

Hereditary Spell

Flight of Zimmeran

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

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

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

Effect

Causes D6 S 4 hits with Flaming Attacks.

Hereditary Spell

Dread of Aramar

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

Effect

The target must immediately take a Panic test.

Hereditary Spell

Luck of Shemtek

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

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

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

Effect

Causes 2D6/3D6 S 3 hits.

Hereditary Spell

Sword of Rezhebel

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

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.

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE