



## Chaos Dwarfs

Ash Storm

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12+ • 24" Instant

The target unit suffers -1 To Hit in close combat and -2 To Hit with missile attacks until the start of the caster's next Magic phase. In addition, the target unit may not march or Fly. The unit also treats all terrain (except impassable terrain) as dangerous terrain while the spell's effect lasts.



## Chaos Dwarfs

Breath of Hatred

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6+/12+ • 24"/12" Instant

The target unit gains Hatred until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.



## Chaos Dwarfs

Dark Subjugation

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8+ • 24" Instant

The target unit must pass a LD test at -3 or suffer a permanent reduction of -1 to their LD for the rest of the game (to a minimum of 2). This has no effect on models with Immunity (Psychology).





## Chaos Dwarfs

Hell Hammer

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13+/17+

- 12"/24"

Instant

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Extend a straight line within the caster's front arc and directly away from their base. Each model in the way (determined using the line template) must take an I test or suffer a S 6 hit with Flaming Attacks and Multiple Wounds (D3). Any unit suffering casualties from this spell must immediately take a Panic test.



## Chaos Dwarfs

Killing Fire

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Instant

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Once a spell from the Lore of Hashut has been cast on an enemy unit, that unit counts as being Flammable for the remainder of the Magic phase.

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BATTLE**

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