

### Lore of Troll Magic

0 Big Smartz (signature Spell)

8+ Gamma self Remains in Play

Remains in play. Whilst this spell is in play, friendly units within the Command range of this model may re-roll any failed Stupidity tests. Additionally, if a friendly unit within the Command range of this model when this spell is cast failed its Stupidity test during the Start of Turn sub-phase of the same turn, it may immediately make this test again.

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1 Acidic Bile

8+ Missile  
Gamma 18" Instant

Place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit.  
Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (as described on page 95 of the Warhammer: the Old World rulebook) and suffering a Strength 3 hit with an AP of -2.

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2 Troll Brainz

9+ Gamma 15" Remains in Play

Remains in Play. Whilst this spell is in play, the target enemy unit becomes subject to the Stupidity special rule and reduces their Leadership characteristic by 1.

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3 Ravenous Recourse

8+ Gamma self Remains in Play

Until the end of this turn, all friendly units that have the Stupidity special rule and are within 12" of the caster gain a +2 modifier to their Movement characteristic.

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4 Foetid Whirlpool

9+ Gamma 18" Remains in Play

Remains in Play. Place a small (3") blast template so that its central hole is within 18" of the caster. Whilst in play, the template is treated as dangerous terrain.  
The template moves D6" in a random direction during every Start of Turn sub-phase. Any enemy unit the moving template touches or moves over suffers D3+3 Strength 4 hits, each with an AP of -2.

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5 Torrent Of Filth

8+ Gamma Combat Instant

Place a flame template so that the narrow end touches the caster's base edge and the broad end is over a unit they are engaged in combat with. Any model (friend or foe) whose base lies underneath the template risks being hit and suffering a single Strength 3 hit with an AP of -2.

### Lore of Troll Magic

6 Rapid Regeneration

9+ Gamma 12" One Turn

Until the end of your next Start of Turn sub-phase, the target friendly unit gains the Flammable and Regeneration (5+) special rules.

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FANTASY BATTLES

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