

## MAGIC SEQUENCE

1. Generate Power and Dispel dice
2. Cast spells
3. Attempt to dispel
4. Spell succeeds or fails
5. Cast again. Repeat steps 2-4
6. Dispel any spells in play

### 1. Generate Power and Dispel dice

#### Power Dice

This is summarised as follows:

Basic number of dice:	2 dice
For each Level 1 Wizard:	+1 dice
For each Level 2 Wizard:	+2 dice
For each Level 3 Wizard:	+3 dice
For each Level 4 Wizard:	+4 dice

Fleeing or dead Wizards do not generate Power dice.

Add any bonus dice provided by magic items, spells, etc.

#### Dispel dice

The opposing player generates two Dispel dice (four in the case of a Dwarf army) plus a number of extra dice depending on the number and level of Wizards, Runesmiths or Runelords in his army. This is summarised as follows:

Each Runesmith or Runelord:	+1 dice
For each Level 1 Wizard:	+1 dice
For each Level 2 Wizard:	+1 dice
For each Level 3 Wizard:	+2 dice
For each Level 4 Wizard:	+2 dice

Fleeing or dead Wizards do not generate Dispel dice.

Add any bonus dice provided by magic items, spells, etc.

### 2. Cast spells

A Wizard may attempt to cast each of his spells once. Nominate which spell is to be cast and the target of the spell. Roll as many Power dice as you wish up to the maximum allowed by the Wizard's level. If you roll equal to or better than the spell's casting value the spell is cast. Expended dice are removed from the casting player's pile whether the spell was cast or not. A total score of 1 or 2 is always a failure, regardless of modifiers.

#### Maximum Power dice rolled for a single spell

Level 1 Wizard:	2 dice
Level 2 Wizard:	3 dice
Level 3 Wizard:	4 dice
Level 4 Wizard:	5 dice

#### Miscasts

Rolling two or more 1s means the spell has been Miscast. The Wizard must roll 2D6 on the Miscast table.

#### Irresistible Force

Rolling two or more 6s means the spell has been cast with Irresistible Force. It is cast successfully and cannot be dispelled by the opposing player. If two or more 6s and two or more 1s are rolled, the spell fails and the Wizard must roll 2D6 on the Miscast table.

### 3. Attempt to dispel

The opposing player may make one attempt to dispel the enemy's spell irrespective of which unit it was cast on. Roll as

many Dispel dice as you wish up to the maximum number you have. If you wish to use any magic items to boost the dispel you must declare this before rolling the dice. If the number rolled is equal to or greater than the score rolled by the casting player, then the spell is dispelled. If two or more 1s are rolled then the dispel fails automatically regardless of the actual score rolled.

### 4. Spell succeeds or fails

Apply the effects of the spell as described in the Magic section.

### 5. Cast again

If you have more spells to cast and any Power dice left, you may cast again.

### 6. Dispel spells in play

Once all spells have been cast, both players may attempt to dispel any spell cast in a previous turn. The opposing player may attempt to do so first. To dispel a spell already in play the dice only have to equal or beat the casting value of the spell. The casting player may then attempt to dispel spells in play counting any remaining Power dice as Dispel dice and following the above procedure. Spells originally cast with Irresistible Force can be dispelled as normal.

## MISCAST TABLE

Roll 2D6 as your opponent cackles maniacally

#### 2D6 Result

- |     |  |
|-----|--|
| 2   | Models in base contact, friend or foe, suffer one Strength 10 hit, as does the casting Wizard.   |
| 3   | The caster is blasted D6" in a random direction (use the Artillery dice to determine the direction) and cannot cast further spells until he rolls a 6 on a D6 at the start of his Magic phase. If blasted into another model he stops and both take one Strength 10 hit. If blasted into a wall, wood, or solid object, the caster takes one Strength 10 hit.          |
| 4   | The opposing player may immediately cast any one of his own spells of the same casting difficulty rating or less. No casting roll is required – the spell is automatically cast – but it can be dispelled by the player whose turn it is by using Power dice in the same way as Dispel dice. A player needs to beat the basic casting value of the spell to dispel it. |
| 5   | The caster cannot shoot or attack this turn, is hit automatically in close combat and cannot cast any magic this turn or in his next turn, but is otherwise unaffected.  |
| 6-7 | The caster cannot cast any more spells in this Magic phase.  |
| 8-9 | Any remaining Power dice held by the player are removed and the Magic phase ends.  |
| 10  | The caster is racked by sorcerous power and suffers 1 wound with no saves allowed.   |
| 11  | The caster's Magic Level is reduced by -1 and he cannot attempt to cast the spell that he has Miscast for the rest of the battle. If the caster's Magic Level is reduced to 0 he can cast no further spells for the rest of the battle, but he still counts as a First Level Wizard for the purposes of calculating the number of Dispel dice only.                    |
| 12  | The spell he attempted to cast is successful and counts as having been cast with Irresistible Force, but the caster cannot cast any more spells for the duration of the battle, and generates no Dispel or Power dice.   |

# THE EIGHT LORES OF MAGIC

## THE LORE OF FIRE

Note: All these spells are *fire attacks*.

