 30 points

+2S bonus 1st round of combat. Each wound inflicts not 1 but 2 wounds.

MORNING STAR OF FRACASSE 30 points

Bearer +2S 1st round of any combat. If the bearer scores 1 or more wounds on an enemy armed with a magic weapon, it will be pulled away and destroyed on a D6 roll of 4+.

Brettonia only

RUNEFANG 30 points

No armour saves allowed. Against Undead, each wound inflicts not 1 but 2 wounds. Note that there are 12 Runefangs, see the introductory comments.

Empire only

SKY ARROW OF NALOER 30 points

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

One use only

BANISHER SWORD 25 points

Against Undead, each wound inflicts not 1 but D3 wounds. No armour saves allowed for Undead.

BLADE OF LEAPING COPPER 25 points

Bearer +1 Attacks.

BLOOD DRINKER 25 points

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

Chaos/Dark Elves only

HAIL OF DOOM ARROW 25 points

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

Wood Elves only. One use only

RENDING SWORD 25 points

Each wound inflicts not 1 but 2 wounds.

SOUL BLADE 25 points

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

Chaos only

SWORD OF SWIFT SLAYING 25 points

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

BLADE OF ENSORCELLED IRON 20 points

Bearer adds +1 to hit in close combat.

BLADE OF SLICING 20 points

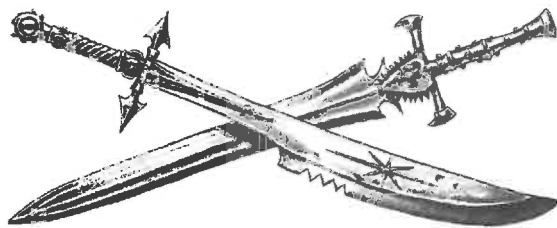
Bearer causes wounds with an extra -2 armour saving throw modifier in close combat.

GOLD SIGIL SWORD 20 points

Bearer Initiative 10.

PARRYING BLADE 20 points

One enemy has 1 less attack.

**SWORD OF MIGHT** 20 points

Bearer +1 Strength.

DARK SWORD 15 points

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

Chaos or Dark Elves only

RELIC SWORD 15 points

Bearer +1 Weapon Skill.

SILVER SIGIL SWORD 15 points

Bearer +3 Initiative.

BERSERKER SWORD 10 points

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

BITING BLADE 10 points

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

BRONZE SIGIL SWORD 10 points

Bearer +2 Initiative.

LANGUISHER SWORD 10 points

For each hit scored the victim deducts -1 from his Initiative for the rest of the game.

SWORD OF BORK 10 points

Unit with bearer ignores its first Animosity test failure.

Orcs and Savage Orcs only

COPPER SIGIL SWORD 5 points

Bearer +1 Initiative.



MAGIC ARMOUR

The category Magic Armour includes armour (ie magic forms of breastplates, mail coats and the like) and shields, as well as complete suits which include both armour and shields. These can be worn instead of the ordinary equivalent.

In most cases magic armour offers an improved armour saving throw compared to ordinary armour. In other cases it offers ordinary armour saving throws but confers other abilities too.

Combining Magic/Ordinary Armour

Unless specified to the contrary an armour save from magic armour may be combined with armour saves from a mount or ordinary armour. For example a magic breastplate with an armour save of 6+ can be combined with an ordinary shield save of 6+ and a mount's save of 6+ to give an armour save of 4+.

Although magic armour can be combined with other saves from mounts and ordinary shields where appropriate, a model may never have a better basic armour saving throw than 1+. 1+ is the best armour save you can get, offering immunity from hits of strength 3 or less (higher strengths will increase the roll required to save of course.)

Move Penalties

Characters wearing magic armour suffer no movement penalty on account of their armour. This is because a) it is magic armour and unbelievably lightweight, and b) they are heroic individuals who are used to such things.

Wizards and Armour

Wizards cannot wear any armour, magic or otherwise, without compromising their ability to cast spells, with the exception of Chaos Armour worn by Chaos Sorcerers and Skaven Warpstone Armour.

Armour Saves

The most common effect of magic armour is to confer an extraordinarily effective armour saving throw. Except where noted in the description of the item, this works exactly like normal armour saves: it is therefore modified by the enemy's strength as normal, and in the case of weapons which normally dispense with armour saves your magic armour will do you no good at all. For example, Armour of Meteoric Iron confers a 2+ armour save, but would still be useless against a cannon shot because cannons ignore armour saves altogether.

Special Saves

Some rare and expensive types of magic armour confer what are referred to as **special saves**. A special save is **not** an armour save: it is **not** modified by the strength of a hit against it, and it is **not** negated by weapons or attacks which disallow armour saves. Special saves represent a magical property of the armour rather than armour which is merely magically toughened or hardened.

If a model has both armour saves and special saves, take any armour saves first. Take special saves only for those wounds not saved by armour.

Special saves cannot save in situations where a target is automatically killed - for example, a weapon which automatically kills if it hits, or a spell which automatically kills, or where fliers are run into the ground by pursuers, and so on. A special save can only save wounds - not automatic death.

The difference between armour saves and special saves is not always explained on the cards where space is limited, so it is important to understand the difference. If in doubt the following broad rule will help to remind you: **armour saves are modified, special saves are always a fixed value.**

SPELLEATER SHIELD

100 points

Armour save of 6+. Any spell cast against the bearer or unit he is with is dispelled on a roll of 3 or more on a D6. If enemy spell is dispelled, roll a D6. On a 4+ the spell is destroyed and must be discarded. A spell from a magic item is destroyed on a 6.

ARMOUR OF BRILLIANCE

75 points

Includes a shield, and gives armour save of 3+. Foes suffer -2 to hit.

Brettonia only

ARMOUR OF PROTECTION

50 points

Armour save of 5+. If wearer fails his armour save, he may make a further special save of 4+.

CHAOS RUNESHIELD

50 points

Armour save of 6+. Magic weapons carried by enemy models in base contact with bearer do not work. A Chaos Runeshield can be combined with Chaos Armour in which case it counts as one magic item.

Chaos only

SHADOW ARMOUR 50 points

Armour save of 5+. Bearer may move through difficult/very difficult terrain and cross obstacles with no penalty. Hits from non-magic weapons suffer a -1 Strength penalty.

High Elves only

SPELLSHIELD 50 points

Armour save of 6+. Any spell cast at bearer or unit he is with will be dispelled on 4+. If enemy spell deflected, roll a D6. On 4+, the magical energy bounces back to caster causing 1 SD6 hit for each power card used to cast the spell. No armour saves allowed against rebounded hits.

WARPSTONE ARMOUR 50 points

Confers special save of 4+. For every wound saved armour inflicts S3 hit against the attacker. May be worn by Skaven wizards without compromising their ability to cast spells.

Skaven only

ARMOUR OF METEORIC IRON 25 points

Includes shield. Armour save of 2+.

BANE SHIELD 25 points

Armour save of 6+. When bearer saves against enemy in close combat, shield unleashes 1 S4 lightning bolt against that enemy.

High Elves only

CRIMSON ARMOUR OF DARGAN 25 points

Armour save of 4+. In order to attack, enemy model must first pass Leadership test.

Chaos only

ARMOUR OF FORTUNE 15 points

Armour save of 5+. If wearer fails to save, he may make a further special save of 5+ against the wound.

CHAOS ARMOUR 10 points

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

Chaos only

DRAGONHELM 10 points

Special save of 2+ against fire attacks.

SHIELD OF PTOLOS 10 points

Armour save of 6+/1+ vs missile attacks.

ARMOUR OF ENDURANCE 5 points

Armour save of 5+. If wearer fails to save, he may make a further special save of 6+ against the wound.

ENCHANTED SHIELD 5 points

Armour save of 5+.

CHARMED SHIELD 5 points

Armour save of 6+. First hit inflicted upon bearer is automatically discounted. Works once only

MAGIC WAR PAINT 5 points

Armour save of 3+ for shooting/5+ for hand-to-hand. A Wizard may have Magic War Paint without compromising his ability to cast spells. War Paint cannot be combined with armour, but it can be combined with a shield.

Savage Orcs, Skaven, Forest Goblins & Wood Elves only

WARDS

Wards are forms of protection other than armour. They take the form of amulets, talismans, crowns and such like. Wards have unique and unusual properties, but are generally protective in character and serve to ward off wounds or hits, or restore wounds that have been suffered.

Saving throws from Wards are **not** armour saving throws. To distinguish them we refer to these as **special saves** in the same way as special saves from some sorts of magic armour. Damage from a weapon which disallows armour saves can still be saved by a Ward - such as a hit from a cannon ball for example. Similarly, armour save modifiers do not apply to saves from Wards. See the comments in the section on Magic Armour regarding special saves.

Wards and Automatic Kills

Some spells and a few magic weapons will automatically kill their targets in certain circumstances. For example the Waaagh spell Brain Bursta can kill an enemy outright, a Hellfire sword will automatically kill a target that takes 1 wound from it, and the Skull Wand of Kaloth will drain the victim's life if he is hit and fails a Leadership test.

Targets which are killed outright in this way cannot use wards to restore or save against death. Obviously, where it is necessary to inflict 1 wound to achieve an automatic kill (as is often the case) then armour and wards can be used to save against the wound/s as normal, but no further save is possible against the automatic kill.

THE SILVER SEAL 75 points

Enemy missile shots/hand-to-hand attacks against the bearer suffer -1 to hit modifier. Spells cast against bearer or unit he is with dispelled on 4+.

BLACK AMULET 50 points

Bearer gets 4+ special save against each wound suffered. In hand-to-hand combat any wound saved by the amulet is rebounded against the enemy that struck the blow, inflicting 1 wound for each wound saved. For each wound rebounded, roll a D6. On a 1, the power of the amulet is exhausted and may no longer be used.

GOLDEN CROWN OF ATRAZAR 50 points

Bearer gets special save of 3+ against any wound suffered. If the Helm saves 2 or wounds in the same phase, roll a D6. On a 4+ its power is exhausted.

DAWNSTONE 25 points

Re-roll failed armour save.

VAMBRACES OF LIGHTNING 25 points

Gives wearer 4+ special save against each wound suffered from missile fire of S5 or less.

JADE AMULET 5 points

Gives bearer special save of 2+ that can be used once against a single wound. One use only



ENCHANTED ITEMS

Enchanted Items includes a miscellany of items of varied effect. Although some take similar forms to Wards, the main difference is that a model can have more than 1 Enchanted Item but can never have more than 1 Ward.

CROWN OF SORCERY 125 points

User gains abilities of lvl 3 Necromancer. Each time the bearer casts a spell, he must test against his Ld. If he fails, he can do nothing until the next magic phase.

ROD OF CORRUPTION 100 points

When bearer hits enemy in hand-to-hand combat, roll a D6. If score is higher than victim's T, or a 6, the victim is killed horribly. The foe is slain automatically, hence no saves against wounds are allowed.

Skaven Plague Monks only

TALISMAN OF OBSIDIAN 100 points

No wizard in base contact with bearer may cast spells, use counter magic, or retain Winds of Magic cards from turn to turn. Any spell cast at bearer or unit he is with will be dispelled automatically.

Cannot be used by a wizard.

TALISMAN OF HOETH 85 points

Bearer has magic abilities as level 2 High Elf Mage Champion.

High Elves only

BIRD OF CHOTEK 75 points

May be released at the beginning of any Lizardman turn. All creatures flying high are driven to the ground, and suffer D3 wounds. Riders of large monsters driven to the ground suffer D3 wounds, and so does the monster. One use only.

Lizardmen only

LIBER BUBONICUS 75 points

Bearer gains the powers of a level 2 Wizard Champion. Generate 2 spells from list below, before other wizards draw their spells. On a double, take spell indicated + Stench of Nurgle.

- | | |
|--------|-------------------------------|
| 1 | Putrefy (Skaven) |
| 2 | Plague (Skaven) |
| 3 | Pestilent Breath (Skaven) |
| 4 | Wither (Skaven) |
| 5 | Stream of Corruption (Nurgle) |
| 6 | Misma of Pestilence (Nurgle) |
| Double | Stench of Nurgle (Nurgle) |

Skaven Plague Monks only

CLOAK OF SHADOWS 75 points

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

Skaven Assassins only

RUBY CHALICE 60 points

Only starts to work when bearer or unit he is with takes 1 or more wounds. -2 to hit on enemy missile attacks; -1 to hit close combat attacks. Note that the Chalice has no effect once the bearer is killed.

ALDRED'S CASKET OF SORCERY 50 points

May be used at any time against a single enemy wizard in base contact with the bearer. The casket automatically steals one of the enemy's spells (determine randomly). The bearer may cast the stolen spell in his own magic phase. No power is required to cast the spell. The casket may contain any number of spells.

BUGMAN'S TANKARD 50 points

May be used once during any turn, and not in the close combat phase. The bearer or unit he is with may heal 1 wound.

Three uses only. Dwarfs only

CHALICE OF DARKNESS 50 points

Use at start of magic phase, after magic cards have been dealt but before any spells are cast. Roll 1D6 and remove that many magic cards from each side. If a player doesn't have enough magic cards, he must also surrender spell cards to make up the difference. Roll a D6 for every spell surrendered. On a 4+ the Chalice bearer sustains 1 wound, no armour saves allowed.

Chaos Dwarfs only

COLLAR OF ZORGA 50 points

No monster will attack bearer in hand-to-hand combat. If bearer is touching enemy monster at end of hand-to-hand combat phase, take a Ld test. If bearer succeeds, he temporarily takes control of the monster, which may immediately move and fight a round of hand-to-hand combat. Control of the monster then reverts to the owning player.

Orcs and Goblins only

DAEMON STEED 50 points

A Daemon Steed takes the form of a mighty horse.

M	WS	BS	S	T	W	I	A	Ld
8	4	0	4	4	3	6	3	10

The Steed has a daemon saving throw of 4+ plus armoured barding for 3+ in total. It is not affected by daemon animosity, and counts as a monster. A model riding a Daemon Steed causes fear.

Chaos only

CROWN OF COMMAND 50 points

Bearer Ld 10. The bearer and any unit he leads take Break tests on unmodified Ld of 10.

GOLDEN SCEPTRE OF NORGRIM 50 points

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

Dwarfs only

HEALING POTION 50 points

May be drunk at any time except during the close combat phase. Restores user to full wounds.

One use only

SKALM 50 points

May be used at any time except during the close combat phase. Heals user back to full wounds.

One use only. Skaven only

SKAVENBREW 50 points

Use before start of battle on regiment character is with. Effects last all the battle. Roll a D6: 1 - No effect; 2-3 - Unit *bates* all non-Skaven; 4-5 - Unit subject to frenzy; 6 - Unit moves at double speed and doubles its A value, and roll 6 at the end of each Skaven turn - on a 1 the regiment suffers D6 wounds.

One use only. Skaven only

SLAANESH'S SCEPTRE OF DOMINATION 50 points

Any enemy character within 12" of the sceptre bearer must take Ld test. If he fails, he can do nothing. If test is passed, character is immune.

Chaos - Slaanesh only

TALISMAN OF RAVENDARK 50 points

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

THE CARSTEIN RING 50 points

If slain, Vampire is restored to full wounds, together with any magic items/spells. Note that this is one of the few items which will save a character from an automatic kill.

Vampires only. One use only

TOMB KING'S CROWN 50 points

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

Mummy Tomb King only

GAUNTLET OF BAZHRACK THE CRUEL 35 points

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

Chaos Dwarfs only

THE TRESS OF ISOULDE 35 points

May be used once per battle, in the close combat phase. Vs one foe only, bearer hits on unmodified 2+ and wounds on unmodified 2+. No armour saves allowed.

Brettonia only

VAN HORSTMANN'S SPECULUM 35 points

When wearer fights a challenge, he fights with his opponent's S, T & I (and vice versa).

AMBER AMULET 25 points

At the start of his turn, bearer recovers 1 wound he has suffered. A dead character cannot use the power of the amulet to recover wounds and restore him to life.

AMULET OF FIRE 25 points

Will dispel spell cast at user or unit he is with on D6 roll of 4+. Only one spell may be dispelled a turn.

BLACK GEM OF GNAR 25 points

Can be used against enemy model in base contact. Both models are frozen in time and can do nothing until the enchantment ends. Roll D6 at the start of each player's turn - on a 6 the enchantment is ended. One use only.

CLOAK OF FEATHERS 25 points

If the character wearing the cloak is already in close combat, he can move up 24" before either side has struck, or after he has made his attacks. He may not move into close combat.

Lizardman Saurus/Skink Hero only

CURSED BOOK 25 points

All living creatures within 6" of the bearer suffer -1 to hit/shooting rolls.

Chaos or Undead only

FIERY RING OF THORI 25 points

May be used at any time during the player's turn. Creates barrier of flame 6" in front of wearer and unit he is with. Only enemy immune to flame may cross the barrier. Lasts one turn.

One use only. Dwarfs only

HEART OF WOE 25 points

Explodes when bearer is slain. Each model within a radius equal to the bearer's original W value takes an automatic hit at a S equal to bearer +D6. A wounded model suffers D6 wounds.

One use only (!)

HELM OF MANY EYES 25 points

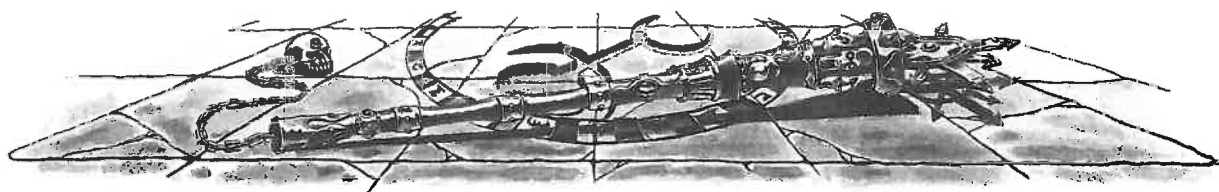
Wearer always strikes first in hand-to-hand combat.

Chaos only

MAD CAP MUSHROOMS 25 points

A Night Goblin character can feed mushrooms to one Fanatic emerging from a unit he is with. The Fanatic causes an extra D6 hits on the first unit he strikes, causing 2D6 S5 hits.

One use only. Night Goblins only



POISON WIND GLOBES 25 points

May be thrown up to 8" in the shooting phase. Nominate target and roll Scatter dice. A HIT is a direct hit, otherwise globe lands 3" away in direction indicated. Use 2" diameter template. Affected models suffer 1 wound on roll of 4+, no armour saves allowed.

Skaven only

POTION OF CHAOS 25 points

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

Chaos only. One use only

WARPSTONE AMULET 25 points

Enemy models attacking bearer in close combat must take a Ld test before striking. If they fail, they suffer -2 to hit/-2 S against the wearer.

Skaven only

WHIP OF AGONY 25 points

Bearer may make 1 lash attack before other models strike blows in close combat. If enemy is hit, he must take Ld test before he can attack that turn. Any creature ridden by enemy struck by whip must also pass a Ld test to attack.

CROWN OF BRETONNIA 15 points

Wearer may add +1 to any characteristic before the battle begins. Choose a characteristic and roll a D6. On a 5+, the characteristic is increased. If not, choose another characteristic and roll again. You need 4+ for your second choice, 3+ for the third, and so on. The fifth roll is automatically successful. Note that no characteristic may be increased beyond its normal maximum value, generally 10.

Brettonnian General only

POTION OF STRENGTH 10 points

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

WARPSTONE CHARM 10 points

Re-roll any one dice throw, which may be adjusted by +1/-1.

One use only. Skaven & Chaos only

POTION SACRÉ 5 points

Bearer may drink before making a dice roll, then add +1 or deduct -1 to the score.

One use only. Bretonnia only

WIZARD ARCANA

Wizard Arcana are magic items which can only be used by wizards. They might aid spell casting, or improve a wizard's magic level, or in some cases allow them to cast special types of spell. A wizard can have more than 1 Wizard Arcana, assuming, of course, that he can carry more than one magic item.

Wizard Arcana often have the properties of other types of magic item, such as Weapons or Bound Spells, so it is important to bear in mind the rules that apply to those things as well.

WAR CROWN OF SAPHERY 125 points

Raises magic level of a High Elf Mage Lord from 4 to 5, giving him 5 spells.

High Elf Mage Lord only

BOOK OF NAGASH 100 points

Raises magic level of Necromancer with Necromancy spells by 1.

Undead Necromancer only

TALON OF DEATH 100 points

All living models in contact with user suffer 1 automatic wound at the beginning of every close combat phase. No armour saves allowed. Does not affect Daemons or Undead.

Undead Necromancer, Liche or Vampire only

FORBIDDEN ROD 75 points

Bearer may cast a spell at no power cost, and the spell counts as having been cast with Total Power. After each use, bearer will suffer 1 wound on the D6 roll of 4+. No armour saves, saves from wards, or special saves allowed.

SWORD OF UNHOLY POWER 75 points

Bearer may cast one of their Dark Magic or Necromantic Magic spells in the magic phase, at no cost. Roll a D6 each time sword is used. If score is equal to or less than power normally required to cast spell, sword is exhausted for rest of battle. Bearer may not carry a magic weapon in addition.

Wizards with Dark or Necromantic spells only

BANE HEAD 50 points

At start of game nominate an enemy character and roll a D6. On a 5+ they are 'baned'. Any wounds suffered by baned character are doubled.

Lizardmen Slann Mage only

BOOK OF ASHUR 50 points

Bearer gains 1 magic level (up to a maximum of 4). The wizard may take spells from any single race's deck.

Wizards only

BOOK OF SECRETS 50 points

Bearer may cast spells for no power cost. Each time Book is used, wizard loses D6 characteristic points.

