

Army Spell Skaven

H Scorch

13+/16+ Gamma 24" Instant

Place the small/large round template anywhere within range – it then scatters D6"/2D6". All models underneath suffer a Flaming S 4 hit. Any unit that suffers an unsaved wound must take a Panic test.

Army Spell Skaven

H Bless with Filth

8+/12+ Gamma 12"/24" Instant

The target gets Poisoned Attacks until the start of the caster's next Magic phase. If the unit already has Poisoned Attacks, the warriors will also cause an automatic wound on a To Hit roll of 6+.

Army Spell Skaven

H Stickypaws

6+/12+ Gamma 24"/12" Instant

Can be cast on an Infantry unit. The target unit ignores Dangerous and Impassable Terrain (note that it may not end its move within 1" of it as normal) until the start of the caster's next Magic phase. Boosted version targets all friendly Infantry units within range.

Army Spell Skaven

H Skitterleap

5+/9+ Gamma 12"/24" Instant

The target model (which must be an Infantry character) may immediately be placed anywhere on battlefield within 24" of the caster, but at least 1" away from enemy models.

Army Spell Skaven

H Veil of Shadows

11+ Instant

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H Swiftscamper

9+/18+ Gamma 24"/12" Instant

The target unit doubles its M rate (to a maximum of 10) and can re-roll their Charge, Flee and Pursuit results until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Army Spell Skaven

H Toxic Rain

- Gamma 6" Instant

Whenever a spell from the Lore of Stealth is cast, all enemy units within range of the caster suffer a -1 penalty to their armour saves until the start of the caster's next magic phase.

Army Spell Skaven

H Warp Stars

5+/10+ Gamma 18"/18" Instant

Causes D3/D6 S 5 hits with Multiple Wounds (D3).

Remains in Play. Uses the large template. Once the template is placed, the player then nominates the direction in which the Veil of Shadows will move. To determine how many inches the template moves, roll an artillery Black Wind die and multiply the result by 3. Any model touched by the template takes a D3 hit, and the unit will count as being Disrupted for the remainder of the turn.

If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice and a D6. The template moves the number of inches equal to the result of the D6. Place the template on the scatter dice. Also roll a D6. If the result is 1, 2 or 3, the unit suffers a D3 hit. The caster's next Magic phase. If a misfire is rolled in subsequent turns, the Veil of Shadows is removed.

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H Armour of Darkness

9+/18+ Gamma 0"/6" Instant

Is cast on the Wizard itself. Until the start of the caster's next turn, all missile fire directed at the target unit suffers -1 To Hit. In addition, the unit adds +1 to their armour save. Boosted version targets all friendly units within range.

Army Spell Skaven

H Warp Lightning (Bound Spell)

4+ Gamma 24" Instant

Causes D6 S 5 hits with Lightning Attacks. If the number of hits rolled is a natural 1, then the caster suffers a S 5 hit instead of the target.

Army Spell Skaven

H Warp Lightning

8+/16+ Gamma 24"/24" Instant

Causes D6/2D6 S 5 hits with Lightning Attacks. If the number of hits rolled is a natural 1, then the caster suffers a S 5 hit instead of the target.

Army Spell Skaven

H Warpstorm

10+ Gamma 12" Instant

Affects all units within range. Roll a D6 for each unit within range, including units in close combat. On a 4+, enemy units suffer D6 S 5 hits with Lightning Attacks. Friendly units are only affected on a 6.

Army Spell Skaven

H Cloud of Corruption

12+ Gamma 12" Instant

Affects all units within range. Roll a D6 for each unit (friend or foe), even if they are in close combat. Enemy units are affected on a 2+, friendly units are affected on a 4+, and models from Clan Pestilens (friend or foe) are affected on a roll of 5+. Each unit that is affected suffers D6 S 5 hits which Ignores Armour saves. Roll separately for each unit.

Army Spell Skaven

H Howling Warpgale

7+/14+ Gamma 18"/36" Instant

Is cast on the wizard itself. Until the start of the caster's next Magic phase, no units within range of the caster may use Fly, and all nonmagical missile attacks suffer -1 To Hit.