Spell name	Cast on	Range	Notes
1. Fire Ball	5+	24"	D6 Strength 4 <i>magic missile</i> hits.
2. Flaming Sword of Rhuin	6+	-	Wizard gains +1 A, +3 S, all attacks hit on a 2+ and count as a magic weapon. Remains in play.
3. Fiery Blast	8+	24"	2D6 Strength 4 <i>magic missile</i> hits.
4. Burning Head	9+	18"	Draw a line from caster, all models in direct path suffer a Strength 4 hit.
5. Conflagration of Doom	11+	-	Can be cast anywhere on table. D6 Strength 4 hits. In addition both players roll D6. If caster rolls highest add his roll to the number of hits suffered. Repeat until opponent rolls equal or highest.
6. Wall of Fire	12+	24"	Can be cast on any visible unit. Each model in the front rank suffers an automatic Strength 4 hit. Remains in play. Any model attempting to move through it suffers a further Strength 4 hit. Does not affect line of sight or movement. Remains in play.

## THE LORE OF THE HEAVENS

Spell name	Cast on	Range	Notes
1. Second Sign of Amul	5+	-	Gives player D3 re-rolls for the duration of turn.
2. Portent of Far	6+	12"	Cast on friendly unit. All 1's rolled to hit or to wound may be re-rolled that turn.
3. Forked Lightning	7+	-	Cast on any enemy unit on table. Inflicts D6 Strength 4 hits.
4. Uranon's Thunder Bolt	9+	-	Cast on any enemy unit on table. Inflicts D6 Strength 4 hits with no armour saves.
5. Storm of Cronos	9+	12"	All enemy in range and line of sight are affected. Each unit takes D6 Strength 4 hits.
6. The Comet of Casandora	10+	-	Place a marker on any fixed point on tabletop. Roll D6 at start of each player's turn, 1-3 nothing happens but place another marker. On a 4-6 all units within D6" multiplied by number of markers suffer 2D6 Strength 5 hits. See page 148 of the Warhammer rulebook for full rules.

## THE LORE OF METAL

Spell name	Cast on	Range	Notes
1. Rule of Burning Iron	3+	24"	Affects single model. If armour save is 6+ or if no armour save, suffer 1 S3 hit, 5+ armour save, 1 S4 hit or 4+ armour save or better, 1 S5 hit. This is a <i>Fire</i> attack.
2. Commandment of Brass	6+	24"	Cast on war machine or chariot. Target cannot move or shoot until end of its own following turn. Unit can still flee.
3. Transmutation of Lead	8+	24"	Cast on unit in close combat. Unit suffers a -1 to hit penalty and -1 to its armour save for the duration of that Close Combat phase.
4. Distillation of Molten Silver	8+	24"	2D6 Strength 4 <i>magic missile</i> hits. Counts as <i>Fire</i> attack.
5. Law of Gold	9+	24"	Affects a single magic item chosen by opponent. Roll D6: 1-4 item cannot be used until the end of enemy's next turn, 5-6 item is useless for the game.
6. Bane of Forged Metal	11+	12"	Target unit gets no weapon bonuses or penalties. Missile weapons are useless for entire game. Cannot effect war machines.

## THE LORE OF LIGHT

Spell name	Cast on	Range	Notes
1. Pha's Illumination	5+	-	Cast on Wizard. Wizard get 3 Attacks and Strength 5. Cannot use weapons. Remains in play (see page 149 of the Warhammer rulebook).
2. Shem's Burning Gaze	5+	24"	D6 Strength 4 <i>magic missile</i> hits. Counts as <i>Fire</i> attack.
3. Urru's Dazzling Brightness	6+	18"	Cast on enemy unit in Close Combat. WS of target unit characteristic reduced to 1 for that turn's Close Combat phase.
4. Ulzah's Healing Hand	7+	-	Heals all Wounds on one friendly model.
5. Karu's Guardian Light	8+	12"	All units with distance are Immune to Psychology and any fleeing units rally. Remains in play.
6. Amshu's Blinding Light	9+	24"	Enemy unit reduces Movement characteristic by half and WS and BS are reduced to 1. Lasts one turn.

