

# Advanced Rules: Unique Spells v. 0.8

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## Gaining Spells

Wizards start with one random spell from their list and may randomly generate a new spell instead of choosing a skill. If you roll a spell that you already have, you may roll again, or lower the Difficulty by 1 (*choose which*).

## Casting Spells

Spells are cast in the Shooting Phase. To cast a spell, the wizard must roll equal to or greater than the spell's Difficulty on 2D6. If he fails, he cannot cast a spell that turn.

- If successfully cast, spells automatically hit their target.
- All spells require line-of-sight, except where otherwise noted.
- Spells can be cast while the Wizard is involved in close combat.
- Wizards may move and cast spells.
- Wizards **cannot** cast spells and fire missile weapons the same turn. (*Pistols fired in close combat are exempt from this.*)
- Wizards **cannot** cast spells if they are wearing armour.
- Each Wizard may only attempt to cast one spell per turn.

## Magic Missile Spells

Some spells are marked with the words 'Magic Missile'. Such spells are subject to the following rules:

- Wizard must target the closest enemy, but may ignore enemies *knocked down* or *stunned*.
- When casting from a position elevated 2" or more above ground level he may fire at any visible target unless there is a visible enemy within 3". (*In which case he must target the closest enemy.*)
- Magic Missiles may be cast into close combat involving friendly warriors. If successfully cast, they will automatically hit their intended target.
- If the wizard is engaged in close combat he must target one of the enemies he is fighting.

## Damage

Where spells cause damage, the following rules apply:

- Spells **never** cause critical wounds, except where otherwise noted.
- Enemies always take armour saves as normal unless the spell specifically notes otherwise.
- If an enemy makes a successful save from the effects of a spell, other warriors may still be affected.

## Prayers

Prayers are treated in exactly the same way as spells with the following exceptions:

- Priests may wear armour and cast prayers.
- Prayers are not spells; things that protect from or bolster spells do not protect or bolster prayers and vice versa. (*Power Scrolls, Talismans, and the 'Arcane Lore' skill have no effect on prayers.*)
- Priests suffer Fatigue in the same manner as Wizards.

# Hedge Magic

<b>Wind of Amüll</b>	<b>D 7+</b>	<b>Fireblast of U-Zhul</b>	<b>D 8+</b>
<p><b>Magic Missile</b> Range: 12"</p> <p><b>Effect:</b> Two Strength 3 hits. If target is successfully wounded, target is moved 5" backwards. <i>(Stop if target reaches a wall or the table edge.)</i></p> <ul style="list-style-type: none"> <li>• If this takes target off a building apply falling damage as normal.</li> <li>• No effect on mounted warriors or Monsters.</li> </ul>		<p><b>Magic Missile</b> Range: Flame Template</p> <p><b>Effect:</b> All warriors under the template take one <i>flaming</i> Strength 3 hit. <i>(Friendly warriors may also be affected.)</i></p>	
<b>Decree of Burning Iron</b>	<b>D 7+</b>	<b>Speed of Shemtek</b>	<b>D 6+</b>
<p>Range: 6" or caster</p> <p><b>Effect:</b> Target gains +1 Strength on profile.</p> <ul style="list-style-type: none"> <li>• All hits he inflicts are <i>flaming</i>.</li> <li>• All wounds he inflicts are critical.</li> </ul> <p><b>Lasts until:</b> The beginning of your next turn.</p>		<p>Range: 6" or caster</p> <p><b>Effect:</b> Warrior may immediately move up to 8". <i>(He may climb or charge as opportunity permits, taking climb tests as normal.)</i></p>	
<b>Forked Lightning</b>	<b>D 7+</b>	<b>Silver Arrows</b>	<b>D 7+</b>
<p><b>Magic Missile</b> Range: 6"</p> <p><b>Effect:</b> 2D3 Strength 3 hits.</p> <ul style="list-style-type: none"> <li>• Each hit must target a different warrior.</li> <li>• If there are not enough enemies within range, the remaining hits must target friendly warriors instead. <i>(But will never target caster.)</i></li> </ul>		<p><b>Magic Missile</b> Range: 12"</p> <p><b>Effect:</b> X Strength 3 hits, where X is caster's Initiative.</p> <p><i>(So a Wizard with I 3 would inflict 3 S3 hits, a Wizard with I4 would inflict 4 S3 hits, and so on.)</i></p>	

