

## Amazons

Embrace of the Serpent

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10+/13+

• 18"/36"

Instant

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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.

## Amazons

Wall of Thorns

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7+/14+

• 0"/6"

Instant

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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.

## Amazons

Wendala's Maelstrom

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6+/12+

• 0"/6"

Instant

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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.

## Amazons

The Living Jungle

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8+/11+ • 18"/36" Instant

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Causes 5D6 S 2 hits.

## Amazons

Singing Wind

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5+/8+

Instant

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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.

## Amazons

Spirit Walk

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- Instant

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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.

## Amazons

Siren's Dream

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12+/24+

• 12"/24"

Instant

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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.

## Amazons

Serpent's Strength

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6+/12+

• 6"/12"

Instant

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Targets all units within 6" of the Wizard. The unit gains +1 S until the start of the caster's next Magic phase.

**WARHAMMER  
BATTLE**

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