

Hereditary Spell Blessing of Valour <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/12+</td><td>Range 24"/12"</td><td>Inst.</td></tr></table> Effect The target unit gets +1 To Hit with shooting and close combat attacks until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.	CV	Type	Duration	6+/12+	Range 24"/12"	Inst.	Hereditary Spell Boon of Courage <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>12+/24+</td><td>Range 24"/12"</td><td>Inst.</td></tr></table> Effect The target unit is Unbreakable until the start of the caster's next Magic phase. If cast on a fleeing unit, the unit immediately rallies, regardless of how many models are left in it. Boosted version affects all friendly units within range.	CV	Type	Duration	12+/24+	Range 24"/12"	Inst.	Hereditary Spell Elemental Power <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+</td><td>Range 24"</td><td>Inst.</td></tr></table> Effect Targets Fenbeasts, Fenhulks and Viridian Lords. The target unit immediately regains D3 Wounds worth of models lost earlier during the battle up to their starting value, or it may choose to make a normal additional move as if it were the Remaining Moves sub-phase.	CV	Type	Duration	5+	Range 24"	Inst.	Hereditary Spell Gift of Life <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/12+</td><td>Range 12"/12"</td><td>Inst.</td></tr></table> Effect Each unit within range instantly recovers 1/D3 Wound worth of models slain earlier in the battle, following the rules of the Regrowth spell from the Lore of Life.	CV	Type	Duration	6+/12+	Range 12"/12"	Inst.
CV	Type	Duration																									
6+/12+	Range 24"/12"	Inst.																									
CV	Type	Duration																									
12+/24+	Range 24"/12"	Inst.																									
CV	Type	Duration																									
5+	Range 24"	Inst.																									
CV	Type	Duration																									
6+/12+	Range 12"/12"	Inst.																									
Hereditary Spell Wings of Fate <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/12+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> Effect Causes 3D6/6D6 S 2 hits.	CV	Type	Duration	6+/12+	Range 18"/36"	Inst.	Hereditary Spell Shield of Light <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+/13+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> Effect Remains in play. The unit receives Ward save (5+) until the start of the caster's next Magic phase.	CV	Type	Duration	10+/13+	Range 18"/36"	Inst.	Hereditary Spell Voice of Command <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>13+/15+</td><td>Range 24"/48"</td><td>Inst.</td></tr></table> Effect The unit cannot voluntarily move in its next Movement phase or shoot in its next Shooting phase.	CV	Type	Duration	13+/15+	Range 24"/48"	Inst.	Hereditary Spell Mists of Albion <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Inst.</td></tr></table> Effect Whenever a spell from the Lore of the Truthsayers is cast on a friendly unit, enemy units targeting that unit suffer -1 To Hit with missile weapons until the start of the caster's next turn.	CV	Type	Duration	-	Range	Inst.
CV	Type	Duration																									
6+/12+	Range 18"/36"	Inst.																									
CV	Type	Duration																									
10+/13+	Range 18"/36"	Inst.																									
CV	Type	Duration																									
13+/15+	Range 24"/48"	Inst.																									
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