

SECOND SIGN OF AMUL

This spell can be cast by a Wizard and gives the player a chance of re-rolling dice during the remainder of his own turn.

If successfully cast, roll a D3 to determine the number of re-rolls the player can make. Each re-roll entitles the player to take any single D6 dice (including one of the dice rolled on a 2D6, 3D6, etc.) he has rolled and roll it again. Any dice can be re-rolled but the player cannot re-roll a re-rolled dice... he only gets one chance to overcome a duff roll. Any re-rolls not used by the end of the turn are wasted.

Cast on 5+

THE LORE OF THE HEAVENS



PORTENT OF FAR

This spell can be cast on a friendly unit that is within 12" and which is engaged in close combat.

If successfully cast, all subsequent dice rolls of a 1 made either to hit or to wound by that unit can be re-rolled that turn. Re-rolled scores of 1 stand – you cannot re-roll a re-rolled dice.

Cast on 6+

THE LORE OF THE HEAVENS



FORKED LIGHTNING

This spell can be cast on any enemy unit on the tabletop. If successfully cast, the unit is struck by lightning causing D6 Strength 4 hits. These hits are distributed exactly like hits from shooting.

Cast on 7+

THE LORE OF THE HEAVENS



URANON'S THUNDER BOLT

This spell can be cast on any enemy unit on the tabletop. If successfully cast, the unit is struck by a thunder bolt causing D6 Strength 4 hits with no armour save possible. These hits are distributed exactly like hits from shooting.

Cast on 9+

THE LORE OF THE HEAVENS



STORM OF CRONOS

This spell can be cast on all enemy units which are visible to and within 12" of the caster. If successfully cast, all enemy units within range and sight are affected. Each unit takes D6 Strength 4 hits, distributed exactly like shooting.

Cast on 9+

THE LORE OF THE HEAVENS



THE COMET OF CASANDORA

If successfully cast on any fixed point on the battlefield, place a marker over the exact spot affected. Once cast, the player rolls a D6 at the start of each player's turn (ie, at the start of his turn and at the start of his opponent's turn). On a score of 1-3 nothing happens, but place another marker on the first. On the score of a 4-6 the spot is struck by a comet. All units from either side which are within D6" multiplied by the number of markers already placed are struck by the comet. Each unit struck by the comet takes 2D6 Strength 5 hits.

See the Warhammer rulebook for more details.

Cast on 10+

Remains in play

THE LORE OF THE HEAVENS

