

6"

Bestial Fury

3+

Unleashing his magical power to magnify the bitterness and violent anger of his animal followers, the caster transforms the beasts around him into frenzied and fearless berserkers able to ignore fatal wounds.

The caster and any Wargs, Spiders and Bat Swarms (including Heroes) within 6" are possessed by an insane fighting frenzy. They will automatically pass any Courage tests they take. Every time they suffer a wound they can roll a dice. on a 6 the Wound is recovered (if the wound is not recovered Heroes can still use their Fate as normal).

Channelled.

The special Fate roll that the power provides is passed on a 5+ instead of a 6.

12"

Black Dart

5+

A mysterious power that strikes into the flesh of the foe, the Black Dart is a weapon only used by the most dire of the Dark Lord's servants – a means of murder from afar.

The target model suffers a Strength 9 hit. Do not roll To Hit or take In The Way tests. If cast on a Cavalry model the attacker chooses whether the mount or rider is struck. Black Dart can even target a model that is engaged in combat.

Channelled.

A wounding hit will cause D3 Wounds, rather than 1.

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Banishment

Unleashing a blast of pure and brilliant light, the caster assails the fell creatures of undeath.

The power can only affect Spirits and Undead. The target model automatically suffers 1 Wound.

Channelled.

The target models suffers D3 Wounds instead.

TALES OF MIDDLE EARTH



EVIL MAGICAL POWERS

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6"

Bladewraith

2+

The caster channels their rage and magic powers to cause a targets weapon to gleam dark red with molten power. The weapon can now cause immense damage.

Select a single friendly Hero within range (this can be the caster).

The Caster channels his rage, causing a weapon to gleam dark red with molten power. Any blows the chosen model strikes in combat this turn are resolved at Strength 6.

18"

Chill Soul

4+

An assault on the very life essence of the victim. Chill Soul is a vile magical power. Ignoring physical defenses such as toughened hides, armour and shields, Chill Soul spares only those whose willpower is great enough to resist it.

The target model suffers a Wound, exactly as if wounded in close combat. If cast on a Cavalry model, the attacker chooses whether the mount or rider suffers the Wound. Chill Soul can even target models engaged in combat.

Channelled.

In addition, all other models (friends and foe) within 3" of the initial target suffer a Strength 5 hit.

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18"

Compel

3+

Using the mental strength of the caster, this power overwhelms the mind of its victim to force the will of the caster upon them. Those who fall prey to this power find themselves losing control of their own bodies, inexorably moving at the whim of another, unable to defend themselves.

The caster can move the target model up to half its maximum move distance. He can do this even if the model has already moved that turn. The move cannot force the victim to jump, leap, climb or lie down, but can take it in difficult terrain and even make it Charge an enemy. No Courage tests are required to Charge terror-causing foes, in this instance. It can even force the victim to drop an item that it is holding or to put on the One Ring (if he carries it). Once the model has finished the move, he may not move further that turn, for any reason.

Finally, the victim suffers the effects of the Immobilise/Transfix magical powers.

Channelled.

The target model also reduces his Fight value and Attacks to 1.

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Command

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The caster can move the target model up to half its maximum move distance. He can do this even if the model has already moved that turn. The move cannot force the victim to jump, leap, climb or lie down, but can take it inot difficult terrain and even make it Charge an enemy. No Courage tests are required to Charge terror-causing foes, in this instance. It can even force the victim to drop an item that it is holding or to put on the One Ring (if he carries it). Once the model has finished the move, he may not move further that turn, for any reason.

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18"

Drain Courage

2+

Even the greatest Heroes cannot hold their nerve forever, especially when the magic of their enemies is turned to eroding their resolve. Little by little, their valour is drained away.

The target model reduces its Courage characteristic by 1 for the duration of the battle, to a minimum of 1. This magical power can take effect several times on the same target - reducing the model's Courage each time.

Channelled.

The target model reduces its Courage characteristic by D3 instead of 1.

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12"

Enrage Beast

3+

Shamantic powers can increase the beast within turning it into a vicious creature, once the rage is over the beast will suffer enormous pain.

This power can be used on a single Bat, Warg or Spider model. The target becomes enraged - Fight, Strength, Attacks and Courage are increased by 3. At the end of the Fight phase the enraged model suffers a Strength 10 hit.

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6"

Flameburst

3+

Fire leaps from the casters outstretched palm to strike a nearby foe.

Fire leap from the casters outstretched palm to strike a nearby foe. The target suffers a Strength 6 hit.

12"

Fury

3+

Unleashing his magical power to magnify the bitterness and violent anger of his followers, the caster transforms the fighters around him into frenzied and fearless berserkers, able to ignore fatal wounds.

This magical power affects the caster and all friendly models of the same race within 6" of him. Whilst this power is in effect, affected models automatically pass Courage tests. They also receive a special Fate that is passed on the roll of a 6 if they are wounded. This test is taken immediately after a Wound is caused, can be taken before other Fate rolls are made, and can be altered by Might.
Channelled.
The special Fate roll that the power provides is passed on a 5+ instead of a ..

