

Cathay		
Strength of the Heavens (Yan)		
5+/10+	24"/12"	Instant
<p>All models in the target unit gain +1 to their S and Magical Attacks. Boosted version affects all friendly units within range.</p>		

Cathay		
Warrior Incarnate (Yan)		
8+/12+	12"/24"	Instant
<p>Until the start of the caster's next Magic phase, the chosen unit gains Frenzy and Hatred.</p>		

Cathay		
Path of Light (Yan)		
10+/14+	12"/24"	Instant
<p>The targeted unit immediately moves forward their M value plus 2D6" as if it were the Remaining Moves sub-phase, using Strider.</p>		

Cathay		
Flames of Azure (Yan)		
6+/12+	24"/12"	Instant
<p>Until the start of the caster's next Magic phase, the target unit gains Flaming Attacks, and all enemy models in base contact suffer a Flaming S 3 hit at the start of the close combat phase, which counts toward combat resolution. Boosted version affects all friendly units within range.</p>		

Cathay		
Meteor Rain (Yan)		
12+/18+	24"/24"	Instant
<p>Place a marker anywhere within range and roll 2D6/3D6. The result is the radius in inches that will be struck by the Meteor Rain. Any unit within that radius takes 2D6 S 4 hits.</p>		

Cathay		
Earth Eruption (Ying)		
14+/17+	24"/24"	Instant
<p>Place the small/large template anywhere within range – it then scatters D6"/2D6". Models partially covered take a S 4 hit. Models wholly covered take a S 6 Hit.</p>		

Cathay		
Equilibrium		
		Instant
<p>When choosing their spells, the wizard always gains both the Ying and Yan version of each spell. Every other successfully cast spell must be from the other energy type or the wizard suffers a Miscast on the roll of any double.</p>		

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