Skaver	n		Skave	en		Skaver	1		Skavei	n
Cloud of Corruption		Plague			Plague Ra	ash		Pestilei	nt Breath	
12+ 12"	Instant	15+	18"	Instant	-	6"	Instant	5+/8+		Instant
Affects all units within range. Roll a E (friend or foe), even if they are in close units are affected on a 2+, friendly un on a 4+, and models from Clan Pest foe) are affected on a roll of 5+. Ea affected suffers D6 S 5 hits which Ig saves. Roll separately for each	e combat. Enemy nits are affected tilens (friend or ich unit that is gnores Armour	May be cast on end in the targeted un Wound which Igno engaged in close of (friend and foe) will effects of the spell on the Plague Cha until the spell en	it must pass a T t res Armour saves ombat, all units in Il be affected. Afte and removing cas	test or suffer one s. If cast on a unit avolved in the fight er working out the sualties, roll a dice to apply the results	Whenever a spell from the enemy units within rate of M and I (to a mining caster's	nge of the caster	suffer -1 to their e start of the	Armour save. T	a S 2/3 Breath Atta his may be cast in o ormal rules for Brea	close combat,
Skaven		Skaven		Skaven		Skaven				
	n			en		Skaver	1			n
Vermintide			g World Sores		Wither				of the Horned Rat	
Vermintide 8+	n Instant	Weeping 9+/12+		Instant	Wither 11+/15+	<b>Skaver</b>	<b>I</b> Instant	Curse o		n Instant

Skaven			Skaven  Death Frenzy			Skaven Flensing Ruin			<b>Skaven</b> Musk of Fear		
Cracks Call											
14+/18+	4D6"	Instant	8+	24"	Instant	10+/14+	12"/24"	Instant	-	6"	Instant
casualties with no saves of taking an I test, War Machi destroyed. A building (or si by the spell will collapse models garrisoning it mus with no armour save allo building, as described for a building with an area of dar	path must pass an I test of except Magic Resistance a nes and Chariots must insingle section of a multi-par on a roll of 5+. If the buildit pass an I test, or be removed. Any survivors are plunit abandoning a buildin	r be removed as allowed. Instead of stead roll a 5+ or be rt building) affected ing collapses, any oved as a casualty aced outside the g. Then replace the ze. Boosted version	If the wizard cast: Frenzy, the unit w them 2 extra att Frenzy. Units i automatic Woun end of each friend will go back to ha	Il immediately be af s this spell on a uni ill be subject to De acks rather than the that are Death Fren ds which Ignore Arn dly turn. A unit that it ving normal Frenzy und of close comba	t that already has ath Frenzy, giving e normal 1 from zied suffer D6 mour save at the s Death Frenzied once they lose a	Targets a single m The target suffers I	•	,	Whenever a spell enemy units within ra LD (to a minimum ne	ange of the caster	suffer -1 to their
	Skaven		Skaven		Skaven			Skaven			
	Warpgale	Howling Warpgale		Scorch		Warpstorm		Warp Lightning			
7+/14+										htning	
	18"/36"	Instant	13+/16+	24"	Instant	10+	12"	Instant	8+/16+	htning 24"/24"	Instant

Skaven	Skaven Armour of Darkness			<b>Skaven</b> Black Whirlwind			<b>Skaven</b> Warp Stars		
Warp Lightning (Bound Spell)									
4+ 24" Instant	9+/18+	0"/6"	Instant	10+/13+	24"/24"	Instant	5+/10+	18"/18"	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.	caster's next turn, a unit suffers -1 To H their armour save. E	lit. In addition, the	cted at the target unit adds +1 to	Place the small rour – it then scatters D6 template suffer a S their WS, BS and I	"/2D6". All models 3 hit. The unit the	underneath the n suffers -1 to	Causes D3/D6 S	5 hits with Multiple	e Wounds (D3).
Skaven	Skaven		Skaven		Skaven				
		Onavo	Į.I		Skaven	1		Skave	n
Toxic Rain	Swiftscar	mper		Veil of Sl			Skitterle	ар	
Toxic Rain - 6" Instant	Swiftscar 9+/18+		Instant	Veil of SI		Instant	Skitterle 5+/9+		n Instant

	Skaver	ı	Skaven				
Stickypa	aws		Bless w	rith Filth			
6+/12+	24"/12"	Instant	8+/12+	12"/24"	Instant		
ignores Dangerous it may not end its r	nove within 1" of it ster's next Magic p	errain (note that as normal) until hase. Boosted	caster's next Ma Poisoned Attack	oisoned Attacks unt gic phase. If the ur s, the warriors will wound on a To Hit r	nit already has also cause an		

## WARHAMMER WARHAMMER BATTLE BATTLE

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