Army Spell Araby Army Spell Araby		Army Spell Araby			Army Spell Araby			
H Sunstrike H Sand Storm			H Sand Storm (Bound Spell)			H Sand Blast		
9+/12+ Range 18"/36" Instant	12+/18+ Range 12"/18"	Instant	5+	Range 12"	Instant	8+/13+	Range 18"/36"	Instant
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.	Remains in Play. Affects all units (friend a within range. No units within the sand storm missile weapons, and war machines cannor units may be targeted by any missile attack units are restricted to their ground movemen units affected cannot march in their next machines.	n can use ot fire. No k. Flying nt. Enemy	within range. No missile weapons units may be tar units are restricted	y. Affects all units (frie units within the sand s , and war machines c geted by any missile a d to their ground move nnot march in their ne phase.	storm can use annot fire. No attack. Flying ement. Enemy		S S 2 hits. The target reby half (rounding up) ir movement phase.	
	Army Spell Araby		Army Spell Araby		Army Spell Araby			
Army Spell Araby	Army Spell Aral	by	,	Army Spell <i>A</i>	raby		Army Spell A	Araby
Army Spell Araby  H Shifting Sands	H Quicksand	by	H Mirage		Araby	H Danc	Army Spell A	Araby
	H Quicksand	Instant			Araby		-	Araby

## **Army Spell Araby**

H Curse of the Genie

6+/8+ Range 24"/48" Instant

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

## MARHAMMER BATTLE

MARHAMMER BATTLE

MARHAMMER BATTLE

MARHAMMER BATTLE MARHAMMER BATTLE

MARHAMMER BATTLE MARHAMMER BATTLE MARHAMMER BATTLE MARHAMMER BATTLE