

*Hereditary Spell*

### **Flight of Zimmeran**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
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4+	Range	Instant
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*Effect*

Is cast on the wizard itself. They immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase.

*Hereditary Spell*

### **Fires of U'zhul**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
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4+/7+	Range 18"/36"	Instant
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*Effect*

Causes D6 S 4 hits with Flaming Attacks.

*Hereditary Spell*

### **Dread of Aramar**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
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5+/8+	Range 18"/36"	Instant
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*Effect*

The target must immediately take a Panic test.

*Hereditary Spell*

### **Luck of Shemtek**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
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6+/12+	Range 24"/12"	Instant
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*Effect*

Until the start of the caster's next Magic phase, the target unit re-rolls all To Hit, To Wound and armour save rolls of 1. Boosted version affects all friendly units within range.

*Hereditary Spell*

### **Silver Arrows of Arha**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
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6+/9+	Range 24"/24"	Instant
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*Effect*

Causes 2D6/3D6 S 3 hits.

*Hereditary Spell*

### **Sword of Rezhebel**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
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3+	Range	Instant
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*Effect*

Remains in Play. Is cast on the Wizard itself. The sword gives the wizard +1 To Hit, +2 S, +1 A and Flaming Attacks and Magical Attacks to their close combat attacks.

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BATTLE

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