

Burning Gaze

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Printed by: Magic Suitcase

Magic Missile

LI

24". D6 S4 Flaming hits, S6 vs Daemons & Undead.

Illus. Baron Wolf

5

Dha's Illumination

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Remains in Play

LI

12", HtH. US 1 character has S5, 3A and cannot use a weapon. Magic weapons used against him count as mundane.

Illus. Baron Wolf

5

Healing Energy



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Spell

LI

HtH. One friendly model regains 1 lost Wo. No effect on Daemons, Undead, chariots and war machines.

Illus. Baron Wolf

5

Dazzling Brightness



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Spell

LI

18". Enemy unit in HtH has WS 1 in next HtH phase.

Illus. Baron Wolf

6

Guardian Light



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Remains in Play

LI

All friendly units within 12" are ItP, and fleeing units automatically rally (even if below 25% starting strength).

Illus. Baron Wolf

8

Cleansing flare



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Spell

LI

HtH. All enemy units in 12" suffer D6 S5 hits. S6 vs Daemons & Undead.

Illus. Baron Wolf

10