CHAOS FAMILIAR 50 points

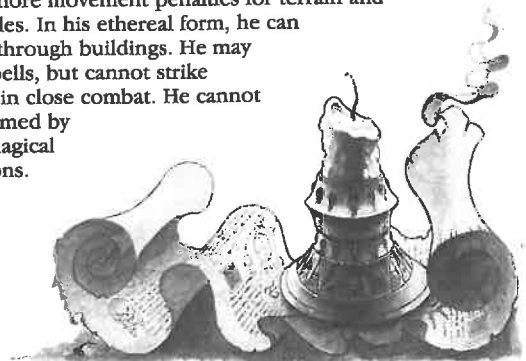
The Sorcerer is accompanied by a tiny Chaos Familiar. As long as the Familiar is in base contact with its master he may add 1 to, or subtract 1 from, any one dice roll each turn. The player must declare he is doing this before he does so.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	2	3	1	4	1	8

Chaos Sorcerers only

CLOAK OF MISTS AND SHADOWS 50 points

Wearer may move up to 24" in his movement phase, and ignore movement penalties for terrain and obstacles. In his ethereal form, he can move through buildings. He may cast spells, but cannot strike blows in close combat. He cannot be harmed by non-magical weapons.



DESTROY MAGIC SCROLL 50 points

May be used to dispel an enemy spell as it is being cast. Roll a D6 - on a 4+ the spell is destroyed and cannot be used again that battle. If the spell came from a magic item, the item is destroyed on a 6. The scroll cannot be used against a spell cast with Total Power.

One use only

PLAQUE OF DOMINION 50 points

Bearer may cast the plaque's bound spell in his magic phase. The spell lasts one turn. While it lasts, all Lizardmen automatically strike first in close combat.

Lizardmen Slann Mage only

POTION OF KNOWLEDGE 50 points

Wizard can cast spells for no power cost. On 1 or 2 the potion's effects have worn off. On the further roll of a 1, the wizard goes stupid for the rest of the game.

One use only

SKAVEN WARPSROLL 50 points

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

Skaven only. One use only

SPELL FAMILIAR 50 points

The wizard may draw 1 extra spell at the start of the battle, which he may use as long as the Familiar is in base contact with him. If the Familiar is removed, the wizard loses his extra spell.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	2	3	1	4	1	8

STAFF OF DAMNATION 50 points

The bearer can cast the staff's spell in his magic phase. Each friendly unit of Skeletons, Zombies, Mummies, Wights, Wraiths and Skeleton Horsemen within 36" of the caster may take one of the following extra actions: charge, march move, fight round of hand-to-hand combat, shoot missile weapons. Roll a D6 each time Staff is used - it is exhausted on a D6 roll of 1 or 2.

Necromancer, Liche or Vampire only

STAFF OF FLAMING DEATH 50 points

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

Note that line of sight is required for this spell.

STAFF OF LIGHTNING 50 points

Bearer can cast the spell in his magic phase. The staff fires a lightning bolt at the first enemy model in its path within 24". The victim sustains D3 S6 hits, no armour saves allowed. After each use, roll a D6: staff is exhausted on 1 or 2. Line of sight is required for this spell.

STAFF OF OSIRIS 50 points

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

Note that the Staff of Osiris is carried by the Undead special character Settra, who can use it even though he isn't a wizard.

Line of sight is required for this spell.

WAND OF JET 50 points

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

WARPSTORM SCROLL 50 points

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

One use only. Skaven wizards only

SKULL WAND OF KALOTH 40 points

Can be used to attack a close combat opponent. On a successful hand-to-hand hit, victim must test against Ld or be killed. If he passes the test, roll to wound as normal. Note that a victim who is automatically killed cannot save 'wounds' and so armour saves/wards are all useless. See comments under *Armour and Wards*.

Wizards only

CHALICE OF CHAOS 35 points

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

Chaos Sorcerer or Beastman Shaman only

CHALICE OF SORCERY 35 points

At the start of his magic phase, bearer may take 1 extra magic card from the Winds of Magic. When he does so, roll a D6. On a 1 he suffers 1 wound, no armour saves allowed.

Wizards only

GOLDEN EYE OF TZEENTCH 35 points

Enemy models in base contact with Sorcerer must take Ld test or be transfixed and unable to fight. While transfixed, attacks hit the model automatically.

Chaos Sorcerers of Tzeentch only

SEER STONE 35 points

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

Skaven wizards only

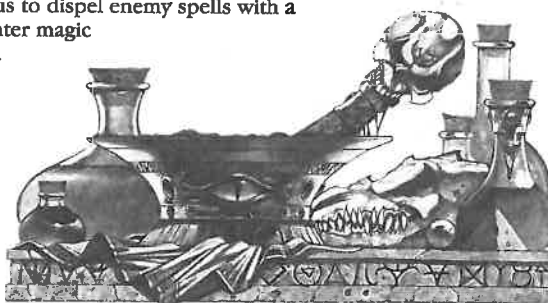
SKULL OF KATAM 35 points

The Sorcerer may cast spells with 1 point less power. A spell requiring 1 power may be cast for free. After each use, bearer must take a Ld test. If he succeeds he loses -1 Ld. If he fails he goes insane and is removed as a casualty.

Chaos Sorcerer only

SKULL STAFF 35 points

Enemy model within 12" of bearer in bearer's magic phase must reveal all its magic items. Bearer +1 bonus to dispel enemy spells with a counter magic card.



POWER FAMILIAR 30 points

The wizard may store 1 extra magic card in the Familiar from turn to turn. If the Familiar is killed while holding a card it explodes causing a S4 hit on all models in base contact.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	2	3	1	4	1	8

POWER SCROLL 30 points

Will power one spell for free.

One use only

AMULET OF XAPATI 25 points

Spell cast at bearer or unit he is with dispelled on 3+. If enemy spell is dispelled, bearer may cast one of his own for free that has a power level no greater than the dispelled enemy spell. Immediately afterwards, the magic phase is ended.

Lizardman Slann Mage only

CRYSTAL OF MALFLEUR 25 points

After winds of magic cards are dealt, both sides roll D6. If the Crystal bearer rolls highest he can see all the enemy's winds of magic cards. If the rolls are equal, the Crystal bearer can see all but one of the enemy player's cards.

Brettonnia only

DISPEL MAGIC SCROLL 25 points

May be used to dispel enemy spell as it is being cast. It will not dispel a spell cast with Total Power.

One use only

ROD OF POWER 25 points

Can store up to 3 extra magic cards from turn to turn. Roll a D6 at the start of the bearer's magic phase. Unless you roll more than the number of cards retained all the magic has leaked away and the cards must be returned to the deck.

STORM-DAEMON 25 points

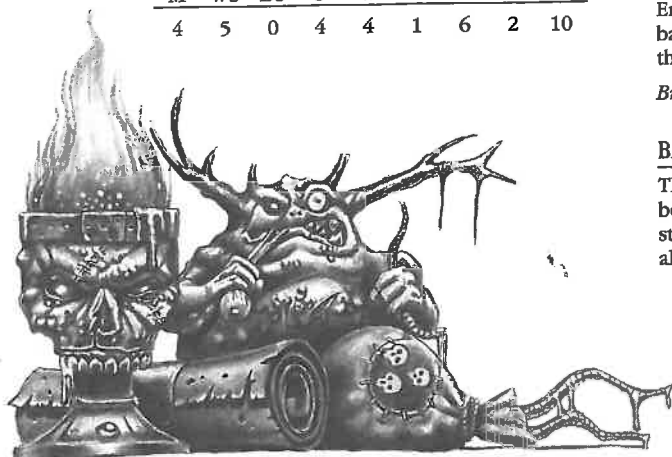
Bearer +1S bonus. Wielded with 2 hands. Bearer may not carry a magic weapon at the same time. Can unleash bound spell vs enemy, within 24". Enemy unit suffers D6 S5 hits, no armour saves allowed. Exhausted on 1 or 2. Line of sight is required for this spell.

Skaven Warlock Engineers only

WARRIOR FAMILIAR 25 points

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

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

**MAGIC STANDARDS**

A magic standard may be carried by any regimental standard bearer entitled to carry a magic standard as indicated in the Warhammer Armies Lists. The maximum value of the standard is usually restricted such that only the very best units are allowed to carry the most potent standards. In addition, it is usual to allow the army's Battle Standard to be a magic standard as described in the army lists.

Note that the points value of a magic standard is added to the total points value of the standard bearer. The value of regimental standard bearers is usually double that of a trooper, the value of a magic standard is added to this total. The cost of the banner itself is not doubled. E.g. High Elf Spearmen cost 12 points, the standard bearer costs 24 points, a standard bearer with a 50 point standard costs 24+50=74 points.

Some chariots are also permitted to carry a magic standard. The value of the banner is added to the value of the chariot. The cost of the chariot is not doubled.

BANNER OF ARCANE WARDING 100 points

A spell cast at the unit carrying the banner will be dispelled on D6 roll of 2+. If spell is dispelled, roll a D6. On 4+ the spell is redirected to a new target. Choose an enemy unit within 24" and roll 4D6 to determine spell's range. If new target is within dice score roll of the banner, it is hit by the deflected spell.

BATTLE BANNER 100 points

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

STORM BANNER 100 points

May be used at start of player's turn. No creatures may fly at all. All creatures flying high must land in centre of table and move 3D6" in random direction as determined by Scatter dice. Shooting ranges are halved. Roll D6 at the start of each player's turn - banner's effect end on a 6.

One use only

BANNER OF RIGHTEOUS RETRIBUTION 75 points

Missiles shot at the unit are deflected and turned back against the firers. Roll a D6 and multiply score by 10. If the score equals or exceeds the distance between the units, the missiles hit the firers automatically. If the score is less, the missiles rebound harmlessly. Exhausted on a 1 or 2.

Brettonnia only

BANNER OF THE LADY OF THE LAKE 75 points

Enemy unit loses combat bonus from rear rankers. If the banner is carried by the Battle Standard Bearer, all Knights in the army can re-roll a failed Break test.

Brettonnia only

BANNER OF WRATH 75 points

The bound spell may be cast in the magic phase. D6 lightning bolts, each with a range of 24", fly from the banner. Each bolt strikes the first model in its path for 1 S4 hit, no armour saves allowed. Line of sight is required for each lightning bolt.

HELL BANNER 75 points

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

Undead only

SACRED STANDARD OF THE HORNED RAT 75 points

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

Skaven only

MORK'S WAR BANNER 65 points

Spells cast at unit dispelled on 4+. Any wizard/shaman touching unit will be killed instantly by magical overload, no armour saves apply.

Orcs and Goblins only

BANNER OF ARCANE PROTECTION 50 points

Dispels spell cast against unit carrying banner on D6 roll of 4+. Any Undead/Daemon model in base contact with a unit carrying this banner suffers 1 wound at the start of the bearer's magic phase.

BANNER OF DEFIANCE 50 points

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

BANNER OF DOOM 50 points

Enemy units within 6" suffer -1 penalty on Leadership.

Undead only

BANNER OF MIGHT 50 points

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

BANNER OF RAGE 50 points

Unit carrying banner is subject to *frenzy*.

Chaos unit led by a Champion of Khorne only

BLASTED STANDARD 50 points

Bound spell may be cast against an enemy unit within 8", and causes 2D6 S6 hits. Any survivors must take an immediate Panic test.

Chaos unit led by a Champion of Tzeentch only

DREAD BANNER 50 points

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

RAPTUROUS STANDARD 50 points

Unit carrying banner is immune to psychology.

Chaos unit led by a Champion of Slaanesh only

SCARECROW BANNER 50 points

Causes *terror* in flying creatures. Unit is immune to terror caused by flying creatures. The unit receives a +D6 combat result bonus when fighting flying creatures.

BAD MOON BANNER 35 points

All shots at unit are at -1 to hit. Unit always strikes first in hand-to-hand combat.

Night Goblins only

SPIDER BANNER 35 points

Unit carrying banner doubles all attacks during its first turn of hand-to-hand combat of the game.

One use only. Forest Goblins only



VALOROUS STANDARD 35 points

Unit carrying banner may roll an extra D6 when making a psychology test, and may select the which 2 dice out of the 3 dice to use. Break tests are not affected.

BANNER OF COURAGE 25 points

The unit may re-roll a failed Break test. Note that it is not possible to re-roll a failed re-roll, only one re-roll is allowed from any source.

BANNER OF SORCERY 25 points

Banner stores D6 winds of magic cards at start of game, which may be used by friendly wizards within 12".

DOOMRIDER BANNER 25 points

When unit charges into hand-to-hand combat, the Skeleton Horsemen's attacks hit automatically in the first round of combat.

Undead Skeleton Horsemen only

GORK'S WAR BANNER 25 points

Unit gains +1S when charging.

Orcs and Goblins only

JAGUAR STANDARD 25 points

Increases unit's move by +D6". Roll each turn. May be used three times only.

Lizardmen only

STANDARD OF SHIELDING 25 points

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

WAR BANNER 25 points

Adds +1 to the hand-to-hand combat result of side carrying it.

BLOOD BANNER 10 points

Allows Cold One riders to ignore the Cold Ones' stupidity.

Dark Elf Cold One Knights only

ERRANTRY BANNER 10 points

Enemy cannot stand and shoot when charged by unit carrying this banner.

Bretonnian Knights Errant only

Night Goblin Warlord Skarsnik



BOUND SPELLS

A bound spell is a magic item that enables its owner to cast a specific spell as if he were a wizard. Any character can have a bound spell and not just wizards. Having a Bound Spell does not make a character a wizard for purposes of the rules.

The spell is cast once in the player's magic phase exactly like other spells, and it can be countered in the same way as an ordinary spell. Bound spells often take the form of magic rings, though some are horns or pipes.

When attempting to counter a bound spell the 'caster' is assumed to have a magic level equivalent to the wizard making the counter. Thus bound spells are dispelled on a base roll of 4+. Power cards can be used in the normal fashion to boost the chance of a dispel, but cannot be used to reinforce a bound spell.

DOOMFIRE RING 100 points

Three times per battle in the magic phase the wearer can direct a jet of flame at an enemy model up to 18" away. The victim sustains 2D6 S3 hits, no armour saves. Line of sight is required.

Three uses only

STAFF OF NURGLE 100 points

The Staff's bearer may cast the spell once in his magic phase, at any enemy model within 12". The target is slain automatically, no armour saves allowed. Roll a D6 each time the spell is cast - on a 1 or 2 the staff's magic is exhausted.

Chaos Sorcerer of Nurgle only

HORN OF URGOK 75 points

All enemy units within 24" engaged in close combat must take a Panic test or be broken and flee. Fleeing friendly units within 24" rally.

May be used three times only

PIPES OF DOOM 75 points

The spell may be cast at any cavalry unit within 18". The unit suffers D6 S4 hits. Victims may not charge next turn.

SKARSNIK'S PRODDER 75 points

In magic phase, the Prodder may fire 1 fireball for each Orc or Goblin unit within 12", plus one extra for each that is in hand-to-hand combat. Blast is S4, max. range 24", and hits first model in its path. Orc units must be 10 strong, Goblin units 20 strong, to count. Each fireball travels up to 24", striking the first model in its path. The victim suffers an S4 hit, no armour saves allowed. Line of sight required.

Night Goblins only

BRASS ORB 65 points

Orb is cast down on ground within 8" of the bearer. Nominate target and roll Scatter dice. A HIT symbol is a direct hit, otherwise the Orb scatters 3" as indicated by the dice. Place any of the round templates from Warhammer Magic where globe lands. Each model rolls a D6. If they roll more than their I, or a 6, they are killed, no armour saves allowed. Remains in play, moving in the magic phase.

One use only. Skaven only

CLAW OF NAGASH 50 points

Can be used against a living model (not Daemons or Undead) within 6". Roll 2D6 and subtract victim's Toughness = number of wounds caused. No armour saves allowed.

One use only

RING OF CORIN 50 points

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

THE ORB OF THUNDER 50 points

Prevents flying creatures flying high. Creatures already flying high cannot descend.

Remains in play.

May be used three times per battle

BANDS OF POWER 40 points

Wearer doubles his S value (max. S10) until beginning of next magic phase.

Three uses only. Skaven only. Lasts one Turn

RING OF DARKNESS 40 points

The user is shrouded in darkness. Enemy striking in hand-to-hand combat require a 6 to hit. Magic weapons are not affected by the ring's magic.

Remains in play

RING OF VOLANS 25 points

The ring starts the game containing 1 randomly determined Battle magic spell. The spell may be used once per game in any magic phase, and costs no power to cast.

One use only

SPECIAL CHARACTER ITEMS

The following items are unique to specific special characters – individuals of astonishing power or reputation in the Warhammer World. These special characters are described in the Warhammer Armies book for the army they belong to together with any magic items or special powers they have.

Because only these specific individuals can carry these items we have not included cards to represent them – players who intend to field these individuals obviously have the Warhammer Armies book describing them. However, it seemed a good idea to summarise the abilities of these items here, for convenience of reference and to give other players an idea of what they might be up against! Bear in mind that it is recommended that special characters are used with prior agreement by the players.

HEIRLOOMS

Some of the special items are described as heirlooms of a ruling family or office. For example the Great Book of Grudges is borne by the High King of Karaz-a-Karak, the Talisman of Ulric is worn by the Elector Count of Middenland, and so on.

Heirlooms are usually ascribed to a specific special character, and for that reason are included in this section and not as part of the main magic items list. Obviously, a scenario set in some past time might include the same item carried by an appropriate ancestor. For normal purposes, however, it is convenient to ascribe these items to specific individuals to avoid confusion.

EMPIRE

STAFF OF COMMAND

80 points

Empire Grand Theonist

The Staff draws power from the War Altar. If the War Altar is destroyed the Staff will not work.

The Staff gives the Grand Theonist the powers of a level 2 wizard.

Whilst the War Altar remains undamaged the Grand Theonist may draw energy through his staff and add +2 to his Strength. If the War Altar is damaged this bonus is reduced to +1 Strength. If the War Altar is destroyed the bonus is lost.

THE JADE GRIFFON

75 points

Empire Grand Theonist

The Jade Griffon protects the Grand Theonist from harm and heals any wounds he suffers.

The Jade Griffon takes effect at the end of each shooting phase and at the end of each hand-to-hand combat phase. Any wounds suffered by the Grand Theonist are restored, healed instantly by the magic power of the Jade Griffon.

The Jade Griffon is powerless to save the Grand Theonist if he is killed. It will not bring him back from the dead!



The Grand Theonist of Sigmar

STAFF OF VOLANS

75 points

Empire Supreme Patriarch

The Staff of Volans is a potent heirloom of the Supreme Patriarch of the Colleges of Magic.

The bearer can use the Staff to make a spell he is casting unbreakable. The bearer must expend power cards to cast the spell as normal. The spell cannot be dispelled in the same way as if a Total Power card had been played. If the spell remains in play it can be dispelled normally in subsequent turns.

Each time the Staff is used roll a D6. On the roll of a 1 or 2 its energy is temporarily exhausted and it cannot be used again during the battle.

DRAGON BOW

40 points

Valmir von Raukov, Empire Elector Count

The Dragon Bow has a range of 36" and hits with a Strength of 5.

The Dragon Bow shoots at its target not just once but three times. All shots must be made at the same unit. Hits from the bow's arrows are deemed to be magical and so will affect creatures that are immune to ordinary non-magical bow hits.



Settra, the Tomb King of Khemri

HORN OF SIGISMUND 35 points

Empire Grand Theogonist

The Horn of Sigmar may be sounded by the Grand Theogonist as the War Altar charges into battle. The sound of the horn strikes terror into the heart of the enemy unit being charged. A test for *terror* must be taken.

THE TALISMAN OF ULRIC 25 points

Boris Todbringer, Elector Count of the Empire

The bearer of the Talisman of Ulric automatically recovers 1 wound he has suffered at the start of his own turn. The bearer must still be alive in order to recover wounds, if killed outright the Talisman of Ulric cannot protect him. The bearer cannot recover more wounds than he started the battle with.

KISLEV

FEARFROST 100 points

Tzarina Katarin of Kislev

Fearfrost was made by the ancient Khan-queen Miska and is the heirloom of the Tzarinas of Kislev. Only a Tzarina can wield it and any man who attempted to do so would be frozen to death in an instant.

No armour saves are allowed against wounds from Fearfrost.

If the wielder inflicts a wound upon her enemy then the victim immediately suffers a further D6 wounds.

UNDEAD

THE BLACK ARMOUR OF NAGASH 100 points

Nagash, Supreme Lord of the Undead

The armour of Nagash Supreme Lord of the Undead has gradually fused with the body of its wearer so that the two are now united for all time.

The Black Armour gives Nagash a special saving throw of 4+ against any wounds scored against him.

In addition, the Black Armour gives Nagash a D6 saving throw of 4+ against the effect of any magic spell. Note that this isn't a Dispel, but allows Nagash to avoid the effect of spells which would otherwise harm him.

MORTIS, THE GREAT BLADE OF DEATH 35 points

Nagash, Supreme Lord of the Undead

The black blade Mortis enhances the strength of its mighty bearer, but it robs the vitality of its victims and passes it to Nagash himself.

Nagash adds a +1 Strength bonus to his own Strength when wielding the blade Mortis.

For each wound inflicted with the Great Blade of Death Nagash may restore 1 wound he has suffered previously in the battle.

STAFF OF POWER 40 points

Nagash, Supreme Lord of the Undead

The Staff of Power enables Nagash to absorb vast amounts of magic power.

If he has the Staff of Power, Nagash can store an extra four magic cards from turn to turn. These extra cards can only be used by Nagash, so it is important to keep them separate from other cards.

The Staff of Power begins the game with one random magic card stored.

HIGH ELVES

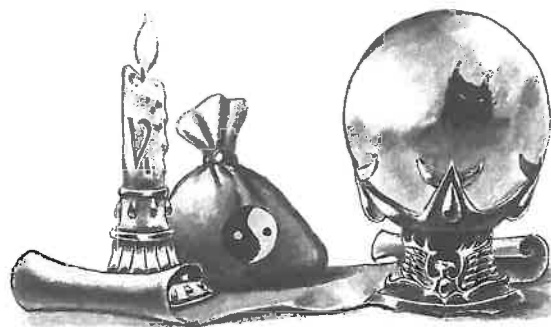
SUNFANG, THE RUNESWORD OF TYRION 125 points

High Elf Prince Tyrion

Sunfang adds +3 to Tyrion's Strength. Each wound inflicts not 1 wound but D3.

When used against Daemons a hit from Sunfang wounds automatically and inflicts not 1 wound but D3.

Once per game in his shooting phase Tyrion may direct a mighty firebolt from Sunfang. Use the flaming template from the Warhammer game placing the broad end over your enemies as required. Each model beneath the template is hit on a D6 roll of 4+ and takes 1 Strength 3 hit.



DRAGON ARMOUR OF AENARION 70 points*High Elf Prince Tyrion*

Wearing his Dragon Armour and mounted upon his armoured steed Malhandir Tyrion has an armour saving throw of 1+. Were he to fight on foot his armour save would be 3+. The wearer of Dragon Armour cannot carry a shield.



If Tyrion should fail his armour save then he may make a further special saving throw of 4+. Note this is a special save and not an armour save, and so is not affected by armour save modifiers or hits which discount armour saves.

Tyrion is completely immune to all fire based attacks, including magic fire, warpfire, and so forth.

HEART OF AVELORN 50 points*High Elf Prince Tyrion*

The Heart of Avelorn, a gift from the Everqueen to Tyrion, protects against hostile magic.

The Heart gives Tyrion a D6 saving throw of 4+ against the effect of any magic spell. Note this isn't a Dispel, but a magic save which allows Tyrion to avoid the effect of spells which would otherwise harm him.

If Tyrion is slain the Heart will break and the release of its power immediately restores him to life with 1 wound. If this happens the Heart is destroyed.

FANGSWORD OF ELTHARION 50 points*High Elf Warden Eltharion*

Using the Fangsword, Eltharion can parry one attack from one enemy model in base contact. The enemy's attacks are automatically reduced by 1.

All armour saving throws against a wound from the Fangsword are taken with a -3 penalty on top of the usual Strength -1 modifier for Eltharion's own Strength. The total modifier is therefore -4.

MOON STAFF OF LILEATH 20 points*High Elf Mage Teclis*

The Moon Staff may be used once, at the start of the player's magic phase, to draw an extra D6 magic cards from the winds of magic.

Once the Moon Staff has been used Teclis's own energy is weakened and his characteristic values are all halved rounding up to the nearest whole number.

DWARFS**ARMOUR OF SKALDOR** 75 points*Dwarf High King Thorgrim Grudgebearer*

The Armour of Skaldor includes a shield and gives its wearer an armour saving throw of 2+.

If the wearer should fail his armour save then the wearer can take a further special D6 saving throw of 4+. Note this is a special save and not an armour save, and so is not affected by armour save modifiers or hits which discount armour saves.

The wearer is completely immune to all fire based attacks, including magic fire, warpfire, and so forth.

AXE OF GRIMNIR 125 points*Dwarf High King Thorgrim Grudgebearer*

Any hit from the Axe of Grimnir will wound on the D6 roll of 2+ regardless of the user's Strength or target's Toughness. An armour saving throw is allowed except for magic armour where a -3 armour save modifier is imposed. Each unsaved wound causes not 1 but D3 wounds except in the case of Ogres or Trolls which suffer not 1 but D6 wounds.

DRAGON CROWN OF KARAZ 75 points*Dwarf High King Thorgrim Grudgebearer*

The wearer of the Crown and any unit he leads is immune to *fear* and *terror*.

In addition, a unit led personally by the wearer takes its Break test on the full unmodified Leadership value of the wearer. Leadership is not reduced by the combat result, nor is any other penalty applied.

GREAT BOOK OF GRUDGES 50 points*Dwarf High King Thorgrim Grudgebearer*

The Great Book of Grudges records every deed of infamy ever perpetrated against the Dwarf race. Its pages have absorbed the bitterness and anger of its many authors, and the Book radiates righteous indignation and hatred.

The Dwarf who carries the Book of Grudges and any unit led by him will *bate* all enemy on the battlefield. See the Warhammer rulebook for the rules for hatred.

WOOD ELVES**SPEAR OF KURNOUS** 50 points*Orion, Wood Elf King*

The Spear of Kurnous can be thrown like a missile weapon and always returns to Orion's hand, enabling him to use it again next turn and wield it in hand-to-hand combat. It has a range of 8" and there is no penalty for throwing at targets at over half range in the same way as javelins. Roll to hit as normal and resolve hits as described below.

If the target is a single model rather than a unit roll a number of dice equal to the original wounds characteristic of the target. Each dice that scores 4+ inflicts a wound.

If the target is a unit of troops, roll a dice for each rank in the regiment. Each dice that scores 4+ inflicts a wound.

In hand-to-hand fighting Orion stabs with the spear. Roll to hit and wound as normal.

No armour saves are allowed against wounds inflicted from the Spear of Kurnous except for magic armour.

THE HORN OF THE WILD HUNT 50 points*Orion, Wood Elf King*

The Horn of the Wild Hunt contains a powerful bound spell. This may be cast in the magic phase so long as Orion is not fighting in hand-to-hand combat, as he needs to blow the horn to effect its magic. The spell costs no power to cast as the Horn is imbued with sufficient power to cast its spell once per turn.

When the spell is cast the magic horn blast rings throughout the forest. The closest enemy unit within 12" of Orion must take an immediate Panic test.





Ariel, Queen of the Wood Elves

THE CLOAK OF ISHA 50 points

Orion, Wood Elf King

The Cloak of Isha gives Orion a special save of 4+ on a D6 against each wound he suffers.

Note that this is a special save and not an armour save, and so continues to offer protection against wounds suffered by attacks which discount armour saves altogether such as certain war machines, some breath attacks, and various magic weapons.

THE WAND OF WYCH ELM 50 points

Ariel, Wood Elf Mage Queen of Loren

This twisted staff is carried by Ariel, Mage Queen of Loren. The wand allows Ariel to cast a specific spell without expending any power cards. The spell is enscribed upon the wand in runic form, and draws the power it requires from the wand itself. Before the battle decide which of Ariel's spells is enscribed on the wand. No power points are required to cast this spell.



THE ACORNS OF THE OAK OF AGES 25 points

Ariel, Wood Elf Mage Queen of Loren

Ariel collects acorns from the Oak of Ages each autumn. When scattered on flat open ground they create a wood 12" in diameter centred upon Ariel herself. The acorns can be used once per game at the start of any of Ariel's turns.

The magical wood created in this way will wither and die as soon as a Drain Magic card is played by either side.

THE DART OF DOOM 25 points

Ariel, Wood Elf Mage Queen of Loren

The dart can be thrown once in the battle, and has a range of 12". Roll to hit using Ariel's BS. If the dart hits a model it causes 1 automatic wound which can only be saved by magical armour. If the wound is not saved the dart sucks energy out of the victim, draining their Strength characteristic by D6 to a minimum of 1.

THE BERRY WINE 25 points

Ariel, Wood Elf Mage Queen of Loren

The wine can be given to any one character in contact with Ariel in the magic phase, or she can drink it herself. Any character who has suffered wounds who drinks the wine will be instantly invigorated and will regenerate D6 wounds. This cannot bring the drinker's Wounds characteristic above its original level nor can it revive slain models. The wine can only heal wounds that have already been suffered. One use only.

THE ROD OF DIVINATION 30 points

Naieth, Wood Elf Prophetess

Naieth carries a long rod which is made of the willow twigs of many magical trees woven and entwined tightly together. The rod has the power to tap the flow of magic. Naieth can use this power herself or direct it towards any other Wood Elf mage so that they can use it. This enables the Wood Elf player to draw one extra magic card per turn while Naieth remains in play.

TALISMAN OF QWARR 15 points

Thalador, Wood Elf Master Mage

If the talisman is hung around the neck of a Great Eagle enemy blows are magically deflected, endowing the Eagle with the equivalent of an armour save of 4+ against any ordinary weapon or missile. Thalador has given this talisman to Gwandor who thus gains a save as well as his master.

SPEAR OF DAITH 25 points

Thalador, Wood Elf Master Mage

In addition to the usual bonus for using a spear, the Spear of Daith can parry any opponent's hand-to-hand combat strikes on a dice score of 4+. The opponent rolls to hit as normal, then the spear-holder rolls to parry. If the Spear fails to parry the blow, roll to wound and save as usual.

THE BATTLE STANDARD OF ATHEL LOREN 50 points

Lothlann the Brave, Wood Elf Battle Standard Bearer

The banner is surrounded by a magical aura of protection extending 12" in all directions outwards from the banner. Any spell directed at a target or approaching a target within this aura will fizzle out on a dice roll of a 5 or 6. Roll for each spell directed at a target within the aura and roll for each spell template entering the aura. Thus approaching spells, spell templates etc can be dispelled on meeting the aura of the banner at a distance of 12" from it.

THE DRUM OF ORCSKIN 25 points

Wychwethyl the Wild, Wardancer Champion

Wychwethyl may beat the drum when the Wardancer unit charges. Declare that he is beating the drum at the start of the turn before declaring charges. When he beats the Drum it quickens the pace of the Wardancers with its unearthly rhythm. The Wardancers move so fast and wildly that they may add D6 inches to their charge move.

CHAOS REWARD SUMMARY

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

NURGLE

Champions or Sorcerers of Nurgle only

NURGLE'S FOUL ODOUR 50 points

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

NURGLE'S ROT 35 points

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

NURGLE'S CLOUD OF FLIES 30 points

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

KHORNE

Champions of Khorne only

COLLAR OF KHORNE 100 points

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

AXE OF KHORNE 75 points

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

BATTLE FURY OF KHORNE 50 points

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

PRAISE OF KHORNE 25 points

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

TZEENTCH

Champions or Sorcerers of Tzeentch only

DESTINY OF TZEENTCH 40 points

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

FORTUNE OF TZEENTCH 35 points

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

SLAANESH

Champions or Sorcerers of Slaanesh only

ALLURE OF SLAANESH 50 points

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

GAZE OF SLAANESH 30 points

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

NON-ALIGNED REWARDS

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

BREATHE FIRE 50 points

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

REGENERATION 50 points

The Champion can regenerate damage like a Troll, and regenerates wounds on 4+ (see rules for Trolls on p138 of the Warhammer Battle Book). Once the Champion has suffered a wound from a flame-based attack, this ability is nullified.

IRON HARD SKIN 40 points

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

HIDEOUS APPEARANCE 35 points

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

SCORPION TAIL 35 points

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

MACE TAIL 25 points

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

MANY ARMS 25 points

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

MASSIVE HORNS 25 points

+1 Attack in hand-to-hand combat.

SCALY SKIN 25 points

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

DWARF RUNE SUMMARY

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



DWARFS & MAGIC

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

During the magic phase, the Dwarf player is dealt winds of magic cards as usual, though he may only make use of the Dispel and Drain Magic cards. Because Dwarfs have such a high resistance to magic, Dispel cards always work on a roll of 4+. Refer to the *Warhammer Armies Dwarf* book for a full explanation.

RUNIC MAGIC

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

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

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

Rule of the Runes

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

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

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

WEAPON RUNES

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

MASTER RUNE OF BANISHMENT 100 points

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

MASTER RUNE OF DAEMON SLAYING 100 points

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

MASTER RUNE OF DEATH 100 points

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

MASTER RUNE OF DRAGON SLAYING 100 points

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

SKALF BLACKHAMMER'S MASTER RUNE 75 points

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

SNORRI SPANGELHELM'S MASTER RUNE 75 points

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

RUNE OF SMITING 70 points

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

ALARIC THE MAD'S MASTER RUNE 50 points

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

MASTER RUNE OF FLIGHT 50 points

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

RUNE OF MIGHT 50 points

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

CURSE RUNE 25 points

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

MASTER RUNE OF SWIFTNESS 25 points

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

RUNE OF BREAKING 25 points

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

RUNE OF FATE 25 points

This rune affects only the first enemy character model struck by the weapon during the battle. All wounds inflicted on the character by the weapon are doubled - ie for each wound inflicted the target suffers 2 wounds. Take any saving throws after doubling wounds, so the foe has a chance to save each wound inflicted. This bonus applies to all further attacks made by the weapon against that enemy model for the rest of the game. If this rune is enscribed twice wounds are trebled; if enscribed three times wounds are quadrupled.

RUNE OF CLEAVING 20 points

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

RUNE OF FURY 20 points

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

RUNE OF PARRYING 20 points

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

RUNE OF STRIKING 20 points

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

RUNE OF CUTTING 10 points

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

RUNE OF FIRE 10 points

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

ARMOUR RUNES

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

MASTER RUNE OF GROMRIL 150 points

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

MASTER RUNE OF ADAMANT 50 points

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

RUNE OF FORTITUDE 50 points

This rune gives its bearer +1 wound.

RUNE OF IRON 50 points

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

RUNE OF RESISTANCE 50 points

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

RUNE OF SPELL EATING 50 points

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

RUNE OF STONE 5 points

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

RUNES OF PROTECTION

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

MASTER RUNE OF VALAYA 150 points

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

MASTER RUNE OF GROTH ONE-EYE 100 points

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

MASTER RUNE OF STROMNI REDBEARD 100 points

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

RUNE OF COURAGE 75 points
 The unit is immune to *panic, fear, terror, and stupidity*. The unit never takes a Break test and cannot be routed from hand-to-hand combat.

RUNE OF FEAR 50 points
 The unit causes *fear*, and is not affected by fear itself.

RUNE OF SLOWNESS 50 points
 Any foe charging the unit subtracts D6" from his charge distance. If he fails to make contact then all the usual rules for a failed charge apply. If multiples of this rune are used the charge reduction is not added up, instead roll a D6 for each rune and choose the best score.

RUNE OF WARDING 50 points
 This rune dispels any spell targeted at the unit on a D6 roll of 4+. One attempt may be made against each spell cast. Further Runes of Warding may be enscribed, in which case you may make one attempt at a dispel for each rune.

RUNE OF BATTLE 25 points
 The unit adds a further +1 to its combat result score. If two Runes of Battle are enscribed they add +2, if three +3.

ENGINEERING RUNES

These runes may only be used on Dwarf war machines.

RUNE OF ACCURACY 50 points
 This rune may only be placed on a stone thrower. The Dwarf player may re-roll the Scatter dice if he wishes, enabling the machine to shoot more accurately. You must abide by the result of the second roll.

RUNE OF DISGUISE 25 points
 Until it shoots, the machine cannot be seen, and cannot therefore be shot at or charged. Once the machine has shot/fired its position is revealed and it can be seen and shot at or charged as normal.

RUNE OF FORGING 25 points
 This rune can only be enscribed on a cannon. It enables the Dwarf player to re-roll the Artillery dice when he rolls a misfire result. You are bound by the second dice roll even if this is another misfire.

RUNE OF FORTUNE 25 points
 If a machine has the Rune of Fortune the player may re-roll a dice rolled against its Misfire chart. You must accept the result of the second dice roll.

RUNE OF IMMOLATION 25 points
 This rune was devised to stop machines falling into enemy hands. The Dwarf player can cause the machine to explode at any time. If the machine explodes it is destroyed and all models within 3" suffer a Strength 6 hit. Any models which suffer damage as a result sustain not 1 but D3 wounds. This rune can only be used on static war machines such as cannons, stone throwers and bolt throwers.

RUNE OF PENETRATING 25 points
 The Strength of any hit from the war machine is increased by +1. The Strength of these hits cannot be increased beyond 10.

RUNE OF SEEKING 25 points
 This rune may be inscribed on a bolt thrower and enables the weapon to be used against high flying creatures by magically directing the bolts to their target. A target which is flying high is assumed to be at the weapon's maximum range for purposes of hitting.

RUNE OF BURNING 10 points
 Any ammunition shot by the machine bursts into flames as it hits its target. Some creatures are particularly vulnerable to fire and take more damage from it (Treemen, for example).

TALISMANIC RUNES

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

MASTER RUNE OF KINGSHIP 100 points
 This rune may only be engraved on the crown of a Dwarf king. The unit led by the king is immune to *fear and terror*. For the unit led by the king, Break tests are always taken on an unmodified Ld value of 10. This is never reduced regardless of combat results or magic, so the number to be tested against is always 10 on 2D6.

MASTER RUNE OF DISMAY 50 points
 This rune can only be enscribed on a warhorn. The horn may be sounded once per battle, at the end of the Dwarf player's turn. Every enemy unit on the field must test against their Leadership in the same way as for psychology. If they fail they are so dismayed that they may not move or charge in their following turn.

MASTER RUNE OF SPITE 50 points
 This rune turns an attacker's blows against himself. Every time the model suffers a wound in hand-to-hand combat roll a D6. On a result of 4+ the wound is taken by the enemy who inflicted it instead.

RUNE OF SPELLBREAKING 25 points
 Only Runesmiths can use this rune. It may only be used once per battle, and will stop enemy magic instantly. The rune may be played to automatically dispel one enemy spell - there is no need to roll.

RUNE OF LUCK 10 points
 This rune allows its bearer to re-roll any dice roll once during the game. The rune only works once, after which it is useless.

RUNE OF PASSAGE 10 points
 The character and any unit with him may move through woods or other difficult or very difficult terrain with no movement penalty. Note - the Rune of Passage cannot be used in conjunction with a march move.

RUNE OF THE FURNACE 10 points
 The bearer of this rune is immune to fire, heat and flame. He cannot be affected by fire attacks, magical fire, or the flames of a Skaven warfire thrower.



DWARF RUNES



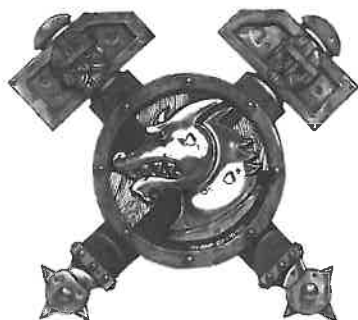
WEAPON RUNES

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



ARMOUR RUNES

MASTER RUNE OF ADAMANT	A
MASTER RUNE OF GROMRIL	G
RUNE OF RESISTANCE	⚔
RUNE OF SPELL EATING	⚔
RUNE OF STONE	⚡
RUNE OF IRON	I
RUNE OF FORTITUDE	⚔



RUNES OF PROTECTION

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



ENGINEERING RUNES

RUNE OF ACCURACY	⚔
RUNE OF BURNING	⚔
RUNE OF DISGUISE	⚔
RUNE OF FORGING	⚔
RUNE OF FORTUNE	⚔
RUNE OF IMMOLATION	⚔
RUNE OF PENETRATING	⚔
RUNE OF SBEKING	⚔

TALISMANIC RUNES

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

FURTHER IDEAS AND SPELLS

One of the great things about fantasy gaming is that it is easy to invent or adapt things to suit yourself. This is especially true of magic, where players have the opportunity to create magic items and spells should they feel so inclined. A new and potent magic item makes an interesting subject for a campaign, and can seriously change the balance of power between one army and another.

This section of the Warhammer Magic rulebook contains rules and ideas which you might like to use as the basis for further expansion of your magical forces. All of the material in this section is considered to lie outside the main body of the rules, and players who wish to utilise it, or anything they have invented for themselves, should agree this with their opponents before the game. Unless it is agreed beforehand to use the rules in this section it is assumed that they won't be used during a game.

WINDS OF MAGIC

The Winds of Magic deck is used as a randomiser, with the additional sophistication that players can retain cards from turn to turn, thereby removing specific cards from the deck as it is dealt.

The mix of cards and the way they are dealt determines the amount and effect of magic during the game. The standard method described in the rules is judged to allow magic an appropriate place in the hierarchy of battle – not too powerful but effective enough to reward intelligent play. However, sometimes it is interesting to vary the effect to achieve some specific aim, and some of the ways of achieving this are listed below.

FLUX. Normally you roll 2D6 to determine how many cards are dealt from the winds of magic each turn. By prior agreement it is a simple matter to increase or decrease the number of dice rolled, or to make the number of dice rolled subject to random change. Another variation is to build or reduce the roll each turn: 1D6 on turn 1, 2D6 on turn 2 and so on, for example.

CYCLE THE DECK. Don't shuffle the deck every turn; instead discard the used cards onto a separate pile. Once you have worked through the entire deck re-incorporate the discards and shuffle the pack again. By cycling the deck you remove cards as they are played and so limit the effect of unique cards and make the magic more predictable.

BAR. Before the game begins take out any or all of the special cards and remove them from the deck. These cards are shuffled back into the pack after an agreed number of turns have passed. The cards are said to be 'barred' for one turn or more. Some players like to do this with the Total Power card in order to reduce the potential effect of magic during the first few turns.

DECK LIMITS. Before the game begins the players remove any special cards they do not wish to use. This is similar to the 'bar' except the cards are permanently

removed with the intention of reducing the effect of magic during the game by removing the Total Power card, or by making the magic more predictable by removing other cards.

ONE USE. The cards are used as normal except that any special card is removed from the deck as it is played. This means each special card only ever gets used once. This is another way of reducing the effect of these cards, although its overall effect on the amount of magic cast will be minimal.

ALTER MIX. An easy way to increase or decrease the effect of magic is to remove power cards to reduce the effect of magic, or remove dispels to increase its effect. Removing all the dispels but leaving the special cards can be entertaining too! By removing all the counter magic cards the deck will still moderate the spells cast, leaving counter magic in the form of natural dispels and magic items.

TRIGGERS. For players who want to add a new layer of interest the special counter cards can be used to trigger changes or events that you have invented. For example, when Drain Magic is played you could roll a dice for every magic item in the game and rule that it is drained of all power on a predetermined D6 score. Alternatively, you could link the use of certain card to a flux in the winds of magic, adding or deducting from the Winds of Magic roll each time it is played. Such things are very useful when it comes to inventing new scenarios.

COLLEGE BATTLE MAGIC

These magic rules make provision for different types of Battle Magic. A wizard who can use Battle Magic can use one of the eight kinds of Battle Magic instead of the standard deck.

These advanced kinds of magic are not represented by cards in the game (there is not enough room to cover them all) but players who wish to use them can allocate spells by means of the tables provided. Players who wish to use these spells must be prepared to improvise suitable templates and markers to indicate where spells remain in play.

