

Hereditary Spell Sunstrike <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+/12+</td><td>Range 18"/36"</td><td>Istantaneo</td></tr></table> Effect The spell shoots in a straight line from the caster's base. Each model under the line takes a S 5 hit with Flaming Attacks.	CV	Type	Duration	9+/12+	Range 18"/36"	Istantaneo	Hereditary Spell Sand Storm <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>12+/18+</td><td>Range 12"/18"</td><td>Istantaneo</td></tr></table> Effect Remains in Play. Affects all units (friend and foe) within range. No units within the sand storm can use missile weapons, and war machines cannot fire. No units may be targeted by any missile attack. Flying units are restricted to their ground movement. Enemy units affected cannot march in their next movement phase.	CV	Type	Duration	12+/18+	Range 12"/18"	Istantaneo	Hereditary Spell Sand Storm (Bound Spell) <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+</td><td>Range 12"</td><td>Istantaneo</td></tr></table> Effect Remains in Play. Affects all units (friend and foe) within range. No units within the sand storm can use missile weapons, and war machines cannot fire. No units may be targeted by any missile attack. Flying units are restricted to their ground movement. Enemy units affected cannot march in their next movement phase.	CV	Type	Duration	5+	Range 12"	Istantaneo	Hereditary Spell Sand Blast <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+/13+</td><td>Range 18"/36"</td><td>Istantaneo</td></tr></table> Effect Causes D6/2D6 S 2 hits. The target reduces all their movement by half (rounding up) in their next movement phase.	CV	Type	Duration	8+/13+	Range 18"/36"	Istantaneo
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Hereditary Spell Shifting Sands <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Istantaneo</td></tr></table> Effect Whenever a spell from the Lore of the Desert is cast on an enemy unit, that unit must re-roll 6's for their charge distance, when fleeing and when pursuing until the start of the next Arabyan magic phase.	CV	Type	Duration	-	Range	Istantaneo	Hereditary Spell Quicksand <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>11+/14+</td><td>Range 18"/36"</td><td>Istantaneo</td></tr></table> Effect All models in the unit must take an I test. Those that fail must then take an armour save. If passed, they are dragged down into the sand and are removed as casualties, with no save allowed. Models without armour count as passing on a 6. This spell has no effect on models with the Fly, Ethereal or Strider.	CV	Type	Duration	11+/14+	Range 18"/36"	Istantaneo	Hereditary Spell Mirage <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+/12+</td><td>Range 24"/48"</td><td>Istantaneo</td></tr></table> Effect	CV	Type	Duration	10+/12+	Range 24"/48"	Istantaneo	Hereditary Spell Dancing Scimitar <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+/10+</td><td>Range 24"/48"</td><td>Istantaneo</td></tr></table> Effect Causes D6/2D6 S 4 hits. Roll a D6 after resolving the damage; on a 3+, the Dancing Scimitar moves to another unengaged enemy unit within 8". Keep rolling until you make an unsuccessful attempt or run out of enemy units. Note that any unit cannot get hit more than once by the same Dancing Scimitar each turn.	CV	Type	Duration	8+/10+	Range 24"/48"	Istantaneo
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Hereditary Spell

Curse of the Genie

<i>CV</i>	<i>Type</i>	<i>Duration</i>
6+/8+	Range 24"/48"	Istantaneo

Effect

The target must re-roll all successful To Wound rolls until the start of the caster's next magic phase.

Remains in Play. Place a marker within 24" and Line of Sight of the target. While the spell is in effect, the target must turn and move directly towards the marker as fast as possible in the Movement phase, or target it with any missile weapons. If the marker is within charge range, the unit must declare a charge against it just as if it was an enemy unit. The spell is immediately dispelled if the target reaches the marker, has lost Line of Sight to it at the start of their Movement phase, hits it with any missile weapons or is engaged in close combat.



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