# Sorcery of Rhuin

<b>Skitterleap</b>	<b>D 6+</b>	<b>Warp Lightning</b>	<b>D 7+</b>
<p><b>Range:</b> 12"</p> <p><b>Effect:</b> One friendly warrior is immediately moved to anywhere within 1" of caster.</p> <ul style="list-style-type: none"> <li>• Target may be placed into close combat, in which case he counts as charging.</li> <li>• Cannot target warriors currently engaged in Close Combat. <i>(Mounts and Animals never leave ground level.)</i></li> </ul>		<p><b>Magic Missile</b> <b>Range:</b> 6"</p> <p><b>Effect:</b> [2D3 +1] Strength 3 hits.</p> <ul style="list-style-type: none"> <li>• Each hit must target a different warrior.</li> <li>• If there are not enough enemies within range, the remaining hits must target friendly warriors instead. <i>(But will never target caster.)</i></li> </ul>	
<b>Vermintide</b>	<b>D 6+</b>	<b>Ritual of the Horned Rat</b>	<b>D 9+</b>
<p><b>Range:</b> 6" radius</p> <p><b>Effect:</b> Friendly Giant Rats gain +1 WS on profile and their attacks are <i>poisonous</i>. <i>(Poisonous attacks may re-roll natural 1s 'to wound'.)</i></p> <p><b>Lasts until:</b> The beginning of your next turn.</p>		<p><b>Range:</b> 6" radius <i>(also affects caster)</i></p> <p><b>Effect:</b> Friendly warriors within 6" of caster gain +1 Initiative on profile.</p> <p><b>Lasts until:</b> Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>	
<b>Eye of the Warp</b>	<b>D 7+</b>	<b>Children of the Horned Rat</b>	<b>D 8+</b>
<p><b>Magic Missile</b> <b>Range:</b> 6"</p> <p><b>Effect:</b> Up to two enemies must immediately take a Leadership test.</p> <ul style="list-style-type: none"> <li>• Each enemy that fails may not strike back in close combat this turn.</li> <li>• Eye of the Warp follows the normal rules for targeting Magic Missiles.</li> </ul>		<p><b>Effect:</b> 2 Giant Rats appear within 3" of caster.</p> <ul style="list-style-type: none"> <li>• They may not be placed into Close Combat.</li> <li>• <i>(Animals never leave ground level.)</i></li> </ul> <p><b>Lasts until:</b> When caster is <i>knocked down, stunned</i> or <i>taken out of action</i> these Giant Rats are immediately removed from play.</p> <ul style="list-style-type: none"> <li>• This spell can only be successfully cast once per battle.</li> </ul>	

# Little Waaagh!

<b>Fungus Breath</b>	<b>D 8+</b>	<b>Eye of Mork</b>	<b>D 6+</b>
<p><b>Magic Missile</b>  <b>Range:</b> Flame Template</p> <p><b>Effect:</b> All warriors under the template take one <i>poisonous</i> Strength 2 hit. (<i>Warriors immune to poison take a normal S2 hit instead.</i>) // (<i>Friendly warriors may also be affected.</i>)</p>		<p><b>Range:</b> 12" radius</p> <p><b>Effect:</b> All <i>hidden</i> enemies are immediately <i>un-hidden</i>.</p> <ul style="list-style-type: none"> <li>• Does not require line-of-sight.</li> </ul> <p><b>Exploration:</b> A Wizard with this spell always rolls two dice when exploring and picks either as his result.</p>	
<b>Brain Bursta</b>	<b>D 6+</b>	<b>Mork Save Uz!</b>	<b>D 10+</b>
<p><b>Range:</b> 3" radius</p> <p><b>Effect:</b> All enemies within 3" of caster take one S3 hit. (<i>Friendly warriors are also affected, excluding caster.</i>)</p> <ul style="list-style-type: none"> <li>• Wizards and Priests take one S6 hit instead.</li> </ul>		<p><b>Range:</b> 6" radius</p> <p><b>Effect:</b> All missile fire targeted at caster and friendly warriors within 6" suffers -1 Strength.</p> <ul style="list-style-type: none"> <li>• (<i>An S3 shot becomes an S2 shot etc.</i>)</li> </ul> <p><b>Lasts until:</b> Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>	
<b>'Ere we Go!</b>	<b>D 7+</b>	<b>Foot of Gork</b>	<b>D 10+</b>
<p><b>Range:</b> 6"</p> <p><b>Effect:</b> Up to two target Goblins (<i>not Squigs or Trolls</i>) may immediately move again.</p> <ul style="list-style-type: none"> <li>• (<i>They may climb or charge as opportunity permits.</i>)</li> </ul>		<p><b>Magic Missile</b>  <b>Range:</b> 6"</p> <p><b>Effect:</b> Target takes one S10 hit.</p> <ul style="list-style-type: none"> <li>• There is no armour save.</li> <li>• Foot of Gork cannot target enemies not under an open sky. (<i>That are below a bridge, under a roof etc.</i>)</li> </ul>	

# Chaos Rituals

<b>Shadowfire</b>	<b>D 8+</b>	<b>Wings of Darkness</b>	<b>D 6+</b>
<p><b>Magic Missile</b>  <b>Range:</b> Flame Template</p> <p><b>Effect:</b> All warriors under the template take one <i>flaming</i> Strength 3 hit. (<i>Friendly warriors may also be affected.</i>)</p>		<p><b>Effect:</b> Caster may immediately move to anywhere within 8". (<i>He may charge as opportunity permits, and does not need to take Climb Tests.</i>)</p> <ul style="list-style-type: none"> <li>• Caster may use this ability to move into close combat, in which case he counts as charging.</li> <li>• Caster may not use this ability to leave close combat.</li> </ul>	
<b>Word of Command</b>	<b>D 6+</b>	<b>Mind Twist</b>	<b>D 7+</b>
<p><b>Magic Missile</b>  <b>Range:</b> 6"</p> <p><b>Effect:</b> Target may not fight back in Close Combat this turn.</p> <ul style="list-style-type: none"> <li>• No effect on Undead, Daemons or Monsters.</li> </ul>		<p><b>Magic Missile</b>  <b>Range:</b> 6"</p> <p><b>Effect:</b> 2 Strength 4 hits.</p> <ul style="list-style-type: none"> <li>• Heroes successfully wounded by this spell lose all skills, spells and prayers for the remainder of this battle. (<i>Special Rules are not skills.</i>)</li> </ul>	
<b>Cabal Ritual</b>	<b>D 6+</b>	<b>Gleaning Eye</b>	<b>D 7+</b>
<p><b>Effect:</b> Caster gains +1 to all spell casting rolls. (<i>Cumulative with other modifiers.</i>)</p> <p><b>Lasts until:</b> Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p> <p><b>Post-game Injuries:</b> A Wizard with this spell always adds +1 to his post game injury rolls.</p>		<p><b>Range:</b> 30"</p> <ul style="list-style-type: none"> <li>• Does not require line-of-sight.</li> </ul> <p><b>Effect:</b> Caster can cast the spells of other Wizards in play as if they were his own.</p> <ul style="list-style-type: none"> <li>• (<i>Including any reduced difficulties other Wizards may have attained.</i>)</li> <li>• (<i>Prayers are not spells.</i>)</li> </ul> <p><b>Lasts until:</b> Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>	