Note that players who have access to the original version of the Warhammer Battle Magic supplement can, if they wish, use the card sets from that game, but it is worth checking through the descriptions and making any appropriate amendments to the cards so they match the revised descriptions in this volume.

THE COLLEGES OF MAGIC

We have already described Battle Magic, the most common type of magic used by humans and some other races of the Warhammer World. In describing the Battle Magic spells we made mention of the fact that these represent only a selected few of the spells a wizard might be capable of learning and using. This section

goes into more depth by looking at the Colleges of Magic in the Empire. These are the foremost Schools of magic in the Old World, where even wizards from Kislev and Bretonnia come to learn their art.

There are eight of these Colleges, namely the Celestial Wizards, Grey Wizards, Bright or Fire Wizards, Gold Wizards, Jade Wizards, Light or White Wizards, Amber Wizards and Amethyst Wizards. Each type of wizard studies a slightly different aspect of sorcery as represented by a particular colour. High Magic is a combination of these colours, but humans are too weak to be able to study magic in this unadulterated form. To become proficient a human wizard must decide which part of the full magical spectrum he will study, and he must focus all of his powers to attain mastery of that colour alone.

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. Some kinds of energy are denser than others. The more rarefied 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.

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:

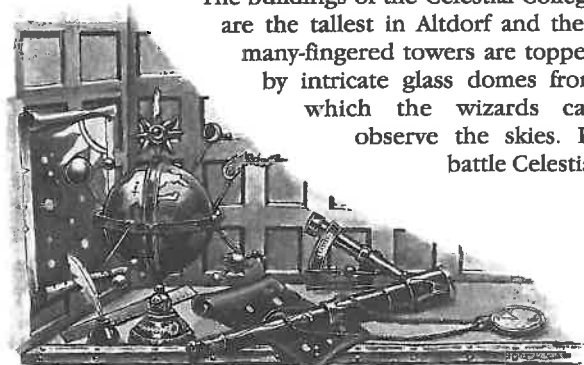
Azyr – the Comet of Power



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 winds 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.

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 Altdorf. It stands alone, surrounded by a blackened plaza where, according to hearsay, 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 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 that 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.

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.

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 hunters and archers, and their symbol is the rune Ghur, The Arrow.

THE LIGHT COLLEGE

Colour: White

Magic Rune:



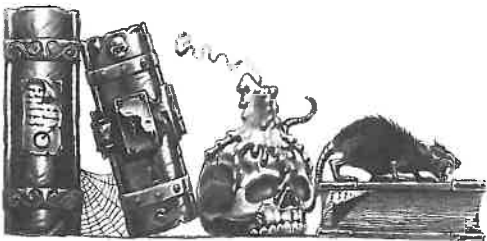
Hysh – the Serpent of Light

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 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.

BATTLE WIZARDS AND COLLEGE MAGIC

Any wizard who can use Battle Magic can choose to use one of the College sets of spells instead of the standard Battle Magic spells. He can only use one set, and, in the case of humans, the model must represent a member of the appropriate College: Celestial, Jade, Light, and so on. The wizard is still a Battle Wizard, and all the rules already discussed will apply. Spells are selected before the game begins by means of rolling on the charts provided and noting down which spells each wizard has. This can be done secretly or openly as the players prefer.

You will need a D10 (ten sided dice) to utilise these charts. Find the College chart for your wizard and roll once for each spell he has. If you roll the same spell twice then re-roll the result. If you have several wizards of the same College in your army then re-roll any duplicates so that your wizards have different spells.

AMBER

D10	Spell	Power
1	The Savage Beast of Horros	1
2	The Amber Trance	1
3	The Flying Bower	1
4	The Vengeful Hood	1
5	The Writhing Worm	1
6	The Hunting Spear	2
7	The Flock of Doom	2
8	Awakening of the Wood	2
9	Tangling Thorn	3
10	The Curse of Anraheir	3

AMETHYST

D10	Spell	Power
1	Iyrtu's Embrace	1
2	Amaranth	1
3	Speed of Lykos	1
4	The Manacle of Caloe	1
5	The Purple Scythe	1
6	The Wild Kin of Zadox	1
7	The Choking Foe	2
8	The Caress of Laniph	2
9	The Fate of Bjuna	2
10	The Purple Sun of Xereus	3

LIGHT

D10	Spell	Power
1	The Mace of Years	1
2	The Shimmering Cloak	1
3	The Claw of Apek	1
4	The Hands of Karkora	2
5	Abulla's Snare	2
6	The Light of Battle	2
7	Deathly Shards	2
8	Net of Amyntok	2
9	Crevasse	3
10	The Dwellers Below	3

GOLD

D10	Spell	Power
1	The Glittering Robe	1
2	The Burnished Gauntlet	1
3	The Gilded Cage	1
4	The Golden Touch	1
5	Transmutation	1
6	The Crucible	1
7	Fools Gold	2
8	Searing Doom	2
9	The Fear of Aramar	3
10	The Gleaming Arrow	3

CELESTIAL

D10	Spell	Power
1	Lightning	1
2	The Cerulean Shield	1
3	The Crystal Charioteer	1
4	Azure Blades	1
5	Swiftwing	1
6	Portent	1
7	Windblast	2
8	The Sapphire Arch	2
9	Fortune	3
10	The Storm of Shemtek	3

JADE

D10 Spell	Power
1 The Jade Casket	1
2 Earth Blood	1
3 The Emerald Pool	1
4 Drain Life	1
5 Peace	1
6 The Spiral Stair	1
7 The Cloak of Dain	1
8 The Green Eye	2
9 Flesh of Stone	2
10 The Mist of Duthandor	2

GREY

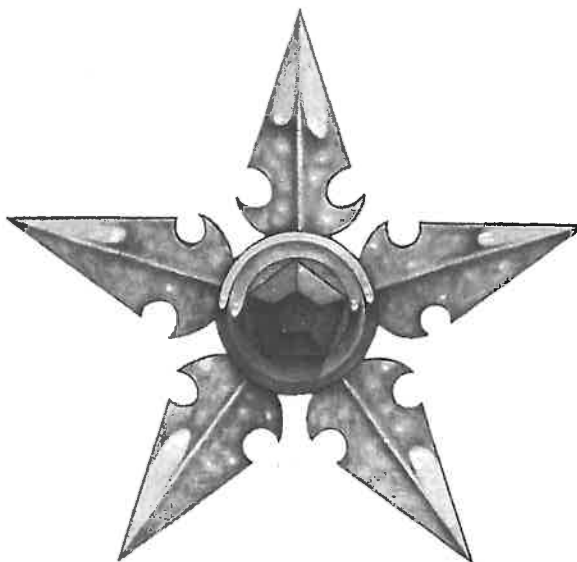
D10 Spell	Power
1 The Crown of Taidron	1
2 The Dark Steed	1
3 The Grey Wings	1
4 Stormcall	1
5 Radiance of Ptolos	1
6 The Bridge of Shadows	2
7 The Dance of Despair	2
8 The Horn of Andar	2
9 The Pit of Tarnus	3
10 Traitor of Tarn	3

BRIGHT or FIRE

D10 Spell	Power
1 Wings of Fire	1
2 Scarlet Scimitar	1
3 Fireball	1+
4 Piercing Bolts of Burning	2
5 The Burning Head	2
6 Blast	2
7 Crimson Bands	3
8 Conflagration of Doom	3
9 Sanguine Swords	3
10 Flamestorm	3

ICE MAGIC

Ice Magic is a native form of magic practised in the northern regions of Kislev by the shamans of the Gospodar nomads. In ancient times the leaders of these warlike tribes were potent sorcerers, and none were more powerful than the Khan Queens of the Gospodar. In time the nomads carved out a small empire for themselves and settled down to form the nation of Kislev ruled by mighty Tzars. The current ruler is Tzarina Katarin, the Ice Queen of Kislev, a fearsome sorceress and mistress of Ice Magic.



An Empire army which includes Kislevites can include Kislevite Shamans chosen from its army list as normal wizards. Kislevite Shamans use Battle Magic or Ice Magic. If you decide to use Ice Magic (and this is the only reason to take a Kislevite Shaman after all!) then generate his spells from the chart below. Re-roll duplicate spells as already described for the College spells.

ICE MAGIC

D10 Spell	Power
1 Freeze Water	1
2 Hawks of Miska	1
3 Shield of Cold	1
4 Bridge of Ice	2
5 Ice Shards	2
6 Snow Blizzard	2
7 Crystal Cloak	2
8 Death Frost	3
9 Chill Blast	3
10 Wind of Cold	3

COLLEGE MAGIC SPELLS

AMETHYST

IYRTU'S EMBRACE Power 1

Power surges through the caster's arms sheathing his limbs with pulsating purple energy. The wizard may attempt to crush a single model in base contact. The wizard rolls D6 and adds his Strength. For every point by which he beats the victim's Toughness the wizard inflicts 1 wound. No armour saving throw is permitted for wounds caused.

SPEED OF LYKOS Power 1 Range 6"

This spell can be cast upon the wizard or any single friendly model within 6". The model may be immediately moved to anywhere on the tabletop, and can be moved directly into hand-to-hand combat if you wish. Combat is worked out in the following hand-to-hand combat phase and the model counts as charging in the first turn.

THE MANACLE OF CALOE Power 1 Range 24"

A heavy manacle of energy forms around an enemy unit within 24". The manacle can hold a number of models up to a combined Strength value of 3D6. Roll the dice. If the total unit Strength is higher than the score rolled then the spell has no effect. If the total is sufficient to hold the unit the target is unable to move. The Manacle of Caloe remains in play once cast.

Remains in play



THE PURPLE SCYTHE Power 1

The wizard conjures a huge glowing scythe of purple energy which he sweeps through his enemies lopping off heads and limbs like ripe corn. The spell remains in play once cast and gives its bearer special powers in hand-to-hand fighting. The wizard loses all of his normal hand-to-hand combat attacks and instead causes D3 S5 hits on every enemy model in base contact. These hits are inflicted in normal fighting order (first if the wizard charges and otherwise by Initiative). Armour saving throws are allowed as normal.

Remains in play

THE WILD KIN OF ZANDOX Power 1

Purple shadows form around the caster and lurk about his heels like two great guardian hounds. Once the Wild Kin of Zandox have been summoned they may be employed in any subsequent hand-to-hand combat phase so long as the spell remains in play. During hand-to-hand fighting the Wild Kin can be used to make 3 attacks upon any one enemy model within 2" of the wizard. Attacks are made when the wizard attacks. These are worked out with WS5 and hits are resolved at S5. Armour saving throws apply as normal.

Remains in play

AMARANTH Power 1 Range 6"

Amaranth can be cast on the wizard or upon any one model within 6". The model's Toughness is doubled up to a maximum value of 10. Once cast, the spell remains in play.

Remains in play

THE CHOKING FOE Power 2 Range 18"

Purple energy oozes from the caster's eyes, ears, nose and mouth and forms a misshapen mass around a single model within 18" engulfing and suffocating it. Roll a Ld test for the victim to determine whether he can hold his breath. If the test is failed the victim is slain regardless of how many wounds it might have. Creatures subject to stupidity must roll Ld on 3D6. No armour saving throw is permitted.

THE CARESS OF LANIPH Power 2 Range 24"

The Caress of Laniph engulfs a single model within 24" of the caster. Purple lights trap the victim, solidify, constrict, and crush the life out of him. The target suffers 2D6 minus his own Strength hits. Resolve hits at Strength 6. Armour saves apply as normal.

THE FATE OF BJUNA Power 2 Range 18"

The Fate of Bjuna may be cast upon a unit within 18". The target smiles, begins to laugh, and gradually succumbs to hysterical laughter. As the target's convulsions become increasingly violent, organs rupture apart and blood vessels burst. The target suffers 2D6 Strength hits at its own Strength value. No armour saving throw is permitted.

PURPLE SUN OF XEREUS Power 3 Range 4D6"

The caster creates an orb of purple edged darkness – this can be represented by any of the standard sized round magic templates. The Orb is placed beside the caster and the player nominates the direction it will move. The player then rolls 4D6 and moves the template the indicated distance. Any models that find themselves beneath the template as it moves are killed on the D6 roll of a 3 or more. No armour saves are allowed. Any unit taking casualties from the Purple Sun must take a Panic test immediately.

The Purple Sun remains in play, moving 4D6" in the same direction at the start of each following magic phase, including the magic phase of the opposing side. It is automatically dispelled as soon as it leaves the table edge.

Remains in play

GOLD SPELLS

THE GLITTERING ROBE Power 1

A golden robe of energy forms around the wizard. The spell remains in play once cast and protects the wizard from harm. Should the wizard suffer 1 or more wounds from any source, the robe will absorb and negate each wound on the D6 roll of a 3 or more. If the wizard is attacked by a spell, magic item or any attack which kills outright, the Glittering Robe will protect him from all harm on the D6 roll of a 4 or more. If used against the effect of a spell the Glittering Robe is automatically dispelled afterwards.

BURNISHED GAUNTLET Power 1 Range 6"

A Burnished Gauntlet materialises out of the air and flies off to strike any enemy model within 6". The Gauntlet inflicts 1 wound on the D6 roll of a 3 or more. No armour saving throws are allowed.

THE GILDED CAGE Power 1 Range 24"

Golden bars erupt from the ground forming a cage around the target. The player will require an 18" long piece of string or something similar. This is curved into a loop and placed around any models on the battlefield forming the Gilded Cage. This barrier prevents all movement across it, trapping models inside. It has no other effect and does not prevent shooting through it. At the end of their own movement phase the models trapped inside can attempt to escape. Take the highest Strength value of all the models trapped, and roll a D6. If the score is less than the Strength value the trapped models escape. Place the models outside the cage area immediately.

Remains in play

THE GOLDEN TOUCH Power 1

The Golden Touch endows the wizard with the ability to turn an enemy into gold by touching him. The spell remains in play once cast until an enemy is turned to gold, when it is dispelled automatically. The next time the wizard hits an enemy model it is turned to gold. No armour saving throw is allowed. A model which has been turned to gold can be turned back again by means of a successful Dispel used as if against a spell in play.

Remains in play until used

TRANSMUTATION Power 1 Range 24"

The wizard incants words of power and crashes his staff against the ground with a flash of light. With a shower of golden motes a single piece of terrain – such as a wood, building, a hedge, or length of wall – crumbles into glittering dust. The terrain is removed. Any models occupying the terrain are unaffected – if slightly surprised. Transmutation will not work on a hill, this being more by way of an undulation in the ground than a construction.

THE CRUCIBLE Power 1

The wizard takes on a golden glow which gets fiercer and fiercer until he is impossible to look upon, at which point he seems to melt away to nothing. The wizard reappears in another part of the battlefield, at first as a glow of molten gold which then solidifies and cools. The Crucible can be used to carry the wizard into combat, in which case he fights as normal from the next combat phase onwards and counts as charging in the first round of fighting.

FOOLS GOLD Power 2 Range 24"

Fools Gold fills the mind of its victims with absolute, unreasoning greed. It can be cast at a unit within 24" of the wizard. The target becomes *stupid* while the spell lasts, representing its extreme mental preoccupation. No Ld test is made – the unit is treated as having automatically failed.

Lasts one turn

SEARING DOOM Power 2 Range 18"

With a sweep of the wizard's arm the air fills with bolts of molten gold. The Searing Doom flies in a straight line up to a maximum range of 18" and strikes the first target in its path. The bolts cause 2D6 hits on the target and each hit causes 1 wound on the D6 score of a 4, 5 or 6. No armour save is allowed.

FEAR OF ARAMAR Power 3 Range 24"

The Fear of Aramar fills the minds of living creatures with visions of their own worst fears. It can be cast upon a unit within 24" of the wizard, causing it to flee automatically. The unit may subsequently attempt to rally, but suffers a -3 Ld penalty until it does so. The Fear of Aramar has no effect on creatures that are unaffected by psychology or which cannot be broken in hand-to-hand fighting such as Daemons, and most Undead.

GLEAMING ARROW Power 3 Range 72"

An arrow of pure golden power bursts from the caster's forehead and soars high into the air. The Gleaming Arrow seeks out a single model within 72" and drops down, striking the target as if from nowhere. The model is hit automatically and sustains D6 S5 hits. Normal armour saving throws apply.

AMBER SPELLS

THE SAVAGE BEAST OF HORROS Power 1

The wizard's eyes blaze with power and with a bestial roar he takes on the aspect of a mighty bear-like creature with rippling muscles and clashing fangs. In hand-to-hand combat the wizard now has 3 Attacks, WS6 and S6. In addition, the terrifying aspect of the beast's form causes *fear* in its foes. The spell remains in play once cast. Once in beast form the wizard may cast no further spells, though he can dispel and otherwise function as a wizard in the usual way.

Remains in play

THE AMBER TRANCE Power 1 Range 18"

The Amber Trance mesmerises a single enemy model within 18". The victim rolls 1D6 and adds the result to its Leadership value. The wizard rolls 3D6. If the wizard equals or beats the target's score the victim falls into a rigid trance and his body turns slowly into transparent amber. A model cannot be harmed or moved whilst entranced, and can do nothing at all. The spell remains in play once cast.

Remains in play

THE FLYING BOWER Power 1

The caster is swallowed by a whirlwind of glowing amber energy and transported to anywhere on the tabletop. The caster may transport himself into close combat if he wants, counting as charging during the first combat phase.

THE VENGEFUL HOOD Power 1

A cowl of amber light forms round the caster. Once cast the spell remains in play and protects the wizard from harm. The Vengeful Hood will negate any wound suffered by the wizard on the D6 roll of a 4 or more. In hand-to-hand fighting any wound saved by the Hood is automatically rebounded onto the model that struck it, causing a wound for each wound saved.

Remains in play

THE WRITHING WORM Power 1 Range 24"

The caster summons a worm of amber energy which drops to the ground and wriggles 24" towards a single enemy model. The worm crawls all over its victim exuding a sticky silken thread as it does so. Unless the victim can roll equal to or under its Strength on 2D6 the model is cocooned by the worm's thread and remains helpless and unable to do anything whilst the spell remains in play.

Remains in play

HUNTING SPEAR Power 2 Range 24"

The wizard plucks a glowing amber spear out of the air and casts it at a single unit within 24". The Spear streaks towards its target, bending and twisting around obstacles in its path. If the target is a single model it hits automatically and inflicts a S6 hit inflicting not 1 but D3 wounds. If the target is a unit of troops the spear attacks like a bolt thrower – if it kills the first model it strikes a model behind at S5, if it kills this second model it strikes a model behind at S4, and so on. No armour saving throw is permitted for normal armour but armour saves from magic armour are allowed.

THE FLOCK OF DOOM Power 2 Range 24"

With an unearthly screeching call the caster directs dancing strings of amber energy over an enemy unit within 24". The energy distills into thousands of birds which swoop upon the target, covering them with a ferocious mass of feather, beak and claw. The target suffers 3D6 S3 hits. Normal armour saving throws apply. Once it has attacked, the flock fades away, leaving only a few feathers behind.

AWAKENING OF THE WOOD Power 2

The caster arouses the amber energies of living things, waking the trees themselves into consciousness. Powerful winds blow through any one wood on the battlefield, hurling a storm of branches and leaves at the nearest enemy unit within 18" of the wood's edge. The storm causes 2D6 S4 hits. Normal armour saving throws apply. The storm subsides immediately and the trees fall into their slumber.

TANGLING THORN Power 3 Range 24"

A mass of dense growth erupts from the ground and overwhelms those trapped within it. The spell can be cast at a unit within 24". It remains in play once cast and the target can do nothing whilst the spell lasts. The target cannot be fought in hand-to-hand combat, but can be shot at as normal counting soft cover (-1 to hit) from the thorns.

Remains in play

THE CURSE OF ANRAHEIR Power 3 Range 24"

The wizard pronounces a curse upon his enemies. Wispy, ethereal spirits rise from the ground and start to harass them, scabbling at their feet and legs with insubstantial claws. The curse affects a single unit within 24". The target can only hit its enemies on the D6 roll of a 6 and must re-roll any successful armour saving throws it makes. The incessant harassment of the malevolent spirits also halves the target's movement and will force mounted targets to take a Panic test at the start of each turn as their mounts shy away from the spirits. Once cast the Curse of Anraheir remains in play and continues to affect the unit from turn to turn.

Remains in play

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

Strands of energy stream from the caster's fingertips and weave themselves into a glowing net around a single enemy unit within 12". The target is completely entangled by the Net and can do nothing whilst the spell remains in play.

Remains in play

MACE OF YEARS Power 1

The wizard's right hand becomes a glowing mace which automatically strikes all enemy models in base contact unless they roll equal to or less than their Initiative on a D6. Those struck fall to the ground, age into an ancient husk and crumble to dust which regathers into a newborn infant which grows to adulthood, ages, dies and continues to be endlessly reborn. Victims are removed or may be marked to indicate their fate. A subsequent successful dispel will return one victim to normal. The Mace cannot affect a model wearing magic armour or protected by a spell that gives a saving throw or which negates wounds, but it ignores ordinary armour.

DEATHLY SHARDS Power 2 Range 18"

Shards of crystal energy, like pieces of glass, fly up to 18" from the wizard and embed themselves in the first unit in their path. The target sustains 2D6 S4 hits. Armour saving throws apply as normal.

THE CLAW OF APEK Power 1

A huge silvery talon appears in the air and attacks a model within 6" of the caster. Measure the range to the target and roll a D6. If the roll is less than or equals the range the Claw has struck causing D6 S5 hits. Armour saving throws apply as normal. If the roll is greater than the range then the Claw causes no damage. If the caster's target is touching then it suffers the hits automatically.

THE HANDS OF KARKORA Power 2 Range 24"

The Hands of Karkora may be cast against a unit within 24". The ground underneath the unit begins to seethe as hundreds of tiny hands claw their way to the surface and seize the legs of the target, holding them fast. The target can try to escape before it is seized by rolling equal to or less than the unit's Movement value on 2D6 (roll once for the entire unit). Once cast the spell remains in play and holds the target fast so that it cannot move and always counts as having a lower WS than any hand-to-hand opponent. If shooting they require a 6 to hit. If forced to flee then the hands pull the unit under the ground and it is destroyed.

