

Hereditary Spell Ash Storm <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>12+</td><td>Range 24"</td><td>Inst.</td></tr></table> Effect The target unit suffers -1 To Hit in close combat and -2 To Hit with missile attacks until the start of the caster's next Magic phase. In addition, the target unit may not march or Fly. The unit also treats all terrain (except impassable terrain) as dangerous terrain while the spell's effect lasts.	CV	Type	Duration	12+	Range 24"	Inst.	Hereditary Spell Breath of Hatred <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 gains Hatred 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 Dark Subjugation <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Range 24"</td><td>Inst.</td></tr></table> Effect The target unit must pass a LD test at -3 or suffer a permanent reduction of -1 to their LD for the rest of the game (to a minimum of 2). This has no effect on models with Immunity (Psychology).	CV	Type	Duration	8+	Range 24"	Inst.	Hereditary Spell Curse of Hashut <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+</td><td>Range 18"</td><td>Inst.</td></tr></table> Effect Targets a single enemy model of the caster's choice (even a character in a unit). The target suffers a number of hits equal to 2D6 minus their T value. Hits from this spell Wound on a 4+ with Ignores Armour saves.	CV	Type	Duration	10+	Range 18"	Inst.
CV	Type	Duration																									
12+	Range 24"	Inst.																									
CV	Type	Duration																									
6+/12+	Range 24"/12"	Inst.																									
CV	Type	Duration																									
8+	Range 24"	Inst.																									
CV	Type	Duration																									
10+	Range 18"	Inst.																									
Hereditary Spell Flames of Azgorh <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>18+/25+</td><td>Range</td><td>Inst.</td></tr></table> Effect May be cast on any point on the table within the caster's line of sight. Place the small/large round template with the central hole on the chosen target point – the template then scatters D6". All models touched by the template suffer a S 6 hit with Flaming Attacks and Multiple Wounds (D6). In addition, the model directly under the hole in the template must take a T test at -2 or be slain outright with no saves.	CV	Type	Duration	18+/25+	Range	Inst.	Hereditary Spell Burning Wrath <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/12+</td><td>Range 12"</td><td>Inst.</td></tr></table> Effect Causes D6/2D6 S 6 hits with Flaming Attacks.	CV	Type	Duration	6+/12+	Range 12"	Inst.	Hereditary Spell Hell Hammer <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>13+/17+</td><td>Range 12"/24"</td><td>Inst.</td></tr></table> Effect Extend a straight line within the caster's front arc and directly away from their base. Each model in the way (determined using the line template) must take an I test or suffer a S 6 hit with Flaming Attacks and Multiple Wounds (D3). Any unit suffering casualties from this spell must immediately take a Panic test.	CV	Type	Duration	13+/17+	Range 12"/24"	Inst.	Hereditary Spell Killing Fire <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Inst.</td></tr></table> Effect Once a spell from the Lore of Hashut has been cast on an enemy unit, that unit counts as being Flammable for the remainder of the Magic phase.	CV	Type	Duration	-	Range	Inst.
CV	Type	Duration																									
18+/25+	Range	Inst.																									
CV	Type	Duration																									
6+/12+	Range 12"	Inst.																									
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