12"

Immobilise

2+

An unassuming power that can nonetheless turn the tide of an entire battle, the ability to transfix or immobilise a foe leaves the victim unaware of the battle swirling around them and unable to either fight back or run away. Those most unfortunate are rendered completely defenceless.

Whilst this power is in effect, the target model may not move (except to Back Away, should he lose a Fight) or shoot. Additionally, whilst this power is in effect, he halves his Fight and Attacks characteristics (rounding up) and may not Strike if he wins a Duel roll.

Channelled.

The target model's Fight and Attacks characteristics are reduced to 1.

6"

Paralyse

4+

A cruel magical power which renders its victim utterly helpless.

The target is immediately paralysed. It is knocked Prone and may do nothing until it recovers. The victim also makes no Duel rolls, and thus will automatically lose a Fight unless joined by a Friendly model.

At the end of the Fight phase, the controlling player must roll a D6 for each of his Paralysed models. On the roll of a 6, the model recovers and stands up. Friendly models who spend the Fight phase in contact with the Paralysed model, and do nothing else, may also attempt to revive the victim. Roll an additional D6 for the Paralysed model for each such friend. Might points can be used to modify this roll.

Channelled.

Each time the victim fails to roll a 6 on a revive roll, he suffers a Strength 5 hit.

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18" Sap Will **3+**

This magical power is a direct assault against the willpower of its victim, an assault that will leave them vulnerable to the barrage that will invariably follow.

The target loses D3+1 Will points to a minimum of 0.

Channelled.
The target loses all of its Will points.

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Channelled.
The target loses all of its Will points.

12" Sap Will **5+**

This magical power is a direct assault against the willpower of its victim, an assault that will leave them vulnerable to the barrage that will invariably follow.

The target loses D3+1 Will points to a minimum of 0.

Channelled.
The target loses all of its Will points.

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Shatter

3+

A massive power flows through the air, the victims weapons vibrate and then explode in many shards.

Pick an enemy model within sight of the Shaman. The victim has all of its weapons destroyed and is considered unarmed for the remainder of the game.

12"

Sorcerous Blast

5+

With a flourish, the caster hurls his foe aside, bowling over any unfortunate enough to be nearby.

The target model is blasted D6" directly away from the caster and knocked Prone. Roll a dice and move the target that number of inches. Other models in the path of the blasted model are moved aside and knocked Prone. If the target, or one of the models that is knocked Prone, is engaged in combat, then all the models (friend and foe) in the same Fight are also knocked Prone. The target model suffers a Strength 5 hit, and any other model knocked Prone suffers a Strength 3 hit.

If the blasted model hits an Obstacle or a model that has a Strength of 6 or above, the blasted model's move immediately ends. The Obstacle or model (if it has a Defence value) suffer a Strength 3 hit.

Move any models underneath the target model's final position by the minimum distance that allows them to be placed Prone on the board. Note, even Transfixed/Compelled or otherwise immobilised models will be blasted by Sorcerous Blast.

Channelled.

The affected model instead suffers a Strength 6 hit, and other models knocked Prone suffer Strength 4 hits instead.

Self

Terrifying Aura

2+

Drawing on his magical ability, the caster fools those around him. His visage becomes suddenly more ferocious, his physique more intimidating - causing his foes to quake in fear.

Whilst this power is in effect, the caster causes Terror.

Channelled.

Models wishing to Charge the caster whilst this power is in effect must take their Courage test on 3D6, discarding the highest dice.

18"

Transfix

2+

An unassuming power that can nonetheless turn the tide of an entire battle, the ability to transfix or immobilise a foe leaves the victim unaware of the battle swirling around them and unable to either fight back or run away. Those most unfortunate are rendered completely defenceless.

Whilst this power is in effect, the target model may not move (except to Back Away, should he lose a Fight) or shoot. Additionally, whilst this power is in effect, he halves his Fight and Attacks characteristics (rounding up) and may not Strike if he wins a Duel roll.

Channelled.

The target model's Fight and Attacks characteristics are reduced to 1

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Tremor

5+

The ground begins to shake, ahead a shamantic figure appears to be chanting some foul spell. Suddenly the ground gives a tremendous shudder and the surrounding troops are all knocked to the ground.

Draw a straight line that extends 2D6" (double the score if playing cm) from the caster. All models touched are knocked to the ground and suffer a Strength 6 hit.

One model affected can attempt to resist this power in the usual manner.

12"

Your Staff is Broken!

4+

A rare magical power that can shatter the formidable Staffs of Power belonging to the Wizards, only the greatest of sorcerers and Wizards can master this.

This power destroys the staff of the target model. All the advantages associated with the staff are immediately lost (including the two-handed weapon bonus).

Channelled.

The target model also suffers a Strength 7 hit.

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