# Necromancy

Drain Life	D 9+	Re-Animation	D 6+/9+
<p><b>Magic Missile</b> Range: 6"</p> <p><b>Effect:</b> Target takes one S5 hit.</p> <ul style="list-style-type: none"> <li>• There is no armour save.</li> <li>• If target is successfully wounded, caster gains a Wound for the remainder of this battle. <i>(This may take caster above his original amount of Wounds.)</i></li> <li>• Caster can only gain 1 Wound each battle from this spell.</li> </ul>		<p><b>Effect:</b> One Zombie in the warband that was taken <i>out of action</i> this battle is immediately returned to anywhere within 1" of caster.</p> <ul style="list-style-type: none"> <li>• Alternatively, caster may target a Dire Wolf that was taken <i>out of action</i> this battle, adding +3 Difficulty to this spell.</li> <li>• Target cannot be placed into Close Combat.</li> <li>• If this spell brings the warband back below its Rout Threshold, Rout Tests will be halted.</li> <li>• This spell can only be successfully cast once per battle.</li> </ul>	
Whispering Wind	D 9+	Call of Vanhel	D 6+
<p>Range: 6" radius</p> <p><b>Effect:</b> Enemies suffer -1 Leadership on profile.</p> <p><b>Lasts until:</b> Caster is <i>knocked down, stunned</i> or taken <i>out of action</i>.</p>		<p>Range: 6"</p> <p><b>Effect:</b> One Dire Wolf, or up to two target Zombies may immediately move again. <i>(They may climb or charge as opportunity permits, taking Climb tests as normal.)</i> <i>(Animals never leave ground level.)</i></p>	
Lichbourne	D 7+	Curse of Years	D 6+
<p><b>Effect:</b> Caster becomes Undead. <i>(Cause Fear, Immune to Panic, Immune to Poison, No Pain)</i> <i>(No Pain has no effect while Mounted.)</i></p> <ul style="list-style-type: none"> <li>• Additionally, caster gains +1 to all spell casting rolls. <i>(Cumulative with other modifiers.)</i></li> </ul> <p><b>Lasts until:</b> Caster is <i>knocked down, stunned</i> or taken <i>out of action</i>.</p>		<p><b>Magic Missile</b> Range: 6"</p> <p><b>Effect:</b> Target's must strike last in combat, even after warriors that recovered from being <i>knocked down</i> this turn.</p> <p><b>Lasts until:</b> The beginning of your next turn.</p>	

# Prayers of Sigmar

Might of Sigmar	D 7+	Healing Hands	D 6+
<p><b>Effect:</b></p> <ul style="list-style-type: none"> <li>Clubs: Caster adds +1 S to and +1 to injury rolls to all attacks made with Clubs.</li> <li>Great Weapons: Caster adds +2 S and the 'Concussion' rule to all attacks he makes with Great Weapons. (Concussive weapons treat injury rolls of '2' as stunned.)</li> </ul> <p><b>Lasts until:</b> The beginning of your next turn.</p>		<p><b>Range:</b> 4" radius</p> <p><b>Effect:</b> All warriors in the warband that are <i>knocked down</i> or <i>stunned</i> immediately stand up.</p> <ul style="list-style-type: none"> <li>(They may fire missile weapons or cast spells as normal this shooting phase.)</li> <li>(If they stand up into close combat they will strike last, irrespective of Initiative.)</li> </ul>	
Halo of Light	D 8+	Shield of Faith	D 6+
<p><b>Range:</b> 6" radius (also affects caster)</p> <p><b>Effect:</b> Friendly warriors become Immune to <i>fear</i> and <i>panic</i>.</p> <ul style="list-style-type: none"> <li>In addition, caster causes <i>fear</i>.</li> </ul> <p><b>Lasts until:</b> Caster is <i>knocked down</i>, <i>stunned</i> or taken out of action.</p>		<p><b>Range:</b> 6" radius (also affects caster)</p> <p><b>Effect:</b> Warriors, both friendly and hostile, are unaffected by spells.</p> <ul style="list-style-type: none"> <li>(Prayers are not spells.)</li> </ul> <p><b>Lasts until:</b> Caster is <i>knocked down</i>, <i>stunned</i> or taken out of action.</p> <p><b>Post-game Injuries:</b> A Priest with this Prayer always adds +2 to his post game injury rolls.</p>	
Soulfire	D 6+	Smite	D 10+
<p><b>Range:</b> 3" radius</p> <p><b>Effect:</b> All warriors within 3" of caster take one <i>flaming</i> S3 hit. (Friendly warriors are also affected, excluding caster.)</p> <ul style="list-style-type: none"> <li>Undead and Daemons take one S5 <i>flaming</i> hit instead.</li> </ul>		<p><b>Magic Missile</b></p> <p><b>Range:</b> 6"</p> <p><b>Effect:</b> Target is <i>stunned</i> or <i>knocked down</i> if immune to stun. (Target is <i>stunned</i>, regardless of remaining wounds.)</p> <ul style="list-style-type: none"> <li>There is no armour save.</li> </ul>	