



Chaos Dwarfs

Ash Storm

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

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

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

Curse of Hashut

10+ • 18" Instant

Targets a single enemy model of the caster's choice (even a character in a unit). The target suffers a number of hits equal to 2D6 minus their T value. Hits from this spell Wound on a 4+ with Ignores Armour saves.



Chaos Dwarfs

Flames of Azgorh

18+/25+ Instant

May be cast on any point on the table within the caster's line of sight. Place the small/large round template with the central hole on the chosen target point – the template then scatters D6". All models touched by the template suffer a S 6 hit with Flaming Attacks and Multiple Wounds (D6). In addition, the model directly under the hole in the template must take a T test at -2 or be slain outright with no saves.



Chaos Dwarfs

Burning Wrath

6+/12+ • 12" Instant

Causes D6/2D6 S 6 hits with Flaming Attacks.



Chaos Dwarfs

Hell Hammer

13+/17+

• 12"/24"

Instant

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

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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