

Hereditary Spell Trollguts <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>12+/16+</td><td>Range 12"/24"</td><td>Inst.</td></tr></table> Effect The target has Regeneration (4+) until the start of the caster's next Magic phase.	CV	Type	Duration	12+/16+	Range 12"/24"	Inst.	Hereditary Spell The Maw <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>15+/18+</td><td>Range 18"/18"</td><td>Inst.</td></tr></table> Effect	CV	Type	Duration	15+/18+	Range 18"/18"	Inst.	Hereditary Spell Spinemarrow <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>8+/16+</td><td>Range 24"/24"</td><td>Inst.</td></tr></table> Effect The target has Stubborn and Immunity (Panic) until the start of the caster's next Magic phase. Boosted version targets all friendly units within range.	CV	Type	Duration	8+/16+	Range 24"/24"	Inst.	Hereditary Spell Toothcracker <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>8+/12+</td><td>Range 12"/24"</td><td>Inst.</td></tr></table> Effect The target has +1 T until the start of the caster's next Magic phase.	CV	Type	Duration	8+/12+	Range 12"/24"	Inst.
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Hereditary Spell Bullgorger <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>7+/11+</td><td>Range 12"/24"</td><td>Inst.</td></tr></table> Effect The target has +1 S until the start of the caster's next Magic phase.	CV	Type	Duration	7+/11+	Range 12"/24"	Inst.	Hereditary Spell Braingobbler <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>9+/12+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> Effect The target must take a Panic test. Units with Immunity (Psychology) cannot be targeted by this spell.	CV	Type	Duration	9+/12+	Range 18"/36"	Inst.	Hereditary Spell Bonecrusher <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>8+/11+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> Effect Causes 2D6 S 2 hits which Ignores Armour saves.	CV	Type	Duration	8+/11+	Range 18"/36"	Inst.	Hereditary Spell Bloodgruel <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>-</td><td>Range</td><td>Inst.</td></tr></table> Effect Roll a D6 immediately after resolving the effects of a successfully cast spell from the Lore of the Great Maw. On a roll of 2-6, the Wizard that cast the spell recovers one lost Wound (up to his starting number of Wounds), and adds +1 to the total rolled on the dice the next time he attempts to cast or dispel a spell. On a roll of 1 the Wizard that cast the spell suffers a S 6 hit.	CV	Type	Duration	-	Range	Inst.
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Place the small/large round template anywhere within 18" of the caster. Roll the artillery dice and the scatter dice. Unless a Hit! is rolled, move the template the distance shown on the artillery dice, in the direction shown on the scatter dice.

If a misfire is rolled, centre the template on the caster and roll a scatter dice and a D6/2D6. The template moves the number of inches equal to the result of the D6/2D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol).

Once the final position of the template is determined, all models under the template must take an I test. Models that pass the test suffer a S 3 hit. Models that fail the test suffer a S 7 hit with Multiple Wounds (D6).