

Cathay

Ancestor's Courage (Ying)

8+/12+

• 12"/24"

Instant

Until the start of the caster's next Magic phase, the chosen unit gains Stubborn and Immunity (Psychology).

Cathay

Absorbing Chill (Ying)

6+/12+

• 24"/12"

Instant

Enemies attacking the target unit suffer -1 to Wound until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Cathay

Bereavement of Life (Ying)

9+/11+

• 24"/48"

Instant

Causes 3D6 hits. Each hit causes a Wound which Ignores Armour Saves on the roll of a natural 6.

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Blazing Phoenix (Ying)

8+/12+

• 12"/18"

Instant

Targets all enemy units within range. The target units suffer D6 Flaming S 4 hits.

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Call of the Dragon (Yan)

8+/13+

Instant

The caster makes a Breath Weapon Attack with S 4 and Flaming Attacks. This may be cast in close combat, following the normal rules for Breath Weapons.

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Resurgence from Death (Yan)

9+/13+

• 12"/24"

Instant

The targeted unit gains Regeneration (5+) until the start of the caster's next Magic phase.

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Sapping of Will (Ying)

5+/8+

• 18"/36"

Instant

All models in the targeted unit are subject to Always Strikes Last and suffer -1 to their WS.

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Shroud of Darkness (Ying)

10+/13+

• 18"/36"

Instant

The target unit will have its line of sight limited to 8" until the start of the caster's next Magic phase. They cannot declare charges, cast spells or shoot at targets outside this range.

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Strength of the Heavens (Yan)

5+/10+

• 24"/12"

Instant

All models in the target unit gain +1 to their S and Magical Attacks. Boosted version affects all friendly units within range.

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Warrior Incarnate (Yan)

8+/12+

• 12"/24"

Instant

Until the start of the caster's next Magic phase, the chosen unit gains Frenzy and Hatred.

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Path of Light (Yan)

10+/14+

• 12"/24"

Instant

The targeted unit immediately moves forward their M value plus 2D6" as if it were the Remaining Moves sub-phase, using Strider.

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Flames of Azure (Yan)

6+/12+

• 24"/12"

Instant

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.

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Meteor Rain (Yan)

12+/18+

• 24"/24"

Instant

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.

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Earth Eruption (Ying)

14+/17+

• 24"/24"

Instant

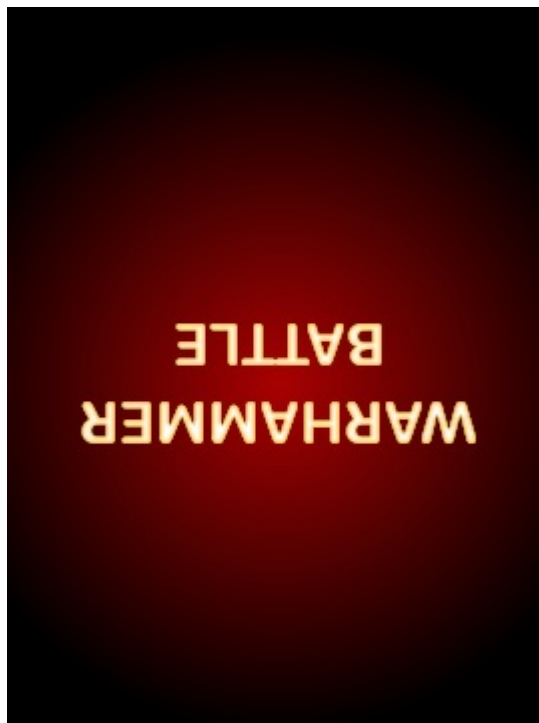
Place the small/large template anywhere within range – it then scatters D6"/2D6". Models partially covered take a S 4 hit. Models wholly covered take a S 6 Hit.

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Equilibrium

- Instant

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.



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BATTLE**

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