Army Spell Skaven

H Musk of Fear

- Gamma 6" Instant

Whenever a spell from the Lore of Ruin is cast, all enemy units within range of the caster suffer -1 to their LD (to a minimum of 1) until the start of the caster's next magic phase.

Army Spell Skaven

H Flensing Ruin

10+/14+ Gamma 12"/24" Instant

Targets a single model (even a character in a unit). The target suffers D3 S 6 Hits with Lightning Attacks.

Army Spell Skaven

H Death Frenzy

8+ Gamma 24" Instant

The target unit will immediately be affected by Frenzy. If the wizard casts this spell on a unit that already has Frenzy, the unit will be subject to Death Frenzy, giving them 2 extra attacks rather than the normal 1 from Frenzy. Units that are Death Frenzied suffer D6 automatic Wounds which Ignore Armour save at the end of each friendly turn. A unit that is Death Frenzied will go back to having normal Frenzy once they lose a round of close combat.

Army Spell Skaven

H Cracks Call

14+/18+ Gamma 4D6" Instant

Trace a straight line from the base of the caster the number of inches rolled. All models in its path must pass an I test or be removed as casualties with no saves except Magic Resistance allowed. Instead of taking an I test, War Machines and Chariots must instead roll a 5+ or be destroyed. A building (or single section of a multi-part building) affected by the spell will collapse on a roll of 5+. If the building collapses, any models garrisoning it must pass an I test, or be removed as a casualty with no armour save allowed. Any survivors are placed outside the building, as described for a unit abandoning a building. Then replace the building with an area of dangerous terrain of equal size. Boosted version doubles the result of the 4D6" range rolled.

Army Spell Skaven

H Curse of the Horned Rat

18+ Gamma 24" Instant

Can affect Infantry units. The unit suffers 3D6 Hits, though no single model can be Hit more than once. Each model Hit is automatically slain with only Magic Resistance being allowed as saves. If the whole unit is removed as casualties, replace them with a number of Clanrats equal to the number of casualties, with any normally allowed equipment or command, facing the same direction as before. The casting player now controls this unit. If the casting player does not have enough models to replace the entire unit, transfigure what you can, the rest are considered destroyed. If the number rolled is not great enough to replace the whole targeted unit, then remove as many casualties as the number rolled.

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H Wither

11+/15+ Gamma 12"/24" Instant

The target suffers -1 to their T for the remainder of the game. This can be cast multiple times on the same target and the effects are cumulative.

Army Spell Skaven

H Weeping World Sores

9+/12+ Gamma 24"/48" Instant

Place the small/large template anywhere within range; it scatters D6"/2D6". All models touched by the template suffer a S 2 Hit which Ignores Armour save.

Army Spell Skaven

H Vermintide

8+ Instant

Once the template is placed, it moves 4D6" in a straight line from the caster. Any unit touched by the template takes 3D6 S 2 hits. After this, the spell disappears. This spell may also be cast in close combat, in which case it causes 3D6 S 2 hits on a single enemy unit in base contact with the caster.

Army Spell Skaven

H Pestilent Breath

5+/8+ Instant

The caster makes a S 2/3 Breath Attack which Ignores Armour save. This may be cast in close combat, following the normal rules for Breath Weapons.

Army Spell Skaven

H Plague Rash

- Gamma 6" Instant

Whenever a spell from the Lore of Plague is cast, all enemy units within range of the caster suffer -1 to their M and I (to a minimum of 1) until the start of the caster's next magic phase.

Army Spell Skaven

H Plague

15+ Gamma 18" Instant

May be cast on enemies in close combat. Each model in the targeted unit must pass a T test or suffer one Wound which Ignores Armour saves. If cast on a unit engaged in close combat, all units involved in the fight (friend and foe) will be affected. After working out the effects of the spell and removing casualties, roll a dice on the Plague Chart and continue to apply the results until the spell ends or there are no targets within range.



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