Hereditary Spell

Brain Bursta

CV	*Type*	*Duration*
6+/9+	Range 18"/36"	Inst.

Effect

Targets a single enemy model (even a character in a unit). The target suffers a S 5 hit.

Hereditary Spell

Deadly Webbing

CV	*Type*	*Duration*
5+/8+	Range 24"/48"	Inst.

Effect

Can be cast on any terrain feature within range. Until the start of the caster's next Magic phase, the target counts as Dangerous Terrain for all non-flying movement and in addition, units cannot march while within it. This spell has no effect on Forest Goblins.

Hereditary Spell

Scuttling Terrors

CV	*Type*	*Duration*
8+/11+	Range 24"/48"	Inst.

Effect

Targets Goblins (of any type). The target unit may immediately make a Move as if it were the Remaining
Moves phase.

Hereditary Spell

Sneaky Stealin'

CV	*Type*	*Duration*
-	Range	Inst.

Effect

When a Spell of da Little Waaagh! is successfully cast, and after its effects have been resolved, roll a D6. On a roll of 1-4 nothing happens, but on a roll of 5-6 you may take one dispel dice from the opponent's dispel pool and add it to your power pool. If there are no dice left in the opponent's dispel pool, then this lore attribute has no effect.

Hereditary Spell

Sneaky Stealin' (Bad Moon)

CV	*Type*	*Duration*
-	Range	Inst.

Effect

When a Spell of da Bad Moon is successfully cast, and after its effects have been resolved, roll a D6. On a roll of 1-4 nothing happens, but on a roll of 5-6 you may take one dispel dice from the opponent's dispel pool and add it to your power pool. If there are no dice left in the opponent's dispel pool, then this lore attribute has no effect.

Hereditary Spell

Sneaky Stealin' (Spider God)

CV	*Type*	*Duration*
-	Range	Inst.

Effect

When a Spell of da Spider God is successfully cast, and after its effects have been resolved, roll a D6. On a roll of 1-4 nothing happens, but on a roll of 5-6 you may take one dispel dice from the opponent's dispel pool and add it to your power pool. If there are no dice left in the opponent's dispel pool, then this lore attribute has no effect.

Hereditary Spell

Sneaky Distraction

CV	*Type*	*Duration*
8+/12+	Range 12"/18"	Inst.

Effect

Affects all enemy units within range of the caster. The target units suffer -1 To Hit with missile attacks and in close combat until the start of the caster's next Magic phase. This spell has no affect on models with Immunity (Psychology). Boosted version targets all enemy units within range.

Hereditary Spell

Sneaky Stabbin'

CV	*Type*	*Duration*
6+/12+	Range 24"/12"	Inst.

Effect

Targets Goblins (of any race). The target unit's close combat attacks have Armour Piercing (1) and can re-roll all failed To Hit and To Wound rolls when attacking in close combat against an enemy's flank or rear until the start of the caster's next Magic phase. Boosted version affects all friendly units of Goblins (of any type) within range.

Hereditary Spell

The Hand of Gork

CV	*Type*	*Duration*
9+/18+	Range 24"/24"	Inst.

Effect

Hereditary Spell

Mork Save Uz!

CV	*Type*	*Duration*
7+/14+	Range 24"/12"	Inst.

Effect

The target unit may re-roll all failed armour saves and Ward saves until the start of the caster's next Magic phase.

Hereditary Spell

Gork'll Fix It

CV	*Type*	*Duration*
8+/10+	Range 24"/48"	Inst.

Effect

The target unit must re-roll any of its To Hit, To Wound and armour save rolls of 6 (in shooting and close combat) until the start of the caster's next Magic phase.

Hereditary Spell

Venomous Spiderlings

CV	*Type*	*Duration*
5+/8+	Range 24"/48"	Inst.

Effect

The target unit suffers 3D6 S 1 Hits with Poisoned Attacks.

Hereditary Spell

Nikkit! Nikkit!

CV	*Type*	*Duration*
11+/15+	Range 12"/24"	Inst.

Effect

Targets a single enemy character (even a character in a unit). The target suffers D3 S 4 Hits which Ignores Armour Saves. If the target has one or more magic items, randomly select one of them – that item is stolen on the roll of 3+. If the caster does not already have a magic item of this type they can now use it, otherwise it is destroyed.

Hereditary Spell

Mork Wants Ya!

CV	*Type*	*Duration*
13+/17+	Range 12"/24"	Inst.

Effect

Targets a single enemy model (even a character in a unit). The target must pass an I test or suffer D6 S 10 hits.

Hereditary Spell

Vindictive Glare

CV	*Type*	*Duration*
6+/9+	Range 24"/24"	Inst.

Effect

Causes 2D6/3D6 S 3 hits.

Hereditary Spell

Squig Lure

CV	*Type*	*Duration*
5+/10+	Range 24"/12"	Inst.

Effect

Targets any unit of Squigs. The target unit immediately makes a Random Move (2D6); and all Squigs (but not their riders or handlers) in the unit gain Frenzy until the start of the caster's next Magic phase. Boosted version targets all friendly units within range.

Hereditary Spell

Night Shroud

CV	*Type*	*Duration*
9+/18+	Range 6"/12"	Inst.

Effect

Targets a single unengaged friendly unit. Remove a model from the front rank of the unit and place it anywhere within 3D6"/6D6" of its original position, facing in any direction. Remove the remainder of the unit from the battlefield and form them up around the first model so that the unit keeps its original formation and the first model maintains its original position in the unit (if the unit comprised just one model, such as a chariot or character, then this step is unnecessary). Models from the unit cannot be placed in impassable terrain, nor may they be placed within 1" of any other unit.

Hereditary Spell

Itchy Nuisance

CV	*Type*	*Duration*
8+	Range 24"	Inst.

Effect

Roll a D6. The target unit immediately reduces its M and I by this number (to a minimum of 1), until the start of the caster's next Magic phase. Troops with Random Movement reduce the number of dice they roll by D3 (to a minimum of 1D6), and their I by D6.

Hereditary Spell

The Great Green Spite

CV	*Type*	*Duration*
9+	Range 24"	Inst.

Effect

Pick one friendly Goblin unit (of any type) within 12" of the caster; the target unit suffers D6 S 4 Hits if this friendly unit has a lower Unit Strength than 20, 2D6 S 4 Hits if the friendly unit has Unit Strength of 20 to 30, and 3D6 S 4 Hits if the friendly unit has a Unit Strength over 30. These Hits have Armour Piercing (1).

Hereditary Spell

Call da Moon

CV	*Type*	*Duration*
10+	Range 18"	Inst.

Effect

Place the small template with the centre anywhere within this range; it scatters and inflicts damage like a Stone Thrower. If a misfire is rolled, centre the template over the caster instead.

Hereditary Spell

Curse of da Bad Moon

CV	*Type*	*Duration*
15+/25+	Range	Inst.

Effect

Hereditary Spell

Bone Krusha

CV	*Type*	*Duration*
5+	Range 24"	Inst.

Effect

The closer the target is to the caster, the more powerful the attack will be: if the target is within 12" of the caster, it suffers 2D6 S 5 Hits; if the target is between 12" and 18" away, it instead suffers D6 S 5 Hits; if the target is more than 18" away, it only suffers D3 S 5 Hits.

Hereditary Spell

'Eadbutt (Bound Spell)

CV	*Type*	*Duration*
4+	Range 12"	Inst.

Effect

One enemy Wizard within range suffers a S 4 hit that inflicts Multiple Wounds (D3), which Ignores Armour saves.

Hereditary Spell

'Ere we go!

CV	*Type*	*Duration*
11+	Range 12"	Inst.

Effect

Targets all Orc units (of any kind) that are in range, including the Shaman himself. The target units may re-roll To Hit rolls in close combat until the start of the caster's next Magic phase.

Hereditary Spell

Foot of Gork

CV	*Type*	*Duration*
15+/18+	Range 36"/36"	Inst.

Effect

Place the small template within range of the Shaman. It then scatters D6", maintaining the same facing. All models hit by the template suffer a S 6 hit with Multiple Wounds (D3). If the spell is boosted roll a dice and consult the Foot of Gork table after resolving the effects of the spell.

Hereditary Spell

Fists of Gork

CV	*Type*	*Duration*
8+/16+	Range 24"/12"	Inst.

Effect

The target unit gains +1 S until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Hereditary Spell

Gaze of Mork

CV	*Type*	*Duration*
7+/10+	Range 18"/36"	Inst.

Effect

Extend a straight line, within the Shaman's forward arc and directly away from his base. Any model whose base falls under the line suffers a S 4 hit.

Hereditary Spell

Gaze of Mork (Bound Spell)

CV	*Type*	*Duration*
7+/10+	Range 18"/36"	Inst.

Effect

Extend a straight line, within the Shaman's forward arc and directly away from his base. Any model whose base falls under the line suffers a S 4 hit.

Hereditary Spell

Power of da Waaagh!

CV	*Type*	*Duration*
9+	Range 24"	Inst.

Effect

For each friendly Orc unit (of any type) with a Unit Strength of 10+ in close combat within range of the Wizard, they add +1 to cast. Conversely, for each friendly Orc unit (of any type) with a Unit Strength of 10+ fleeing within range of the Wizard, they suffer -1 to cast.

Hereditary Spell

Horrid Warpblade

CV	*Type*	*Duration*
9+	Range 24"	Inst.