## THE LORE OF SHADOW

Spell name	Cast on	Range	Notes
1. Steed of Shadows	4+	12"	Cast on single model. May make 20" flying move.
2. Creeping Death	6+	24"	D6 Strength 3 <i>magic missile</i> hits. No armour save.
3. Pelt of Midnight	7+	24"	Cast on friendly unit. Shooting directed at unit requires 6 to hit. Weapons that use Scatter dice automatically scatter. Remains in play.
4. Shades of Death	8+	6"	Cast on friendly unit which is not in close combat. Unit causes <i>fear</i> . Remains in play.
5. Unseen Lurker	10+	24"	Cast on friendly unit which is not in close combat. Unit can make an 8" move. Can be used to charge in which case enemy can only hold their ground.
6. Pit of Shades	11+	-	Can be cast anywhere. Place 3" template over a single target enemy unit. All models in the unit completely under the template are automatically hit, those touched by it are hit on a 4+. Models hit suffer 1 Strength 3 hit. Rolls a D6: 1-3 the unit counts as moving but only moves at half speed next turn, on a score of 4-6 the unit is unaffected.

## THE LORE OF LIFE

Spell name	Cast on	Range	Notes
1. Mistress of the Marsh	6+	-	Cast on enemy unit within 12" of a water feature or within 6" of the caster. Unit moves at half speed. Lasts for one turn.
2. Father of the Thorn	7+	24"	Unit that is visible and not in combat suffers 2D6 Strength 3 hits.
3. The Howling Wind	7+	-	Cast on Wizard. No shooting with Strength 4 or less can be targeted at units within 12" of caster. All enemy unit within 12" move at half rate. Remains in play.
4. Master of the Wood	7+	-	Cast on enemy unit within 12" of a wooded feature. feature or within 6" of the caster. Unit suffers D6 Strength 4 hits, plus a further D6 Strength 4 hits if it is partially or wholly within a wood.
5. Master of Stone	8+	-	Cast on enemy unit within 12" of a rocky feature or within 6" of the caster. Unit suffers D6 Strength 5 hits, plus a further D6 Strength 5 hits if it is partially or wholly within the feature.
6. The Rain Lord	9+	24"	Missile troops must roll 4,5 or 6 to shoot. Black powder weapons need a 6. Lasts for entire game.

## THE LORE OF BEASTS

Spell name	Cast on	Range	Notes
1. The Oxen Stands	5+	-	Fleeing friendly unit rallies immediately.
2. The Eagle's Cry	6+	24"	Cast on enemy cavalry, swarm, chariot or monster. Affected unit takes Leadership test. If passed, unit suffers -1 Movement penalty, flyers reduced to 12". If failed, unit flees 2D6" directly towards its own table edge.
3. The Bear's Anger	6+	-	Cast on Wizard. Gains +3 A, +2 S and +1 T. Remains for one turn. No other weapon may be used. Remains in play.
4. The Crow's Feast	7+	24"	2D6 Strength 3 <i>magic missile</i> hits.
5. The Beast Cowers	8+	-	Cast on enemy cavalry, swarm, chariot or monster in close combat. Creatures (not riders) require 6 to hit.
6. The Wolf Hunts	9+	24"	Cast on friendly cavalry, swarm, chariot or monster. Target moves 2D6" towards nearest visible enemy unit. Can be used to charge in which case enemy can only hold their ground.

## THE LORE OF DEATH

Spell name	Cast on	Range	Notes
1. Dark Hand of Death	5+	24"	D6 Strength 4 <i>magic missile</i> hits.
2. Death Dealer	5+	24"	Cast on friendly unit which is engaged in close combat. For duration of that turn casualties may make one further Attack with their basic Strength before being removed.
3. Steal Soul	8+	12"	Single model loses 1 Wound. No armour saves. In addition casting Wizard gains 1 Wound.
4. Wind of Death	8+	24"	2D6 Strength 4 <i>magic missile</i> hits.
5. Drain Life	10+	12"	Each unit within range takes D6 Strength 3 hits. No armour saves. Does not affect Undead or Chaos Daemons.
6. Doom and Darkness!	12+	24"	Target suffers -3 penalty to Leadership tests. Unit must pass Leadership test at the start of following turn, otherwise it remains affected. Does not affect Undead or Chaos Daemons. (see page 151 of the Warhammer rulebook for special rules).