Remains in play

ABULLA'S SNARE Power 2 Range 3D6"

A snare of magical energy leaps from the caster's hand and wraps itself around a single model within 3D6". The snare plucks the victim from the ground and brings him back to the wizard. The snare holds the victim in the air above the caster where he remains, completely helpless and unable to do anything, until the wizard is slain. The spell does not remain in play, but can be cast over and over again, building up a collection of ensnared models. A subsequently successful dispel will free one ensnared model only. Freed models are placed within 1" of the wizard, but may do nothing in their following turn - it takes them one entire turn to recover.

**THE LIGHT OF BATTLE** Power 2 Range 3"

The Light of Battle can be cast upon the wizard or any model within 3" whether friend or foe. The target is overwhelmed by energy and immediately moved 2D6" in a straight line in a direction nominated by the caster. Any model in its path takes a single S10 hit. Once the target has moved roll a D6. On the roll of a 1 the target is consumed with energy and destroyed - no armour saving throw allowed. On a roll of 2-5 the model remains energised and continues to move 2D6" during its own movement phase, causing a S10 hit on any model in its path as described above. While energised the model may do nothing else. Roll again to determine what happens to the model after it has moved. On a roll of a 6 the spell is immediately dispelled and the model returns to normal. If the target leaves the battlefield it does not return and the spell is dispelled. Otherwise, once cast the spell remains in play so long as its victim continues to be affected.

Remains in play

SHIMMERING CLOAK Power 1

The Shimmering Cloak hangs in the air around the caster like tiny frost crystals or sparkling stars. Any hits scored against the wizard by a bow, war engine, or other shooting is deflected harmlessly. Any close combat blow struck against the wizard will require a 6 to hit. The Shimmering Cloak remains in play once cast.

Remains in play

CREVASSE Power 3 Range 24"

The wizard strikes his staff upon the ground and, with a low rumbling noise, a gaping crevasse opens within 24". The Crevasse is 6" long and 1" wide and may be represented with a suitable length of card or in any convenient fashion.

Any model beneath the area covered by the Crevasse must roll equal to or greater than its Initiative value on a D6 in order to leap aside. Any model failing to do so falls into the Crevasse and is killed as the ground closes again with a snap. Chariots and other war machines are swallowed automatically, although their crews can save as described, and buildings will collapse on the D6 roll of a 4 or more if half of their ground area lies over the Crevasse.

THE DWELLERS BELOW Power 3 Range 24"

The Dwellers Below can be cast upon any unit of at least 5 models. It will not work on a smaller unit. Small hummocks appear in the ground surrounding the unit, and from each hummock a doorway opens and out pours a horde of tiny, shrivelled, brown-skinned creatures. They attempt to grab the target and pull it down into their burrows beneath the earth.

Every model in the unit must roll its Strength value or less on a D6 in order to resist the creatures' efforts. Mounted models can re-roll the dice if they fail. Any models failing to make their roll are dragged beneath the ground and do not reappear. As no wounds are inflicted no armour saves are allowed and any saves that would normally protect against or restore wounds are, of course, ineffective.

CELESTIAL SPELLS**LIGHTNING** Power 1 Range 24"

With a crack of thunder a bolt of searing lightning leaps up to 24" from the caster's palm and strikes the first model in its path. The target sustains a S6 hit causing not 1 but D3 wounds. Chariots, war machines and other comparable constructions suffer D3 S10 hits. No armour saving throws are allowed.

CRYSTAL CHARIOTEER Power 1 Range 24"

A gigantic bubble envelops and imprisons a single model within 24" of the wizard. The bubble immediately carries the victim 2D6" in the direction nominated by the caster. Whilst the spell remains in play the bubble carries its prisoner 2D6" in the same direction at the start of his own turn. The victim can do nothing whilst trapped, except attempt to break free which he can do by rolling under his own Strength on a D6 once the bubble is moved. If the bubble carries the model off the table the spell is dispelled. The prisoner does not return.

Remains in play

THE CERULEAN SHIELD Power 1

A crackling electric arc forms upon the wizard's left arm creating a shield of energy. The Shield automatically negates all hits which stand to cause only 1 wound. Any hit which causes more than 1 wound will be negated if the wizard rolls a D6 and scores higher than the number of wounds the hit would otherwise inflict. If the Shield fails to negate a wound it is instantly dispelled.

If the wizard is attacked by a spell which either causes wounds or kills outright, the Shield will save him on the D6 roll of a 4 or more. If used to save against the effects of a spell the Shield is automatically dispelled as well.

Remains in play

**THE SAPPHIRE ARCH** Power 2 Range 24"

This spell creates a swirling arch of blue magic which acts as a gateway to another part of the battlefield. The spell can be cast upon any friendly unit within 24". The unit disappears from the table altogether. In a subsequent magic phase the player may cast Sapphire Arch once more, opening up the gateway anywhere within 24" of the wizard. The unit previously swallowed by the arch can now be disgorged, and can be moved directly into hand-to-hand fighting counting as charging in its first turn of combat.

SWIFTWING Power 1

The wizard transforms into a blur of cyan energy which darts into the air, flickering across the battlefield with incredible speed. The wizard can instantaneously move to anywhere he wishes on the battlefield, the energy coalescing into his form as he reaches his destination. The spell can be used to carry the wizard into close combat in which case he counts as charging in his first round of fighting.

WIND BLAST Power 2 Range 4D6"

The air is driven into a howling gale which extends in a straight line 4D6" from the caster. Any units which lie in the path of the Wind Blast must roll equal to or less than their Strength on 2D6 or they are knocked off their feet and can do nothing whilst they remain in the path of the spell. While the spell remains in play no models may move or shoot missiles across its path, or cast magical missiles such as fireballs. Also, while the spell is in play the wizard who has cast it cannot move – he remains fixed in place and marks the beginning of the Wind Blast. Its end may be indicated with a suitable marker.

Remains in play

AZURE BLADES Power 1

Thin razor-like shards fill the air around the wizard, whirling in orbit around him like miniature stars. Each enemy model in base contact takes a S4 hit as soon as the spell is cast, and then subsequently at the start of each hand-to-hand combat phase before other fighting. Armour saving throws are permitted as usual.

Remains in play

PORTENT Power 1

The wizard casts his auguries and a single star shoots across the heavens. Both players roll a D6, and the difference between the two scores is the amount by which the wizard can adjust any single dice roll between now and the start of his following magic phase. Only one dice roll can be adjusted, but the roll can be modified after it has been rolled. The spell lasts for the complete turn or until it is used.

Lasts one turn

FORTUNE Power 3

The spell enables a wizard to cunningly manipulate the weave of fate to bring good fortune to a single unit until the start of the wizard's following magic phase. During this time the affected unit can re-roll any failed dice throws. This includes rolls to hit, damage rolls, armour saves, Leadership tests and so on.

Lasts one turn

THE STORM OF SHEMTEK Power 3 Range 24"

The caster's body is racked with a fierce storm of light and energy. A gale of brightness pours from his eyes and mouth, and his limbs are splayed into a rigid cruciform shape. His skin cracks open and bolts of light streak out from within. The Storm of Shemtek unleashes 2D6 lightning bolts with a range of 24". Each bolt strikes the first model in its path inflicting a S6 hit which causes not 1 but D3 wounds. No armour saving throw is allowed. Once the last bolt strikes the spell is ended and the caster collapses to the ground unconscious. The caster will regain consciousness if he rolls a 4 or more on a D6 at the start of his turn, but otherwise remains unable to do anything at all.

JADE MAGIC**THE JADE CASKET** Power 1

Glowing green power surrounds the corpse of a single character or creature model, returning it to life and bringing it to the wizard's side. Any friendly character or creature which has fallen during the game can be revived. The model is placed within 6" of the caster and is immediately restored with a full complement of wounds. The model does not retain any magic items, revived wizards receive no spells, and mounts are not revived along with characters. An individual revived in this way is not truly alive but only temporarily re-animated, and can be returned to death by dispelling the Jade Casket.

Remains in play

EARTH BLOOD Power 1

The wizard vanishes from the battlefield and leaves the universe of time, bathing in the Earth Blood that flows through the waters of the planet. Remove the model from the game. The wizard may reappear anywhere on the tabletop at the start of any subsequent magic phase, including the magic phase of the enemy. While removed from the battle any wounds the wizard has lost are healed. During the magic phase when he returns the wizard receives D6 cards from the Winds of Magic deck, and the remaining cards are then dealt normally. A wizard cannot reappear and cast Earth Blood during the same magic phase.

THE EMERALD POOL Power 1 Range 24"

The wizard melts away into a pool of water which is absorbed into the ground. The wizard may immediately reappear anywhere within 24" of his initial position. Alternatively, he can reappear within 24" of any river, pool or other water source. This spell can be used to carry the wizard into hand-to-hand combat in which case he counts as charging in the first turn of fighting.

DRAIN LIFE Power 1

The wizard attempts to drain the life fluids from a hand-to-hand combat opponent, sucking out the moisture and leaving a shrivelled husk. Roll 2D6, and subtract the target's Toughness – the remaining score indicates the number of wounds taken by the enemy. No armour saving throws allowed, except for magic armour.

PEACE Power 1 Range 24"

Peace may be cast on a unit within 24". The target is overcome by a sense of serenity and well-being. Fleeing models will rally immediately. If not fleeing the target becomes languid and soporific, it will neither move nor shoot missile weapons in its following turn unless it first passes a test against its Ld on 2D6.

THE SPIRAL STAIR Power 1

A misty spiral staircase carries the wizard into the air. From his vantage point in the sky the wizard can see over the entire battlefield and can cast spells normally without reduction in range. It is impossible to attack the wizard or shoot at him from the ground. Flying troops may attack him or shoot missiles at him. Whilst on the Spiral Stair the wizard has an armour saving throw of 2 or more. Any spell cast at the wizard while he is on the Stair will be dispelled automatically and have no effect. If the Stair is dispelled the wizard floats to the ground unharmed.

Remains in play

THE CLOAK OF DAIN Power 1

The Cloak of Dain draws a cloak of green energy around the caster. Roll a D6. The cloak will automatically negate any wounds suffered by the wizard up to the total indicated before the start of his next turn. At the start of his next turn roll a further D6 to determine how many wounds can be negated until the following turn, and so on, rolling at the start of the player's turn whilst the spell lasts. If attacked by a spell or device that automatically kills, the Cloak will protect the wizard from all harm on the D6 roll of a 4 or more. If the Cloak of Dain negates any wounds caused by a spell it is automatically dispelled itself.

Remains in play

FLESH OF STONE Power 2 Range 6"

The wizard may cast this spell on himself or any single model within 6". The affected model turns to stone from the feet upwards. The model can fight normally. The model's Toughness and Strength are doubled up to a maximum value of 10. The model's Movement value is halved. The model loses any armour saving throw it had, but gains a special saving throw of 4 or more on a D6. This save is not an armour save and is not modified by attacks that reduce or negate armour saving throws.

Remains in play

THE GREEN EYE Power 2 Range 18"

The caster's eyes merge into a single green orb which projects a beam of deadly energy. The beam is 18" long and absolutely straight. Any model within the path of the beam suffers D3 S4 hits. Chariots, war machines and comparable structures suffer D3 S10 hits. Armour saving throws apply as normal.

THE MIST OF DUTHANDOR Power 2 Range 24"

Dark strands of green mist congeal around any unit within 24" of the wizard, covering the target entirely. No models can see into, out of, or through the Mist. Missiles may not be fired at or by the models within. The unit may move, but does so in a random direction at half rate. If the unit moves the Mist follows it. If the target engages in hand-to-hand fighting the Mist extends to cover its opponents, and the number of hits inflicted by both sides is halved to represent this. A unit which is broken whilst fighting in the Mist is destroyed.

Remains in play

GREY SPELLS**THE CROWN OF TAIDRON** Power 1 Range 3"

A crown of sparkling steel forms about the wizard's brow and crackling bolts of lightning play across its shiny surface, lashing out to strike foes nearby. The spell inflicts D6 S6 hits which can be divided against enemy models within 3" of the caster. Armour saving throws apply as normal.

THE DARK STEED Power 1

The air becomes dark and there is a sudden sound of monstrous hoofbeats. The wizard is borne high into the air, carried to another part of the battlefield and gently set upon the ground. The spell can be used to move the wizard into hand-to-hand combat, in which case he counts as charging in the first turn of combat.

THE GREY WINGS Power 1 Range 36"

A single friendly model within 36" of the wizard is surrounded by a great flock of grey birds. The model vanishes from sight and reappears at any point on the battlefield chosen by the caster. If the player wishes the Grey Wings can be used to move into hand-to-hand combat, in which case the wizard counts as charging in the first turn of combat.

TRAITOR OF TARN Power 3 Range 24"

This spell is cast against an enemy unit within 24". The caster chooses any model in the target unit and rolls 3D6. If the score is greater than the target's Leadership the player can take control of the model as if it were one of his own. If the first model is successfully taken over the caster may nominate another model from the same unit and roll again, continuing in this fashion until he fails to take over a model. Models taken over are treated as if they were part of the player's own forces while the spell lasts. They are assumed to engage in combat with any loyal members of their own unit and fight them in subsequent combat rounds.

Remains in play

RADIANCE OF PTOLOS Power 1 Range 36"

A unit within 36" of the wizard begins to glow with a powerful inner light, becoming so bright that it is impossible to look upon. While the radiance lasts it is impossible for anyone to shoot at the model. The radiance remains in play once cast, but is automatically dispelled as soon as the model enters hand-to-hand combat.

Remains in play

**STORMCALL** Power 1 Range 3"

The wizard calls down storm winds and lightning on his foes. Every enemy model within 3" of the caster takes 1 S4 hit from buffeting winds and flaring lightning. Normal armour saving throws apply.

BRIDGE OF SHADOWS Power 2

This spell enables the wizard to transport a friendly unit up to 18" across the table. Affected troops are swathed in magic and carried into the air. Troops may be moved right over intervening models, buildings, rivers or any other scenery. Troops may be moved onto a castle wall, rocky pinnacle or other elevation including a magical Spiral Stair. The Bridge of Shadows can be used to move friendly troops into hand-to-hand combat, in which case they count as charging in the first turn of combat.

THE DANCE OF DESPAIR Power 2 Range 24"

The Dance of Despair can be cast against any unit within 24" of the wizard. The target begins to twitch erratically. Soon all control is lost and its victims are caught in a puppet-like Dance of Despair. The unit moves directly forward D6" in its own movement phase and continues to move in this way whilst the spell lasts, ignoring all terrain. The victims may do nothing else whilst caught by the Dance of Despair.

Remains in play

THE HORN OF ANDAR Power 2 Range 36"

A piercing horn blast echoes over the battlefield affecting units within 36" of the wizard. Friends hearing its note are filled with courage, while enemies are overcome with dread. All enemy units engaged in hand-to-hand fighting must take an immediate Panic test, and if they fail they are broken and will flee as if defeated in combat. They may be pursued by their enemies as normal. In addition, any fleeing friends within 36" of the horn blast will rally immediately.



THE PIT OF TARNUS Power 3 Range 24"

A dark pit 3" in diameter opens within 24" of the caster – use any round magic template to represent the pit. All models beneath the area covered by the pit must roll under their Strength on 1D6 in order to climb out. Otherwise they fall into the pit and are entombed in the earth as the pit closes over them. As no wounds are inflicted no armour saves apply, and magic items which save or negate wounds are ineffective.

BRIGHT MAGIC

WINGS OF FIRE Power 1

The wizard is enveloped by fiery wings which carry him into the air and land him safely in another part of the battlefield. The flaming wings gutter and die away as the caster touches the ground. The spell may be used to carry the wizard into close combat in which case he counts as charging in the first turn of combat.

SCARLET SCIMITAR Power 1

Strands of scarlet energy assume the shape of a scimitar in the grasp of the wizard. The wizard may strike with the Scimitar immediately, and can continue to strike in each of his magic phases whilst the spell remains in play. The Scimitar inflicts D3 S5 hits. Armour saving throws apply as normal.

Remains in play

FIREBALL Power 1+ Range 24"

Balls of bright scarlet fire leap from the wizard's hands and fly in a straight line up to a maximum distance of 24". Each power point used to cast or reinforce the spell produces 1 fireball. The first model in the path of a fireball is enveloped by fire and suffers a S4 hit. No armour saving throw is allowed.

THE BURNING HEAD Power 2 Range 18"

A phantasmic flaming head shoots 18" from the caster, laughing insanely as it burns a trail of destruction in its path. Each model that lies in a direct path 18" from the wizard suffers 1 S4 hit. Any unit taking a casualty from the Burning Head must take a Panic test immediately.

BLAST Power 2 Range 24"

A blast of glowing red energy flies 24" from the wizard in a straight line towards its target. The first model in its path is hit and suffers D6 S5 hits. Armour saving throws are allowed as normal.

CRIMSON BANDS Power 3 Range 24"

The spell may be cast against any unit within 24". Snaking crimson bands entwine the target preventing it from moving or fighting. The unit cannot shoot, fight or move. An entwined wizard may not cast spells, but can continue to use counter magic against the Crimson Bands only.

Remains in play

FLAMESTORM Power 3 Range 24"

A mighty pillar of fire bursts from the ground and engulfs everything in flame. The Flamestorm covers a 3" diameter circular area and can therefore be represented by any round magic template. Place the template over the target models and within 24" of the wizard. Each model beneath the template suffers a S4 hit. A unit which is attacked by the Flamestorm is immediately moved up to 4" away from the blaze by the owning player in order to get it out of the pillar of flame. A Flamestorm remains in play once cast, and cannot be entered.

Remains in play

CONFLAGRATION OF DOOM Power 3

A burning fireball appears high in the sky above the battlefield. The caster nominates a spot on the tabletop and marks it with a suitable counter (a small coin is ideal). At the start of each subsequent magic phase, including the enemy's magic phase, roll a D6. On the score of a 1-4 the fireball continues to plunge downwards, growing larger as it does so. Place another marker on top of those already there. On the score of a 5-6 the fireball strikes the ground destroying everything within a radius equal to the number of markers present. Until the fireball strikes, anyone within the potential area of destruction must take a Panic test at the start of their turn. A successful dispel will not counter the spell entirely, but removes one marker from the pile, only dispelling the spell for good if there are none left.

Remains in play until hits

SANGUINE SWORD Power 3 Range 24"

The air around the wizard takes on a fiery glow as six red swords materialise and float before him. Once cast the swords may be dispatched in each hand-to-hand combat phase, and can be used to attack any single enemy model within 24" of the wizard. The swords attack before other fighting, striking 6 blows with a WS of 6 and S4 before returning to their master. The swords may move over intervening troops and any obstacles to reach their target.

Remains in play

PIERCING BOLTS OF BURNING Power 2 Range 18"

With a sweep of the wizard's hand the air fills with arrows of orange flame. The Bolts of Burning fly in a straight line up to 18" from the caster and will hit the first target in their path. The bolts cause 2D6 hits on the target and each hit inflicts 1 wound on the D6 roll of a 4 or more. No armour saving throws are allowed.

ICE MAGIC SPELLS

FREEZE WATER

Power 1

This spell may be cast upon an entire body of water anywhere on the battlefield, for example a river, marsh or lake. Frozen water can be moved over without penalty. Once frozen a body of water remains frozen for the rest of the game – the water cannot be melted by means of counter magic, not even by use of Drain Magic. The only means of melting frozen water is to cast one of the following spells upon it:

Battle Magic	Fireball, Blast.
Skaven Magic	Scorch
Chaos Dwarf Magic	Flames of Azgorh.
Bright Magic	Piercing Bolts of Burning, The Burning Head, Conflagration of Doom, Fireball, Blast and Flamestorm.

HAWKS OF MISKA

Power 1 Range 18"

This spell may be cast on any unit in 18". A flock of hawks fashioned from ice appears above the target, crystalizing out of the air to the horror of those below, striking fear into their hearts with shrieking cries. The target must take a Fear test immediately, as if it had been charged by an enemy that caused fear. If this test is failed the unit must flee.

SHIELD OF COLD

Power 1

The caster and any unit he is with is surrounded by a shield of intense cold. Any shot fired at the unit must roll a 4, 5 or 6 in order to penetrate the shield. Roll to penetrate first, then roll for hits as normal for any shots that penetrate the shield. The Shield of Cold is automatically dispelled if the caster or unit he is with enters hand-to-hand combat.

Remains in play

BRIDGE OF ICE

Power 2

This spell enables the caster to transport one unit, either friend or foe, up to 18" in any direction. The target is swept upon a shifting bridge of ice and carried to its new location. The Bridge of Ice may be used to move friendly troops into hand-to-hand fighting, in which case they count as charging in the first turn of combat.

ICE SHARDS

Power 2 Range 18"

Sharp icicles fly out from the caster's hand and strike the first unit in their path. The Ice Shards cause 2D6 S4 hits on their target.

SNOW BLIZZARD

Power 2

This spell may be cast at an enemy unit within 18" of the caster, bringing it to a halt with ice-laden winds. The target may do nothing in its following turn. A wizard affected by this spell may not cast spells, but he can continue to use counter magic and a winds of magic card can be retained on his behalf. If used against a unit engaged in combat, the spell will also affect any unit the target is fighting, immobilising it whilst the target is immobilised. This means no hand-to-hand will be fought as both sides are frozen.



CRYSTAL CLOAK

Power 2

A swirl of ice and snow enfolds the caster in a cloud of shimmering light. Any hit scored against the wizard by an ordinary weapon is deflected on the D6 roll of a 3 or more causing no harm. If hit by a magic weapon the hit is discounted and the weapon that caused it is destroyed on a D6 roll of 3 or more. However, if hit by a magic weapon the Crystal Cloak is also dispelled, leaving the wizard vulnerable to further hits.

Remains in play

DEATH FROST

Power 3

This spell may be cast against a model in base contact with the wizard. Parts of the enemy are frozen solid and turn to ice, causing terrible wounds or killing the foe outright. Roll two D6's, the difference in dice rolls equals the number of S10 hits inflicted on the foe. If you roll a double then add the scores together to determine the number of S10 hits.

CHILL BLAST

Power 3 Range 24"

An icy blast erupts from the caster and strikes the first unit in its path. The target is chilled to the bone, causing limbs to snap and weapons to break. The unit takes 2D6 S5 hits. No armour saving throws are permitted against wounds from the Chill Blast.

WIND OF COLD

Power 3 Range 6D6"

A howling wind shoots in a straight line 6D6" from the caster. Each unit struck by the wind takes D6 S5 hits from the freezing blast. No saving throws are permitted against wounds from the Wind of Cold.

REFERENCE SECTION



This section contains quick reference charts for all the different types of spells and magic items. The charts enable you to see what each spell or item does at a glance, without having to read through the more extensive summaries or hunt through the cards.

The reference charts are condensed into as short a form as possible, and cannot hope to include full details for each of the many spells and magic items. Players should not rely upon these descriptions alone! They are really intended to be memory joggers for players who are already familiar with the rules, or as pointers towards interesting spells and items which are fully described elsewhere.

In all cases the descriptions on the cards themselves are definitive. Players will find extra explanation in the separate summary section where we felt this was useful.

MAGIC SPELLS

HIGH MAGIC

Spell name	Power	Range	Notes
CORUSCATION OF FINREIR	1		Mage flies up to 24". Remains in play
DEADLOCK	1	12"	Nullify 1 enemy magic item. Remains in play
BANISHMENT	2	12"	Undead/Daemons D6 wounds on 4+. No armour saves allowed. Dk Magic, Necromantic & Chaos spells within range dispelled on 4+
GLAMOUR OF TECLIS	1	36"	Wizard may move enemy model/unit. Remains in play
ASSAULT OF STONE	3	24"	Moves hill. Crushed units suffer 2D6 wounds, no armour saves. Crushed individuals must roll under 1 on D6 or suffer D3 wounds, no armour save
DRAIN MAGIC	3	-	All magic use ended for turn. All wizards must test to avoid losing 1 magic level
APOTHEOSIS	1	6"	Reanimate 1 friendly model. Remains in play
FIERY CONVOCATION	2	24"	2D6 flame attack for S4 hits. Remains in play
THE TEMPEST	3	48"	Storm disrupts flying, movement, shooting, etc. Remains in play
HAND OF GLORY	2	12"	Friendly models automatically pass Ld tests. Fleeing units rally. Remains in play



SKAVEN MAGIC

Spell name	Power	Range	Notes
WARP LIGHTNING	2	24"	D6 S5 hits on enemy unit. No armour save allowed
CRACKS CALL	2	18"	Models in affected area must try to leap aside or die.
SCORCH	1	24"	Flame attack vs enemy unit. Each model must test. On a D6 roll of 6 suffers 1 wound. Used vs terrain, catches fire on 3+
POISON WIND	3	24"	Template causes D6 wounds on 5 or 6. No armour save allowed
SKITTERLEAP	1	3"	Moves caster/other model anywhere on battlefield
PLAGUE	3	18"	Victim suffers 2D6 wounds -T. Passes from model to model
PESTILENT BREATH	1	-	Template causes 1 wound on 4+. Only magic armour saves
VERMINTIDE	2	3D6"	Moving template causes S3 hit at 1 armour save. Remains in play
WITHER	1	-	D6 S6 hits on enemy models in base contact
PUTREFY	1	24"	Enemy unit must take Panic test, and will break & flee if it fails.. Units that pass suffer -1 to hit. Lasts 1 turn
MADNESS	2	24"	Skaven may control enemy model. Grey Seers only. Remains in play
DEATH FRENZY	3	6"	Friendly unit x2M & x2A. Must charge. Suffers D6 wounds/turn. Grey Seers only. Remains in play
CURSE OF THE HORNED ONE	3	12"	Enemy models turned into Skaven. Grey Seers only

WAAAGH! MAGIC

Spell name	Power	Range	Notes	Spell name	Power	Range	Notes
WAAAAAGH!	3	36"	Enemy wizards must test to avoid taking 1 wound. Friendly units within 36" +1 WS & re-roll Ld tests. Lasts 1 turn	'EADBUTT	1	36"	Shaman and enemy player have mental duel. If enemy wizard loses, he suffers 1 wound
MORK WANTS YA!	1	24"	Single enemy model immobilised. Remains in play until victim escapes	FISTS OF GORK	2	-	D6 S6 hits on h-t-h opponents
BRAIN BURSTA	2	24"	Victim must roll equal to or less than Toughness or head explodes	GAZE OF MORK	2	24"	Beam of energy inflicts S6 hit
HAND OF GORK	2	18"	Moves Orc/Goblin unit	'ERE WE GO!	2	36"	Friendly unit +1 T & hits 1st in combat. Lasts 1 turn
MORK SAVE UZ!	1	24"	Protects unit from enemy magic for 1 turn	DA KRUNCH	3	24"	Template causes S10 hit

DARK MAGIC

Spell name	Power	Range	Notes
ARNIZIPAL'S BLACK HORROR	3	4D6"	Moving template kills victims unless they roll less than their S on D6. Remains in play
BLADE WIND	2	24"	3D6 hits minus target unit's WS. Each hit causes 1 wound on 4+
DARK HAND OF DESTRUCTION	1	-	1 H-t-h attack for D3 wounds. Only magic armour saves
DEATH SPASM	2	18"	Target model must roll more than its T on D6 or be killed. No armour save allowed. Dying victim inflicts 1 own S hit on models in base contact
DOOMBOLT	2	18"	D6 S5 hits on enemy model. Chariots, war machines and buildings D6 S10 hits
MALEDICTION OF NAGASH	3	36"	Target unit cannot move/shoot. -2 WS & 1. D3 wounds each turn. No armour saves allowed. Remains in play
POWER OF CHAOS	1	-	Roll D6. 1 - Sorcerer is killed; 2-5 - gain 3 magic cards; 6 - gain 6 magic cards.
SOUL DRAIN	3	24"	Template causes S4 hit. Wizard recovers wounds. Only magic armour saves
THE TRANSFORMATION OF KADON	3	-	Wizard transforms into monster (see card for choice). Remains in play
WITCH FLIGHT	1	-	Moves wizard anywhere on battlefield



NECROMANTIC MAGIC

Spell name	Power	Range	Notes
DRAIN LIFE	2	2D6"	S3 hit on living models. No armour save. Wizard recovers 1/2 wounds
GAZE OF NAGASH	2	18"	2D6 S4 hits on enemy unit. No armour save
HAND OF DUST	2	-	Enemy model in base contact must test or suffer wounds. No armour save allowed. Killed victim turned into Wight/Wraith
RAISE THE DEAD	2	24"	Raises 2D6 Skeletons/Zombies
SUMMON SKELETONS	1	18"	Raises D6 Skeletons/Zombies
SUMMON UNDEAD HORDE	3	36"	Raises 3D6 Skeletons/Zombies
THE CURSE OF YEARS	3	24"	Each model in unit must roll 4 or less on a D6 or be killed. No armour saves allowed. Remains in play
THE DARK MIST	1	-	Wizard moves 24". Remains in play
VANHEL'S DANSE MACABRE	1	36"	Target unit may make extra action
WIND OF DEATH	3	-	Moving template causes D6 wounds on 4+. No armour saves allowed. Remains in play

CHAOS DWARF SPELLS

Spell name	Power	Range	Notes
ASH CLOUD	2	18"	Enemy unit's M, WS, BS, I & A halved. Remains in play
DOOMROAR	2	36"	Enemy units in h-t-h combat take Panic test. Fleeing friendly units rally
ERUPTION	3	24"	Template kills unless victims pass 1 test. Buildings collapse on 4+
FIST OF FIRE	2	-	Auto. hit for D3 wounds on h-t-h opponents. Remains in play
FLAMES OF AZGORH	2	12"	Models under template hit on 4+ for S4 hit. No armour saves allowed
FLAMING HIDE	1	6"	Protects caster/model, bestowing special save of 4+ against wounds. H-t-h attackers suffer auto. S3 hit. Remains in play
LAVA STORM	2	18"	2D6 hits on enemy unit. Hits wound on 4+. No armour saves allowed
MAGMA POOL	1	-	Moves Sorcerer
SHADOWS OF HASHUT	2	18"	Affected units/models suffer 1 S4 hit. Enemy unit that takes wound/s must take Panic test
SORCERER'S CURSE	2	24"	Victim must roll less than S on 2D6 or can do nothing that turn. Remains in play

BATTLE MAGIC

Spell name	Power	Range	Notes
TELEPORT SELF	1		Move wizard anywhere on battlefield
SHIELD	2	18"	Protects friendly unit from shooting. On 4+, enemy shot discounted. Remains in play
HOLD FAST	3	24"	Enemy unit unable to do anything. Remains in play
FEAR	2	24"	Target unit must take Fear test or flee
BLAST	2	24"	D6 S5/D3S10 hits on enemy model. No armour save
CURSE	2	24"	Enemy unit suffers -1 shooting/to hit. Remains in play
NET	2	12"	Enemy unit unable to do anything. Remains in play
MOVE UNIT	2	18"	Transports caster & unit up to 18"
BLESS	2	24"	Friendly unit gains +1 shooting/to hit. Remains in play
PROTECT	3	24"	Friendly unit gets special save of 4+ for each wound suffered. Remains in play
DESTRUCTION	2	18"	2D6 S4 hits on enemy unit. No armour save
FIREBALL	1	24"	1 fireball per caster's magic level. Fireball causes 1 S4 hit. No armour saves
HEAL	1	12"	Caster/friendly model regains 1 wound



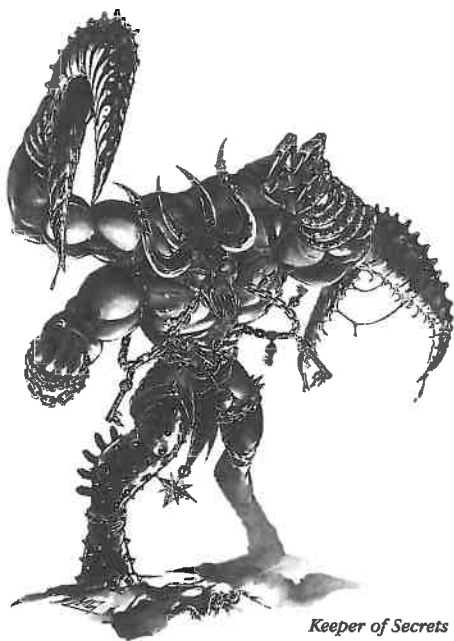
CHAOS SPELLS (Full rules and cards for Chaos Magic can be found in Warhammer Armies Chaos)

TZEENTCH

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



Lord of Change



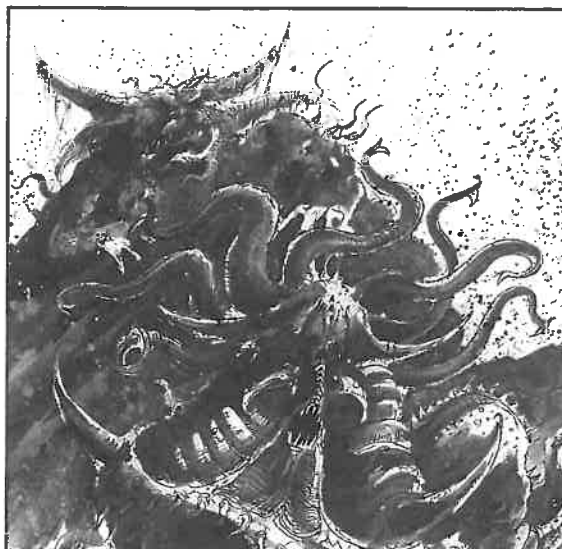
Keeper of Secrets

SLAANESH

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

NURGLE

CLOUD OF FLIES	1	12"	Target may not move/shoot. Remains in play
FLY SWARM	1	-	Protects Sorcerer. Remains in play
MIASMA OF PESTILENCE	2	-	Models within 6" of caster have characteristics halved. Remains in play
PILLAR OF PUTREFACTION	1	-	Raises Sorcerer into air. Remains in play
PIT OF SLIME	2	12"	Traps & may kill enemy model. Remains in play
PLAGUE WIND	3	24"	Inflicts 3D6 hits minus targets' Toughness on enemy unit. Wounds on 4+. Each 3 wounds creates a Plaguebearer
RANCID VISITATION	2	18"	2D6 S4 hits on unit
SHRIVELLING POX	1	-	Roll to wound enemy in base contact
STENCH OF NURGLE	1	-	Models within 3" lose -1 Attack. Remains in play
STREAM OF CORRUPTION	2	-	Roll under Toughness or killed. If T 7+, inflicts D6 wounds.



MAGIC ITEMS

MAGIC WEAPONS

<i>Item</i>	<i>Point</i>	<i>Notes</i>	<i>Item</i>	<i>Point</i>	<i>Notes</i>
SWORD OF DEFIANCE	150	+3 Toughness	STAR LANCE	60	+3S bonus when wielder charges. No armour saves allowed
FELLBLADE	135	Bearer S10. 1 wound = D6 wounds. Roll D6 at end of turn: on 6 bearer suffers 1 wound, no armour saves allowed. Skaven only	SWORD OF HEROES	60	When fighting opponents with T5+, roll to wound at +3S, 1 wound = D3 wounds
BLACK AXE OF KRELL	125	Wounded models roll D6 at the start of each magic phase. On 1 or 2 they take an extra wound. Undead/Chaos only	ELF-BITER, AXE OF GROM	50	1 wound = 2 wounds. No armour saves allowed. Orcs & Goblins only
BLADE OF COCACILA	125	Enemy in base contact may not cast spells, nor will their magic items work. Wounded wizard loses powers permanently. Destroys 1 magic item for each wound inflicted. Lizardmen only	BLADE OF LEAPING BRONZE	50	Bearer +2 Attacks
DAEMON SLAYER	125	Vs. Daemons, auto. wound for D3 wounds/hit. Vs other targets, +3S to wound. 1 wound = D3 wounds	BOW OF LOREN	50	No. of shots = user's A. S of shots as user's S. High Elves & Wood Elves only
DRAGON SLAYER	125	Vs. Dragons, auto. wound for D3 wounds/hit. Dragons must test for fear to charge wielder. Vs other targets, +3S to wound. 1 wound = D3 wounds	DAGGER OF SOTEK	50	+1S. If Skaven unit is wounded, it loses its rear rank bonus vis a vis combat results. Lizardmen Skinks only
GOTREK'S AXE	125	Hits wound on 2+. 1 wound = D3 wounds (Dragons & Daemons D6 wounds). Only magic armour saves, but at -3 modifier. Dwarf Slayers only	DARK MACE OF DEATH	50	D3 wounds on all models in base contact. One use only
HELLFIRE SWORD	125	If wounded, target is slain. Models in base contact with victim suffer S3 hit	DRAGON BLADE	50	Each hit = 2 hits. Roll to wound for each
MORGOR THE MANGLER	125	Bearer +1WS, +1T, +1S. Always strikes first. No armour saves except for magic armour. Orcs, Savage Orcs & Black Orcs only	DWARF-GOUGER	50	Wounds with -3 save mod. 1 wound = 2 wounds. Always wounds Dwarfs on 2+. Skaven only
DEATH SWORD	100	Bearer S10	EXECUTIONER'S AXE	50	On to hit score of 6, victim is killed. No armour saves allowed, except for magic armour
FROST BLADE	100	Unsaved wound will kill. No armour saves except for magic armour	GROMRIL BLADE	50	Only magic armour saves. May not be used by Orcs or Goblins
SWORD OF DESTRUCTION	100	No magic items in base contact work. For each wound, destroys 1 magic item of the attacker	HBART SEEKER	50	Re-roll missed h-t-h attacks
SWORD OF TECLIS	100	Hits wound automatically. D6 S6 hit lightning storm once/battle	SKABSKRATH	50	Bearer causes terror. Undead only
SWORD OF UNYIELDING	100	Bearer +2 Toughness	SWORD OF CHANGE	50	Wounded enemy model may be turned to Chaos Spawn. Chaos only
THE BLADE OF COURONNE	100	Undead within 3" suffer 1 wound. Bearer/unit immune to fear/terror caused by Undead. Bretonnia only	SWORD OF FORTITUDE	50	Bearer immune to fear, terror and panic.
THE HAMMER OF SIGMAR	100	Hits wound automatically. No armour saves, except for magic armour. Empire only	SWORD OF JUSTICE	50	Re-roll missed 'to hit' roll once. No armour saves, except for magic armour
GIANT BLADE	80	Bearer +3 Strength	SWORD OF RESILIENCE	50	Bearer +1 Toughness
BLADE OF DARTING STEEL	75	Hits automatically	THE TOMB BLADE OF ARKHAN	50	Slain enemy model turned into Skeleton. Necromancer, Vampire or Liche only
BLADE OF LEAPING GOLD	75	Bearer gains +3 Attacks	WEEPING BLADE	50	+1 to wound, -1 enemy's armour save. 1 wound = D3 wounds. Skaven only
BLESSED SWORD	75	Bearer WS10. May not be used by Orcs or Goblins	CHAOS RUNEBLADE	45	1 wound = D3 wounds. No armour save, except for magic armour. Chaos only
CHAOS TOMB BLADE	75	For each wound inflicted, bearer may take extra winds of magic card. Chaos/Undead only	DRAGONBLADE LANCE	40	Special lance attack when charging. High Elves only
DESTROYER	75	Steals enemy magic item/spell on 4+. Dark Elves only	OGRE BLADE	40	Bearer +2 Strength
HYDRA SWORD	75	Each attack that hits = D6 hits. Roll to wound for each.	TORMENTOR SWORD	40	Wounded enemy suffer stupidity
OBSIDIAN BLADE	75	Wounding hit destroys armour. No armour saves, except for magic armour.	BONE BLADE	35	1 wound = D3 wounds
SWORD OF UNHOLY POWER	75	Wizard with Dk/Necromantic spells may cast spells for free.	SHRIEKING BLADE	35	Bearer causes fear
BLACK HAMMER OF HASHUT	70	Wielder +2S. Targets vulnerable to fire are automatically destroyed if they sustain wounds. Chaos Dwarfs only	WARRIOR BANE	35	Each wound reduces victim's A by -1
VENOM SWORD	70	1 wound = D6 wounds	BLADE OF SEA GOLD	30	Wounds with extra -3 save modifier
CHAOS RUNESWORD OF GRUNGNIR IRONHEART	65	Wielder +1 WS, +1S and +1 A. Undead or Chaos only	FLAIL OF SKULLS	30	+2S bonus 1st round of combat. 1 wound = 2 wounds
CHAOS DAEMON SWORD	60	1 wound = D6 wounds. Wounds may rebound. No armour saves, except for magic armour. Chaos only	MORNING STAR OF FRACASSE	30	+2S bonus 1st round of any combat. If bearer causes 1+ wounds, will destroy enemy magic weapon on 4+. Bretonnia only
			RUNEFANG	30	No armour saves allowed. Undead suffer 2 wounds for each wound inflicted. Empire only
			SKY ARROW OF NALOER	30	May be shot at any creature flying high. +1 to hit. Arrow inflicts D6 S10 hits. One use only
			BANISHER SWORD	25	1 wound = D3 wounds vs. Undead
			BLADE OF LEAPING COPPER	25	Bearer +1 Attacks
			BLOOD DRINKER	25	For each unsaved wound victim deducts -1S. Chaos/Dark Elves only
			HAIL OF DOOM ARROW	25	Splits into 3D6 S4 magic arrows in flight. Wood Elves only. One use only
			RENDING SWORD	25	1 wound = 2 wounds
			SOUL BLADE	25	For each unsaved wound victim deducts -1T. Chaos only

MAGIC WEAPONS *continued*

Item	Point	Notes
SWORD OF SWIFT SLAYING	25	Wielder strikes first in h-t-h combat
BLADE OF ENSORCELLED IRON	20	+1 to hit in close combat
BLADE OF SLICING	20	Wounds with extra -2 saving throw modifier
GOLD SIGIL SWORD	20	Bearer Initiative 10
PARRYING BLADE	20	One enemy has 1 less attack
SWORD OF MIGHT	20	Bearer +1 Strength
DARK SWORD	15	For each unsaved wound suffered the victim deducts -1 from his WS and BS. Chaos or Dark Elf only
RELIC SWORD	15	Bearer +1 Weapon Skill
SILVER SIGIL SWORD	15	Bearer +3 Initiative
BERSERKER SWORD	10	Bearer immune to psychology. Must charge into combat. Will always pursue fleeing opponents
BITING BLADE	10	Wounds with extra -1 saving throw modifier
BRONZE SIGIL SWORD	10	Bearer +2 Initiative
LANGUISHER SWORD	10	For each hit suffered victim deducts -1 from his Initiative
SWORD OF BORK	10	Unit with bearer ignores first Animosity test failure. Orcs and Savage Orcs only
COPPER SIGIL SWORD	5	Bearer +1 Initiative