Effect

Uses the small/large template. Once the template is placed, the caster nominates the direction in which it will move. Roll 4D6 to determine how many inches the template moves. In subsequent turns the template will move 3D6" in a random direction. Any model under or passed over by the template is cursed, and must pass a characteristic test or take a wound which Ignores Armour Saves. The type of characteristic test is determined by rolling on the Curse of da Bad Moon chart. Roll once each Magic phase, just before moving the template, and apply the result to all models affected by the curse in that Magic phase.

Hereditary Spell

WAAAGH!

CV	*Type*	*Duration*
13+	Range 12"	Inst.

Effect

Affects all friendly Orc units (of any type) with 5 or more models within range. The target units will immediately make a move using Random Movement (2D6) towards the nearest enemy unit within Line of Sight – if no enemy units are within Line of Sight, they will move directly forward instead. Note that no unit may be moved more than once per Magic phase with this spell.

Hereditary Spell

Wrath of Gork

CV	*Type*	*Duration*
7+/10+	Range 18"/36"	Inst.

Effect

Inflicts D6 S 5 hits for every friendly unit of 5 or more Orc models (of any race) within 6" of the caster.

Hereditary Spell

'Eadbutt

CV	*Type*	*Duration*
9+/13+	Range 12"/24"	Inst.

Effect

One enemy Wizard within range suffers a S 4 hit that inflicts Multiple Wounds (D3), which Ignores Armour saves.

Hereditary Spell

Brutal Beast Spirits

CV	*Type*	*Duration*
6+/12+	Range 24"/12"	Inst.

Effect

Targets Orcs (of any type). The unit gains +1 To Hit in close combat and may re-roll their pursuit distance until the start of the caster's next Magic phase. Boosted version affects all friendly units of Orcs (of any type) within range.

Hereditary Spell

Breath of Mork

CV	*Type*	*Duration*
7+/10+	Range 18"/36"	Inst.

Effect

Target an unengaged unit. This unit may immediately make a normal Fly move (not march) as if it was the Remaining Moves phase.

Hereditary Spell

Gork's War Cry

CV	*Type*	*Duration*
11+	Range 18"	Inst.

Effect

The target unit suffers D6 S 5 which Ignores Armour Saves and is stunned by the deafening roar. The target unit halves all their Movement and is subject to Always Strikes Last until the start of the caster's next Magic phase.

Hereditary Spell

Kunnin' Beast Spirits

CV	*Type*	*Duration*
5+/10+	Range 24"/12"	Inst.

Effect

Targets Orcs (of any type). Your opponent must re-roll all To Hit rolls of 6 that target the unit with missile attacks and in close combat until the start of the caster's next Magic phase. Boosted version affects all friendly units of Orcs (of any type) within range.

Hereditary Spell

The Evil Sun

CV	*Type*	*Duration*
14+	Range	Inst.

Effect

Hereditary Spell

Squiggly Curse

CV	*Type*	*Duration*
9+/13+	Range 12"/24"	Inst.

Effect

Targets a single enemy model (even a character in a unit). Roll a D6; on a 1 it has no effect, on a 2 to 3 that model suffers one Wound, on a 4 to 5 it suffers D3 Wounds and on a 6 it suffers D6 Wounds. These Wounds have Ignores Armour Saves. Each time a model is slain by Squiggly Curse, you can add +D3 to any further casting attempts made by the caster this Magic Phase.

Hereditary Spell

Curse of da Spider God

CV	*Type*	*Duration*
9+/12+	Range 24"/48"	Inst.

Effect

The target unit must re-roll successful To Hit rolls (in shooting and close combat) and armour saves until the start of the caster's next Magic phase.

Hereditary Spell

Chitinous Armour

CV	*Type*	*Duration*
6+/12+	Range 24"/12"	Inst.

Effect

Targets Goblins (of any type). The target unit gains Natural Armour (6+) until the start of the caster's next magic phase. Boosted version affects all friendly units of Goblins (of any type).within range.

Hereditary Spell

Gift of the Spider God

CV	*Type*	*Duration*
12+/24+	Range 24"/12"	Inst.

Effect

Targets Goblins (of any type). The target unit gains Poisoned Attacks and Regeneration (6+) until the start of the caster's next Magic phase. If the unit already has Poisoned Attacks, the spell will boost its venom so that they wound the target automatically on a To Hit roll of 6. Boosted version affects all friendly units of Goblins (of any type) within range.

Remains in play. Uses the small round template. Once the template is placed, the player then nominates the direction in which The Evil Sun will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by 3. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol). Any model under or passed over by the template suffers a S 5 hit. In subsequent turns, The Evil Sun travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, The Evil Sun swallows itself and is removed.


THE IX AGE
FANTASY BATTLES
CROWN OF THE
WIZARD KING SPELL

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FANTASY BATTLES



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FANTASY BATTLES



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THE IX AGE
FANTASY BATTLES



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THE IX AGE
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