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| <p style="text-align: center;">Amazons</p> <p style="text-align: center;">Embrace of the Serpent</p> | <p style="text-align: center;">Amazons</p> <p style="text-align: center;">Wall of Thorns</p> | <p style="text-align: center;">Amazons</p> <p style="text-align: center;">Wendala's Maelstrom</p> | <p style="text-align: center;">Amazons</p> <p style="text-align: center;">The Living Jungle</p> |
| <p>10+/13+ 18"/36" Instant</p> | <p>7+/14+ 0"/6" Instant</p> | <p>6+/12+ 0"/6" Instant</p> | <p>8+/11+ 18"/36" Instant</p> |
| <p>Remains in Play. All models in the unit take a S 3 hit. For every turn (friend and foe) the spell is active, all models in the unit suffer another Hit each at the end of the Magic phase, with the S of the Attack increasing by 1 every turn.</p> | <p>Is cast on the Wizard and any unit they are with. Until the start of the caster's next Magic phase, the Wizard and their unit counts as fighting behind a defended obstacle, and any enemy models in base contact that charges them must take a Dangerous Terrain test. Boosted version covers all friendly units within range.</p> | <p>Targets the Wizard and any unit they are with. Until the start of the caster's next Magic phase, all enemy missile attacks targeting them suffer a -1 To Hit penalty. Boosted version targets all friendly units within range.</p> | <p style="text-align: center;">Causes 5D6 S 2 hits.</p> |
| <p style="text-align: center;">Amazons</p> <p style="text-align: center;">Singing Wind</p> | <p style="text-align: center;">Amazons</p> <p style="text-align: center;">Spirit Walk</p> | <p style="text-align: center;">Amazons</p> <p style="text-align: center;">Siren's Dream</p> | <p style="text-align: center;">Amazons</p> <p style="text-align: center;">Serpent's Strength</p> |
| <p>5+/8+ Instant</p> | <p>- Instant</p> | <p>12+/24+ 12"/24" Instant</p> | <p>6+/12+ 6"/12" Instant</p> |
| <p>The Wizard makes a Breath Weapon Attack. This may be cast in close combat, following the normal rules for Breath Weapons. All models Hit suffer a Strength 4/5 Hit.</p> | <p>Whenever a spell from the Lore of the Serpent is successfully cast on a friendly unit, it gains +D6 to their M and does not need to take any tests for Dangerous Terrain until the start of the caster's next magic phase.</p> | <p>Affects all enemy units within range. Until the start of the caster's next turn, these units suffer -1 to their A, S, and M value, down to a minimum of 1.</p> | <p>Targets all units within 6" of the Wizard. The unit gains +1 S until the start of the caster's next Magic phase.</p> |

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