MAGIC ARMOUR

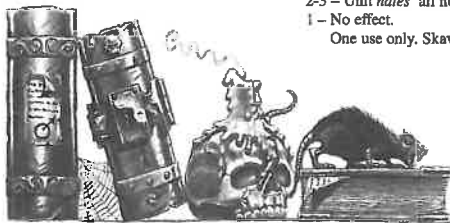
Item	Points	Notes
SPELLEATER SHIELD	100	Armour save 6+. Enemy spell dispelled on 3+. Dispelled spell destroyed on 4+
ARMOUR OF BRILLIANCE	75	Armour save 3+. Enemy -2 to hit. Bretonnia only
ARMOUR OF PROTECTION	50	Armour save 5+. Re-roll failed save on 4+
CHAOS RUNESHIELD	50	Armour save 6+. Negates magic effects of enemy weapons. Chaos only
SHADOW ARMOUR	50	Armour save 5+. Move through terrain/obstacles no penalty. -1S enemy attacks. High Elves only
SPELLSHIELD	50	Armour save 6+. Deflects power of spells on 4+. 1SD6 hit for each power card
WARPSTONE ARMOUR	50	Armour save 4+. For each save inflicts S3 hit on attacker. Skaven only
ARMOUR OF METEORIC IRON	25	Armour save 2+
BANE SHIELD	25	Armour save 6+. After save, S4 energy bolt on attacker. High Elves only
CRIMSON ARMOUR OF DARGAN	25	Armour save 4+. Enemy must take Ld test to attack. Chaos only
ARMOUR OF FORTUNE	15	Armour save 5+. Re-roll failed armour save on 5+
CHAOS ARMOUR	10	Armour save 4+. Chaos only
DRAGONHELM	10	Special save of 2+ vs. fire attacks
SHIELD OF PTOLOS	10	Armour save of 6+/1+ vs. missile attacks
ARMOUR OF ENDURANCE	5	Armour save 5+. Re-roll failed armour save on 6+
CHARMED SHIELD	5	Armour save 6+. Discount 1st hit. One use only
ENCHANTED SHIELD	5	Armour save 5+
MAGIC WAR PAINT	5	Armour save 3+ shooting/5+ close combat. Savage Orcs, Skaven, Forest Goblins & Wood Elves only

STANDARDS

Item	Points	Notes
BANNER OF ARCANE WARDING	100	Deflects enemy spell on 2+. Redirects dispelled spell 4D6" on 4+
BATTLE BANNER	100	+D6 combat result bonus
STORM BANNER	100	Models flying high land in centre of table and move 3D6" in direction of Scatter dice. No troops may fly. Shooting ranges are halved. Effects last until 6 is rolled at start of either player's turn. One use only
BANNER OF RIGHTBOUS RETRIBUTION	75	Deflects enemy missiles back against firers. Missiles deflected D6x10". If they reach the firers, the missiles hit automatically. Exhausted on a 1 or 2. Bretonnia only
BANNER OF THE LADY OF THE LAKE	75	Enemy unit loses combat bonus from rear rankers. If carried by Battle Standard Bearer, Knights can re-roll failed Break tests. Bretonnia only
BANNER OF WRATH	75	D6 S4 lightning bolts once/turn. No armour save allowed
HELL BANNER	75	Enemy units within 6" -2 penalty all Ld-based tests. Undead only
SACRED STANDARD OF THE HORNED RAT	75	Ld 10. Absorbs expended enemy power cards. Skaven only
MORK'S WAR BANNER	65	Dispels spells on 4+. Any wizard touching carrying unit is killed, no armour save possible. Orcs & Goblins only
BANNER OF ARCANE PROTECTION	50	Dispels enemy spell on 4+. Undead/Daemon models touching unit suffer 1 wound
BANNER OF DEFIANCE	50	Unit doubles normal rank bonus in h-t-h combat. Will never pursue
BANNER OF DOOM	50	Enemy units within 6" suffer -1 Ld penalty. Undead only
BANNER OF MIGHT	50	+1 to hit in hand-to-hand combat
BANNER OF RAGE	50	Unit carrying banner subject to frenzy. Chaos - Khorne only
BLASTED STANDARD	50	Enemy unit within 8" takes 2D6 S6 hits. Survivors must take Panic test. Chaos - Tzeentch only
DREAD BANNER	50	The unit causes fear
RAPTUROUS STANDARD	50	Unit immune to psychology, and cannot be broken. Chaos - Slaanesh only
SCARECROW BANNER	50	Causes terror in flying creatures. +D6 combat result bonus when fighting flying creatures
BAD MOON BANNER	35	Enemy shooting attacks -1 to hit. Strike first in close combat. Night Goblins only
SPIDER BANNER	35	Double all attacks first turn of hand-to-hand combat. Forest Goblins only
VALOROUS STANDARD	35	Roll 3D6 when making a psychology test, and take best 2 scores
BANNER OF COURAGE	25	Re-roll Break test
BANNER OF SORCERY	25	Contains D6 winds of magic cards which can be used during the battle by friendly wizards within 12"
DOOMRIDER BANNER	25	Skeleton Horsemen auto. hit when charging. Undead only
GORK'S WAR BANNER	25	Unit +1S when charging. Orcs and Goblins only
JAGUAR STANDARD	25	Unit moves +D6"/turn. Three uses only. Lizardmen only
STANDARD OF SHIELDING	25	+1 armour save, or armour save of 6
WAR BANNER	25	+1 combat result bonus
BLOOD BANNER	10	Cold One Knights ignore Cold Ones' stupidity. Dark Elf Cold One Knights only
ERRANTRY BANNER	10	Enemy unit being charged cannot stand and shoot. Bretonnian Knights Errant only

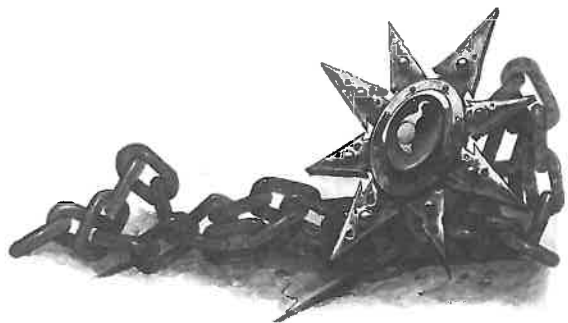
ENCHANTED ITEMS

Item	Points	Notes	Item	Points	Notes
CROWN OF SORCERY	125	Wearer gains abilities of a lvl 3 Necromancer. Must take Ld test each time casts a spell, or miss a turn	SLAANESH'S SCEPTRE OF DOMINATION	50	Enemy characters pass Ld test or may do nothing. Chaos/Slaanesh only
ROD OF CORRUPTION	100	Victim rolls D6 vs. T or be killed. No armour saves allowed. Skaven Plague Monks only	TALISMAN OF RAVENSDARK	50	Flying creatures must roll 6 to hit
TALISMAN OF OBSIDIAN	100	Negates magic of any wizard in base contact. Enemy spells automatically dispelled	THE CARSTEIN RING	50	Restores slain Vampire to full wounds. Vampires only. One use only
TALISMAN OF HOETH	85	Wearer gains abilities of lvl 2 Mage Champion. High Elves only	TOMB KING'S CROWN	50	Undead models within 12" of bearer use his WS & BS. Mummy Tomb King only
BIRD OF CHOTEC	75	All creatures flying high are driven to the ground and suffer D3 wounds. Large monsters suffer D3 wounds, as do their riders. One use only. Lizardmen only	GAUNTLET OF BAZHRACK THE CRUEL	35	Wearer +2 Strength. On 1 to hit, blow rebounds against friendly model. Chaos Dwarfs only
LIBER BUBONICUS	75	Wearer gains abilities of lvl 2 Wizard Champion. See card/summary for spells. Skaven Plague Monks only	TRESS OF ISOULDE	35	Once per battle, bearer hits on unmodified 2+ and wounds on unmodified 2+. No armour saves allowed. Bretonnia only
CLOAK OF SHADOWS	75	Enemy must roll 6 on D6 to charge at/shoot at wearer. Enemy wizard must roll 5 or 6 to cast spell	VAN HORSTMANN'S SPECULUM	35	When fighting a challenge, swap S, T & I of adversaries
RUBY CHALICE	60	Starts to work when bearer/unit he is with suffers wounds. Enemy -2 shooting to hit, -1 to hit in close combat	AMBER AMULET	25	Restores 1 lost wound/turn
ALDRED'S CASSET OF SORCERY	50	Steal/use enemy spell	AMULET OF FIRE	25	Dispels spell cast against bearer/unit on 4+
BUGMAN'S TANKARD	50	Bearer/unit heals 1 wound. Max. 1 use per turn. Three uses only. Dwarfs only	BLACK GEM OF GNAR	25	Wearer & attacker locked in time. One use only
CHALICE OF DARKNESS	50	Remove 1D6 magic cards from each player. Players who don't have enough magic cards must surrender spells. Chaos Dwarfs only	CLOAK OF FEATHERS	25	If wearer is in close combat, he can move up to 24" before either side has struck, or after making his attacks. Lizardman Saurus/Skink Hero only
COLLAR OF ZORGA	50	Pass Ld test to take over control of enemy monster in base contact. Orcs & Goblins only	CURSED BOOK	25	Living creatures within 6" -1 to hit/shooting. Chaos/Undead only
CROWN OF COMMAND	50	Bearer Ld 10. Unit led by bearer takes Break tests on Leadership 10	FIERY RING OF THORI	25	Creates barrier of flame 6" in front of user/unit. One use only. Dwarfs only
DAEMON STEED	50	Steed has 3+ Daemon save, with armour save of 3+. Rider causes fear. Chaos only	HEART OF WOE	25	Explodes when bearer is slain. Hits at S+D6 within radius = to wearer's wounds. 1 wound = D6 wounds
GOLDEN SCEPTRE OF NORGRIM	50	Bearer/unit may add +1 M, or +1 S, or have +1 armour save. Dwarfs only	HELM OF MANY EYES	25	Strike first in close combat. Chaos only
HEALING POTION	50	Heals all lost wounds. One use only	MAD CAP MUSHROOM	25	Fanatic causes extra D6 hits on first unit he contacts. One use only. Night Goblins only
SKALM	50	Heals all lost wounds. One use only. Skaven only	POISON WIND GLOBES	25	2" diameter poison gas cloud. Victims suffer 1 wound on 4+. No armour saves allowed. Skaven only
SKAVENBREW	50	Use before battle on unit. Roll D6: 6 - Unit fights at double its M & A. Roll a D6 end of each turn - on 1 unit suffers D6 wounds; 4-5 - Unit subject to frenzy; 2-3 - Unit hates all non-Skaven; 1 - No effect. One use only. Skaven only	POTION OF CHAOS	25	Roll D6: 1-3 - Recover 1 wound; 4 - +1 S; 5 - +2S; 6 - Chaos Gift. One use only. Chaos only
			WARPSTONE AMULET	25	Enemy must pass Ld test before striking or suffer -2 to hit/-2S. Skaven only
			WHIP OF AGONY	25	Hit enemy must pass Ld test to attack
			CROWN OF BRETONNIA	15	+1 to one characteristic, determined before the battle. Bretonnian general only
			POTION OF STRENGTH	10	+3S one turn. One use only
			WARPSTONE CHARM	10	Re-roll any one dice throw, and add +1 or deduct -1 from result. One use only. Skaven & Chaos only
			POTION SACRÉ	5	Bearer may adjust one dice roll by +1 or -1. Bretonnia only



WARDS

Item	Points	Notes
THE SILVER SEAL	75	Enemy missile/h-t-h combat attacks -1 to hit. Enemy spells dispelled on 4+
BLACK AMULET	50	Negates wound on 4+. Rebounds saved wounds in close combat
GOLDEN CROWN OF ATRAZAR	50	Special save of 3+ vs wounds suffered
DAWNSTONE	25	Re-roll failed armour save
VAMBRACES OF LIGHTNING	25	4+ special save vs missiles hits of S5 or less
THE JADE AMULET	5	2+ special saving throw for 1 wound. One use only



BOUND SPELLS

Item	Points	Notes	Item	Points	Notes
DOOMFIRE RING	100	Jet of flame causes 2D6 S3 hits. No armour saves allowed. Three uses only	CLAW OF NAGASH	50	Range 6". Victim suffers 2D6 minus his T wounds. No armour save. One use only
STAFF OF NURGLE	100	Enemy model within 12" slain, no armour saves allowed. Chaos sorcerer of Nurgle only	RING OF CORIN	50	Select magic item within 12". Roll 2D6x10. If result equal to or higher than pv of item it is destroyed
HORN OF URGOK	75	Enemy units within 24" in close combat must take a Panic test or be broken and flee. Fleeing friendly units within 24" rally. Three uses only	THE ORB OF THUNDER	50	Prevents flying creatures flying high. Creatures already flying high cannot descend. Remains in play. Three uses only
PIPES OF DOOM	75	D6 S4 hits on cavalry unit. Victims may not charge following turn	BANDS OF POWER	40	Wearer x2S (max. 10). Three uses only. Skaven only
SKARSNIK'S PRODDER	75	Casts 1 fireball per Orc/Goblin unit. Fireball causes S4 hit. No armour saves allowed. Night Goblins only	RING OF DARKNESS	40	Enemy need to roll 6 to hit in h-t-h combat. Magic weapons strike normally. Remains in play
BRASS ORB	65	Small template. Affected models must test against I or be killed, no armour saves allowed. Remains in play. One use only. Skaven only	RING OF VOLANS	25	Contains 1 random Battle Magic spell which may be cast for free. One use only

WIZARDS ARCANA

Item	Points	Notes	Item	Points	Notes
WAR CROWN OF SAPHERY	125	Makes High Elf Mage Lord lvl 5. High Elf Mage Lord only	STAFF OF OSIRIS	50	Enemy model takes 1 S6 hit for D3 wounds. No armour saves allowed. If victim killed, the bolt will continue. Exhausted on a 1 or 2. Wizards & Setra only
BOOK OF NAGASH	100	Adds +1 to magic level of Necromancer with Necromantic spells. Necromancers only	WAND OF JET	50	Spells cost 1 less power point to cast. Exhausted on a 1 or 2
TALON OF DEATH	100	Living creatures in contact suffer 1 auto. wound each close combat phase. No armour saves allowed. Necromancer, Liche or Vampire only	WARPSTORM SCROLL	50	Creatures 'flying high' suffer D6 S6 hits, and are forced off the table. One use only. Skaven wizards only
FORBIDDEN ROD	75	Spells may be cast at no power cost, and count as if cast with Total Power. On D6 roll of 4+, user takes 1 wound	SKULL WAND OF KALOTH	40	On successful hit, victim must save against his Ld on 2D6 or be killed. No armour saves allowed
SWORD OF UNHOLY POWER	75	Cast Dark Magic/Necromantic Magic spell for free. Wizards with Dark or Necromantic spells only	CHALICE OF CHAOS	35	Roll a D6: 1 - Turned to Chaos Spawn; 2-3 - Enemy 1 less magic card; 4-5 - Bearer 1 extra magic card; 6 - End magic phase. Chaos Sorcerer or Beastman Shaman only
BANE HEAD	50	On 5+, any wounds suffered by enemy character are doubled for length of game. Lizardmen Slann Mage only	CHALICE OF SORCERY	35	Take 1 extra winds of magic card.
BOOK OF ASHUR	50	Adds +1 to magic level of wearer (max. magic lvl 4). May use any spell deck.	GOLDEN EYE OF TZEENTCH	35	Transfixes enemy models in base contact. Chaos Sorcerers - Tzeentch only
BOOK OF SECRETS	50	Cast spells for no power cost. D6 characteristic penalty cost	SEER STONE	35	Each extra power card expended extends spell range by D6". Skaven wizards only
CHAOS FAMILIAR	50	+1 or -1 any one dice roll/turn. Chaos Sorcerer only	SKULL OF KATAM	35	Cast spells for 1 point less. 1 power spells can be cast for free. Chaos Sorcerer only
CLOAK OF MISTS & SHADOWS	50	Move up to 24", no movement penalties. Cannot strike in close combat, but may cast spells. Bearer cannot be harmed by non-magic weapons. Wizards only	SKULL STAFF	35	Discloses enemy magic items/spells within 12". +1 bonus to dispel
DESTROY MAGIC SCROLL	50	Dispels enemy spell. On 4+, spell is destroyed. One use only. Wizards only	POWER FAMILIAR	30	Stores 1 power card
PLAQUE OF DOMINION	50	Bearer may cast one spell for free, which lasts 1 turn. While spell lasts, Lizardmen strike first in close combat. Lizardmen Slann Mage only	POWER SCROLL	30	Powers 1 spell for free. One use only
POTION OF KNOWLEDGE	50	Cast spells for no power cost. Potion wears off on 1-2. On 1 wizard becomes stupid. One use only	AMULET OF XAPATI	25	Spell cast at bearer/unit dispelled on 3+. If dispel successful, bearer may cast a spell of his own for free, after which magic phase is ended. Lizardmen Slann Mage only
SKAVEN WARPSCROLL	50	S3 hit on each model in enemy unit within 24". Causes Panic test. Skaven only. One use only	CRYSTAL OF MALFLEUR	25	After magic cards are dealt, both sides roll D6. If bearer rolls highest, he may see all enemy's cards. If roll equal, he can see one enemy card. Bretonnia only
SPELL FAMILIAR	50	Stores extra spell card. Wizards only	DISPEL MAGIC SCROLL	25	Dispels enemy spell as it is cast. One use only
STAFF OF DAMNATION	50	Every Undead unit within 36" may take an extra action (charge, march move, fight round of h-t-h combat, shoot missile weapons). Exhausted on a 1 or 2. Necromancer, Liche or Vampire only	ROD OF POWER	25	Stores up to 3 unused power cards. Beat number held on D6 to retain. Wizards only
STAFF OF FLAMING DEATH	50	Flaming spell strikes first model/unit in its path for D3 S4 hits. Units that suffer casualties must take Panic test	STORM-DAEMON	25	Bearer +1S. D6 S5 hits, causing 1 wound. No armour saves allowed. Exhausted on a 1 or 2. Skaven Warlock Engineers only
STAFF OF LIGHTNING	50	Bolt of lightning causes D3 S6 hits. No armour save allowed. Exhausted on a 1 or 2.	WARRIOR FAMILIAR	25	Protects master against attackers

CHAOS MAGIC RULES SUMMARY

The rules for Chaos Sorcerers are given in the separate Warhammer Armies Chaos supplement, which includes cards for Nurgle, Tzeentch, and Slaanesh spells, as well as sundry magic items and Chaos Rewards.

Warhammer Armies Chaos was written prior to Warhammer Magic, and includes references to the old magic rules published in the now redundant Warhammer Battle Magic/Arcane Magic. These references will be changed when the book goes out of stock and is reprinted. Players who own the original version should ignore specific references to the old Battle Magic, and may find the following summary useful in clearing up any potential confusion.

CHAOS SORCERERS

Chaos Sorcerers can use Dark Magic spells or the Chaos spells of their own Chaos God: Nurgle, Tzeentch or Slaanesh.

Chaos Beastmen can use Dark Magic or Chaos spells. If they use Chaos spells they can draw their spells from any of the Chaos God's deck, and can draw from two or three different decks if they choose. This is a special ability of Beastmen, the Children of Chaos.

Spells are drawn randomly in the same way as other wizards.

Type of Wizard	Spells	May Draw From
Chaos Sorcerer	1	Own God's Spells or Dark Magic
Chaos Sorcerer Champion	2	Own God's Spells or Dark Magic
Chaos Master Sorcerer	3	Own God's Spells or Dark Magic
Chaos Sorcerer Lord	4	Own God's Spells or Dark Magic
Beastman Shaman	1	Any God's Spells or Dark Magic
Beastman Shaman Champion	2	Any God's Spells or Dark Magic
Beastman Master Shaman	3	Any God's Spells or Dark Magic
Beastman Shaman Lord	4	Any God's Spells or Dark Magic

CHAOS REWARDS

Chaos Rewards are types of magic item unique to Chaos Champions and Sorcerers. They are signs of divine favour granted to a follower of Chaos by his Chaos God.

Chaos Rewards take many forms, either mutations such as horns, extra arms, scaly skins and so on, or weird artifacts such as swords and armour of divine origin. Only Chaos Champions and Chaos Sorcerers can have Chaos Rewards (Chaos Champions includes Champions, Heroes and Lords, Chaos Sorcerers includes Sorcerer Champions, Master Sorcerers, and Sorcerer Lords).



DAEMON MAGIC

Greater Daemons of Tzeentch, Nurgle and Slaanesh are powerful wizards with a magic level of 4 and 4 each of their own Chaos God's spells. Units of Daemonettes, Plaguebearers, and Pink Horrors can also cast spells and have a magic level and number of spells which depends on how many models are in the unit. All spells are dealt randomly at the start of the game. If a unit loses a magic level due to casualties the player may decide which spell to surrender.

Note that in a unit of Pink Horrors only Pink Horrors cast spells. Blue Horrors do not count towards the total.

DAEMONS UNITS MAGIC

Models	Level/Number of spells
1-5	1
6-10	2
11-15	3
16-20	4

Type of Daemon	Spells	May draw from
Keeper of Secrets	4	Slaanesh Spells
Great Unclean One	4	Nurgle Spells
Lord of Change	4	Tzeentch Spells
Daemonettes	Varies	Slaanesh Spells
Plaguebearer	Varies	Nurgle Spells
Pink Horror	Varies	Tzeentch Spells

WIZARDS SUMMARIES

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

EMPIRE/BRETONNIA

	Magic Level	Spell Decks	Magic Items
Wizard	1	Battle Magic	1
Wizard Champion	2	Battle Magic	2
Master Wizard	3	Battle Magic	3
Wizard Lord	4	Battle Magic	4

CHAOS

Chaos Sorcerer	1	Dark, one Chaos power	1
Sorcerer Champion	2	Dark, one Chaos power	2
Master Sorcerer	3	Dark, one Chaos power	3
Sorcerer Lord	4	Dark, one Chaos power	4

Keeper of Secrets	4	Chaos - Slaanesh	0
Great Unclean One	4	Chaos - Nurgle	0
Lord of Change	4	Chaos - Tzeentch	0

Daemonettes	1 per 5 models	Chaos - Slaanesh	0
Plaguebearer	1 per 5 models	Chaos - Nurgle	0
Pink Horror	1 per 5 models	Chaos - Tzeentch	0

BEASTMEN

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

HIGH ELVES

High Elf Mage	1	Battle Magic, High Magic	1
Mage Champion	2	Battle Magic, High Magic	2
Master Mage	3	Battle Magic, High Magic	3
Mage Lord	4	Battle Magic, High Magic	4

WOOD ELVES

Wood Elf Mage	1	Battle Magic	1
Mage Champion	2	Battle Magic	2
Master Mage	3	Battle Magic	3
Mage Lord	4	Battle Magic, High Magic	4

LIZARDMEN SLANN

Mage Priest	1	Battle Magic, High Magic	2
Mage Priest Champ.	2	Battle Magic, High Magic	3
Master Mage Priest	3	Battle Magic, High Magic	4
Mage Lord	4	Battle Magic, High Magic	5

DARK ELVES

	Magic Level	Spell Decks	Magic Items
Dark Elf Sorcerer	1	Dark Magic	1
Sorcerer Champion	2	Dark Magic	2
Master Sorcerer	3	Dark Magic	3
Sorcerer Lord	4	Dark Magic	4

UNDEAD

Liche	4	Dark Magic, Battle Magic, Necromantic Magic	4
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Necromancer	1	Dark Magic, Battle Magic, Necromantic Magic	1
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Necromancer Champion	2	Dark Magic, Battle Magic, Necromantic Magic	2
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Master Necromancer	3	Dark Magic, Battle Magic, Necromantic Magic	3
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Necromancer Lord	4	Dark Magic, Battle Magic, Necromantic Magic	4
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Vampire Count	2	Dark Magic, Battle Magic, Necromantic Magic	2
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Vampire Lord	3	Dark Magic, Battle Magic, Necromantic Magic	4
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ORCS & GOBLINS

Orc Shaman	1	Waaagh Magic	1
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Shaman Champion	2	Waaagh Magic	2
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Master Shaman	3	Waaagh Magic	3
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Shaman Lord	4	Waaagh Magic	4
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Goblin Shaman	1	Waaagh Magic	1
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Shaman Champion	2	Waaagh Magic	2
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Master Shaman	3	Waaagh Magic	3
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Shaman Lord	4	Waaagh Magic	4
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SKAVEN

Warlock Engineer	1	Skaven Magic	1
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Warlock Champion	2	Skaven Magic	2
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Master Warlock	3	Skaven Magic	3
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Grey Seer	4	Skaven Magic	4
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CHAOS DWARFS

Sorcerer	1	Chaos Dwarf Magic	1
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Sorcerer Champion	2	Chaos Dwarf Magic	2
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Master Sorcerer	3	Chaos Dwarf Magic	3
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Sorcerer Lord	4	Chaos Dwarf Magic	4
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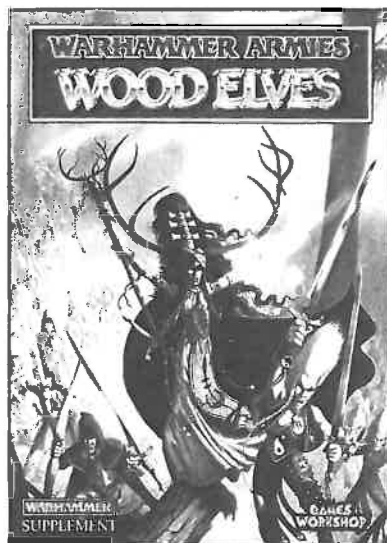
WARHAMMER®



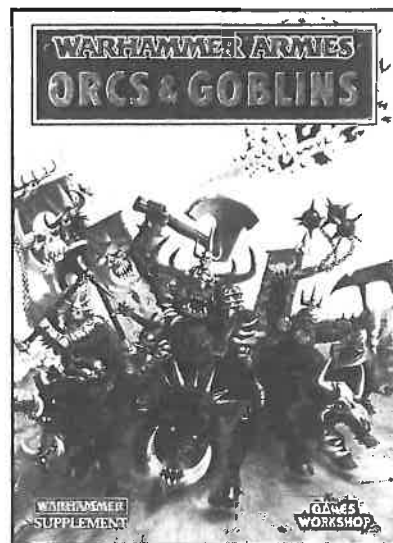
In Warhammer – the game of fantasy battles – mighty armies clash in mortal combat. This boxed set contains all you need to get started in the Warhammer hobby, including rulebook, Battle book (detailing the myriad of fantastic races and creatures which populate the Warhammer world), card templates, quick reference cards, dice and two superb sets of finely crafted plastic Citadel miniatures.



High Elves are the most powerful sorcerers and warriors in the Warhammer world. This indispensable Warhammer supplement describes the land of Ulthuan and the armies of the High Elves in detail.



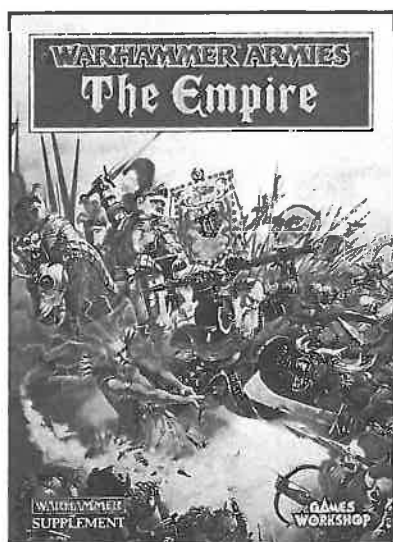
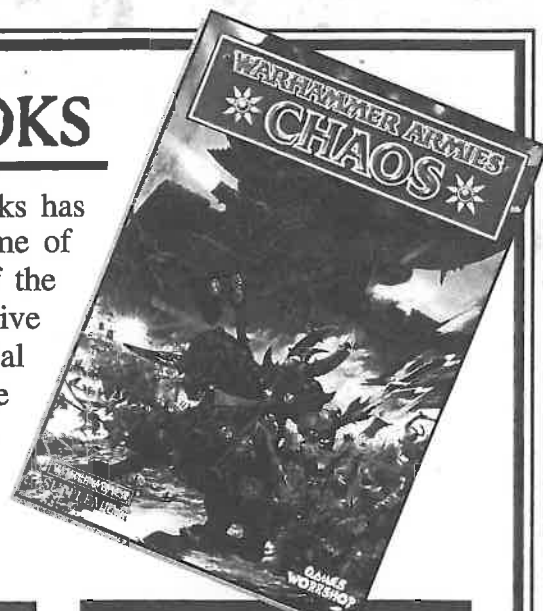
Wood Elves protect their forest realm against all intruders. This Warhammer Armies book describes the defenders of Athel Loren and includes a detailed history of these guardians of the forest.



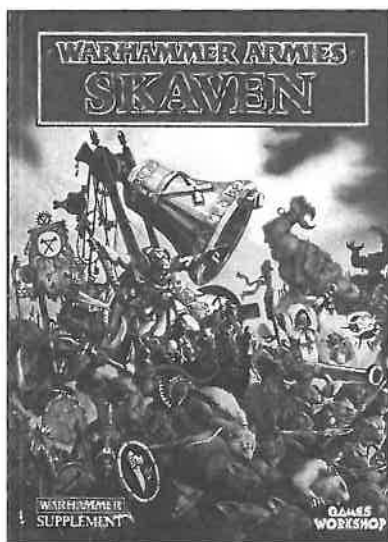
Orcs and Goblins wreak havoc amongst the realms of men. This invaluable companion to the Warhammer game of fantasy battles describes the armies of Orcs and Goblins in complete and colourful detail.

WARHAMMER® ARMIES BOOKS

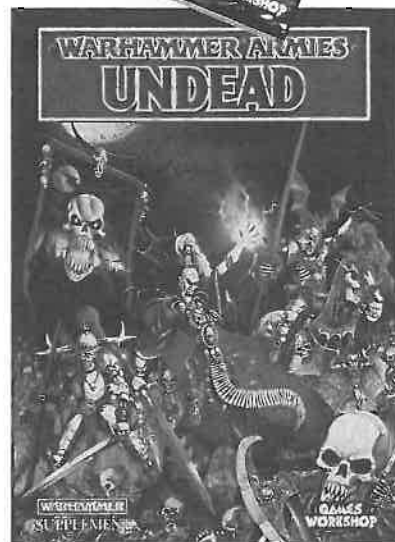
The ever-expanding series of Warhammer Armies books has been designed to complement Warhammer – the game of fantasy battles. Each book deals exclusively with one of the major races of the Old World, and contains extensive background and history information, maps, bestiary, special rules, war machines and colour 'Eavy Metal pages. At the heart of each book is a complete army list, including a selection of special characters, which enables you to select your forces and assemble your army ready to take on your enemies.



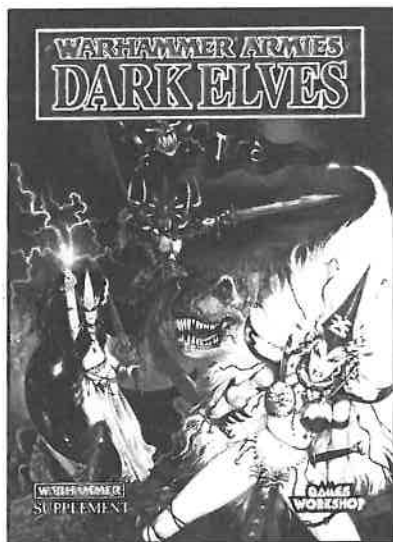
The Empire is the largest realm in the Old World. This volume describes the lands and history of the Empire, and details its troops and mighty war machines.



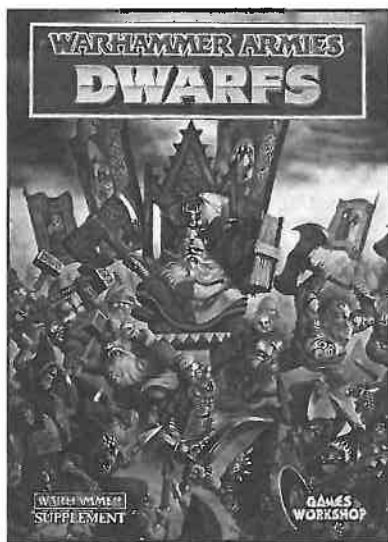
The vile and malevolent Skaven spread decay from their sprawling capital of Skavenblight. This book describes the history and armies of the evil Skaven.



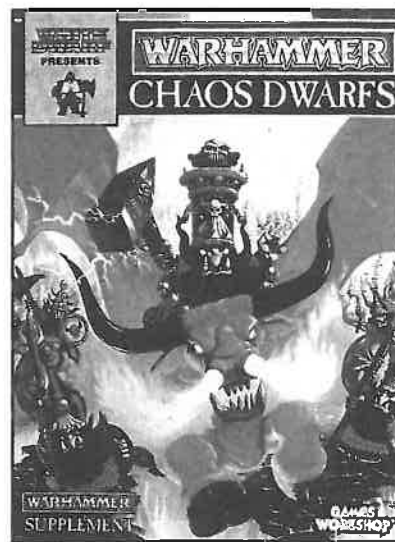
The Undead hate all living creatures, and are terrible and tireless foes. This volume describes the armies and heroes of the Dead, including the great Necromancer Nagash.



In the far north, Malekith the Witch King gathers his forces and plots his invasion of the Old World. This book describes the history and troops of the Dark Elves.



Dwarfs are skilful and determined warriors. This Warhammer Armies book describes the armies of the Dwarfs and includes a detailed history of this hardy and unforgiving race.



Chaos Dwarfs are the foul inhabitants of the Dark Lands. This book is a compilation of Chaos Dwarf articles from White Dwarf magazine, including a full army list.

WARHAMMER MAGIC

• SUMMARY SHEET •

MAGIC PHASE SEQUENCE

The magic phase follows a set sequence just like other phases in the game.

- 1 Distribute Winds of Magic.** Deal 2D6 cards between each side, any odd card going to the player whose turn it is.
- 2 Cast Spells.** The player whose turn it is may cast spells. His opponent may attempt to counter each spell as it is cast.
- 3 Counter Magic.** The player whose turn it is may employ counter magic against spells in play.
- 4 Return Winds of Magic.** Any excess unused winds of magic cards are returned to the deck. Players can retain 1 card per wizard from turn to turn.

WINDS OF MAGIC

2D6 cards are dealt between the players at the start of the phase, any odd card going to the player whose turn it is. At the end of the phase each side can retain 1 card for each wizard in the army. Wizards who are dead or fleeing cannot retain cards. Remaining winds of magic cards are returned to the deck which is then shuffled in readiness for the following turn.

CASTING SPELLS

Spells are cast one at a time. A wizard may attempt to cast each of his spells once, so long as he has sufficient power to do so.

- 1 Cast.** The player declares he is casting the spell, placing the spell card and all power cards required on the tabletop.
- 2 Counter.** The opponent may make one attempt to counter the spell either by a counter magic card, natural Dispel or magic item. The opponent can add power cards from his hand to boost the chance of a counter magic card working, but not for other kinds of Dispel.
- 3 Reinforce.** If the opponent is using a counter magic card, the caster can reinforce his spell by using additional power cards.
- 4 Spell Fails/Succeeds.** If a spell fails then it does not work. If it succeeds work out the effect as described on the card.

BOOSTS/REINFORCEMENT

Each extra power card used to boost a counter magic card adds +1 to the dice roll to successfully counter. Each extra power card used to reinforce a spell deducts -1 from the dice roll made to counter. A counter roll of 1 always fails and a 6 always succeeds regardless of how much power is used to boost/reinforce.

Note that the opposing player always plays his entire counter magic hand, including any boosting power cards, before the caster plays any reinforcing cards.

CASTER'S COUNTER MAGIC

After he has finished casting any spells he is entitled to, the player whose turn it is can use Dispel cards to attempt to dispel enemy spells which are in play. Only Dispel cards can be used, they cannot be boosted and enemy spells cannot be reinforced.

MAGIC ITEM/NATURAL DISPELS

Dispels from magic items and natural Dispels always work on a flat dice roll or in some cases automatically. They cannot be boosted and spells cannot be reinforced against them.

BOUND SPELLS

Bound spells are cast from magic items and cost no power to cast. They can be countered in the normal way, and an opponent may boost counter magic cards used against a bound spell. A bound spell cannot be reinforced.

TOTAL POWER/DRAIN MAGIC

Spells cast with Total Power cannot be countered by any means, such a spell will always be cast.

A Drain Magic card will always dispel the spell it is used against unless it is cast with Total Power.

MAGIC SAVES

Magic saves are an unusual type of saving throw that are most commonly, though not exclusively, associated with special characters (such as Nagash, Supreme Lord of the Undead).

A magic save is a flat dice roll to avoid the effects of a spell that has already been cast. If successful the individual making the save is unaffected by the spell, even though it has been cast, and even though it might affect other models in the same unit or nearby.

▼ A Wood Elf Mage from the forest realm of Athel Loren.



▲ Skaven Grey Seer Thanquol of Clan Skryre.



▲ Teclis, High Elf Mage Lord of Ulthuan.



◀ Necromancers are obsessed with the dark magic of death. In pursuit of their evil designs, they raise the dead from their graves to do their bidding.



▲ Chaotic Beastman Shaman.



▲ A Chaos Dwarf Sorcerer urges his mighty Lammasu steed to charge into battle against a unit of Mummies.



▲ A Chaos Dwarf Sorcerer of Zharr-Naggrund.



Orc Shaman. ▶



Forest Goblin Shaman. ▲



▲ Dark Elf Mage.

▼ The Fay Enchantress of Bretonnia, Morgiana Le Fay.

▼ Ariel is the Mage Queen of the Wood Elf Realm of Athel Loren. Here she is shown in her Sylph aspect, challenging a Hobgoblin raiding party.



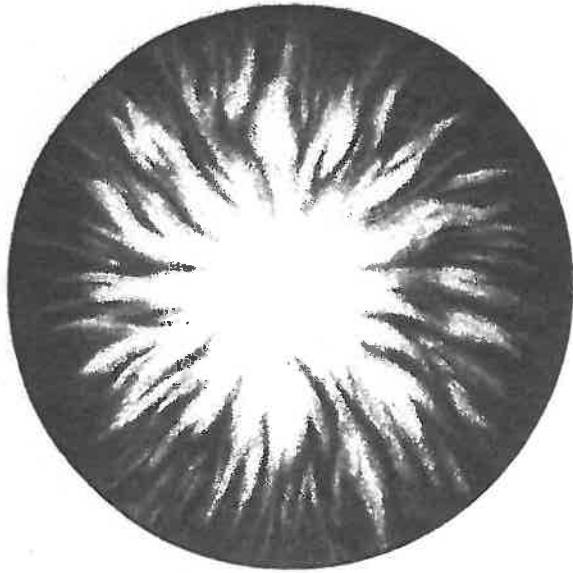
▼ The dreaded Lichemaster, Heinrich Kemmler Kemmler is a powerful Necromancer who has sworn a terrible pact with the Gods of Chaos.

▼ A Lizardman Slann Mage-Priest outside the Lustrian city of Hexoatl. This Slann is borne aloft by his Saurus palanquin bearers and personal bodyguard. The Slann are potent sorcerers who mastered the arts of magic long before the other races even began its study.



▲ High Elf Mage

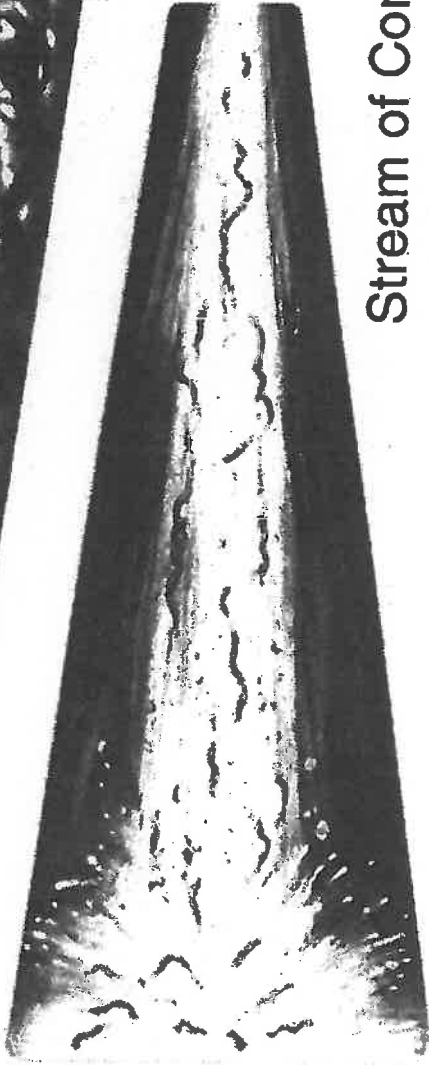




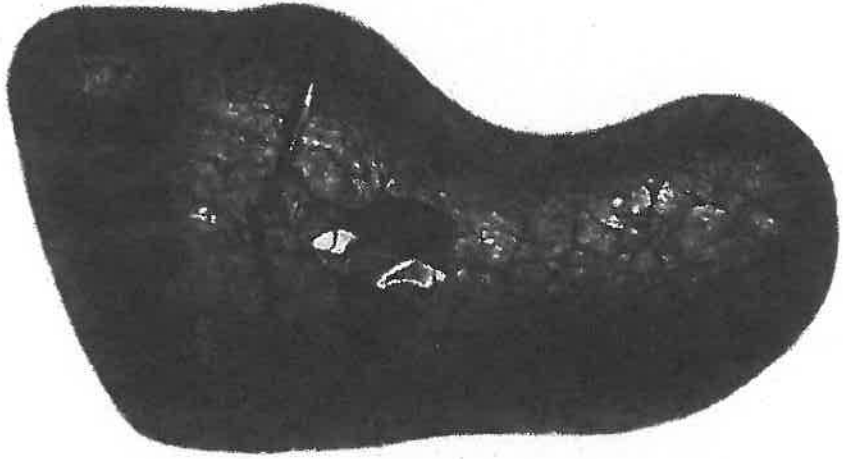
Flames of Azgorh



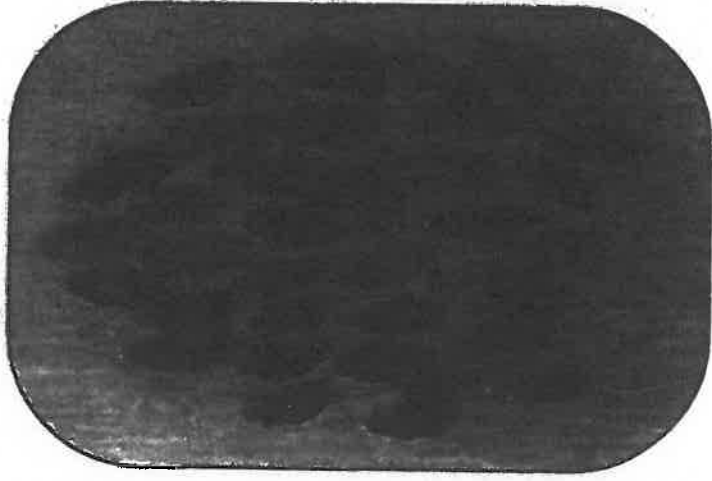
Arnuzipal's Black Horror



Stream of Corruption



Da Krunch



Vermintide





ERRATA

Firstly, I'd like to thank the diligent players and translators who have pointed out the following mistakes which found their way into the published Warhammer Magic. We did our very best to eliminate errors in the final version, but, as you can imagine with so many spells and magic items, it was perhaps inevitable that a few gaffes would escape our attention. Rather than leave players in the dark as to a ruling or interpretation, we've decided to include a brief errata in the game.

CARDS

Sword of Unholy Power – This magic item appears twice on two separate cards, once as a Magic Weapon and once as an Arcana. It should appear only once as Arcana. Remove the second card from the deck and dispose of it humanely or hide it somewhere very quiet and dark.

Curse of the Horned One – This Skaven spell card should not say 'Remains in Play' on it. The spell does not remain in play once cast, though the models affected are permanently turned to Skaven.

RULEBOOK

- The Gaze of Mork spell summary (p23) incorrectly gives the Strength of the spell as 4 where it is in fact 6. The spell card is correct.
- Ignore references to the Sword of Unholy Power in the Magic Weapons section (p33) and the Magic Weapons list (p72).
- Aldred's Casket of Sorcery costs 25 points not 50, as incorrectly given on pages 38 and 74. The card is correct.
- Armour of Brilliance, Shadow Armour and Crimson Armour of Dargan summaries incorrectly give these as 'Bretonnia only', 'High Elves only' and 'Chaos Only' in the Magic Items Summary (p36/7) and the Reference Section (p73). The cards are correct.

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