

<p style="text-align: center;"><b>Amazons</b></p> <p style="text-align: center;">Embrace of the Serpent</p>	<p style="text-align: center;"><b>Amazons</b></p> <p style="text-align: center;">Wall of Thorns</p>	<p style="text-align: center;"><b>Amazons</b></p> <p style="text-align: center;">Wendala's Maelstrom</p>	<p style="text-align: center;"><b>Amazons</b></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;"><b>Amazons</b></p> <p style="text-align: center;">Singing Wind</p>	<p style="text-align: center;"><b>Amazons</b></p> <p style="text-align: center;">Spirit Walk</p>	<p style="text-align: center;"><b>Amazons</b></p> <p style="text-align: center;">Siren's Dream</p>	<p style="text-align: center;"><b>Amazons</b></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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