

<div>Army Spell Cathay</div> <div>H Ancestor's Courage (Ying)</div> <div>8+/12+ Alcance 12"/24" Instant</div> <div>Until the start of the caster's next Magic phase, the chosen unit gains Stubborn and Immunity (Psychology).</div>	<div>Army Spell Cathay</div> <div>H Absorbing Chill (Ying)</div> <div>6+/12+ Alcance 24"/12" Instant</div> <div>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.</div>	<div>Army Spell Cathay</div> <div>H Bereavement of Life (Ying)</div> <div>9+/11+ Alcance 24"/48" Instant</div> <div>Causes 3D6 hits. Each hit causes a Wound which Ignores Armour Saves on the roll of a natural 6.</div>	<div>Army Spell Cathay</div> <div>H Blazing Phoenix (Ying)</div> <div>8+/12+ Alcance 12"/18" Instant</div> <div>Targets all enemy units within range. The target units suffer D6 Flaming S 4 hits.</div>
<div>Army Spell Cathay</div> <div>H Call of the Dragon (Yan)</div> <div>8+/13+ Instant</div> <div>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.</div>	<div>Army Spell Cathay</div> <div>H Resurgence from Death (Yan)</div> <div>9+/13+ Alcance 12"/24" Instant</div> <div>The targeted unit gains Regeneration (5+) until the start of the caster's next Magic phase.</div>	<div>Army Spell Cathay</div> <div>H Sapping of Will (Ying)</div> <div>5+/8+ Alcance 18"/36" Instant</div> <div>All models in the targeted unit are subject to Always Strikes Last and suffer -1 to their WS.</div>	<div>Army Spell Cathay</div> <div>H Shroud of Darkness (Ying)</div> <div>10+/13+ Alcance 18"/36" Instant</div> <div>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.</div>

<div>Army Spell Cathay</div> <div>HStrength of the Heavens (Yan)</div> <div>5+/10+Alcance 24"/12"Instant</div> <div>All models in the target unit gain +1 to their S and Magical Attacks. Boosted version affects all friendly units within range.</div>	<div>Army Spell Cathay</div> <div>HWarrior Incarnate (Yan)</div> <div>8+/12+Alcance 12"/24"Instant</div> <div>Until the start of the caster's next Magic phase, the chosen unit gains Frenzy and Hatred.</div>	<div>Army Spell Cathay</div> <div>HPath of Light (Yan)</div> <div>10+/14+Alcance 12"/24"Instant</div> <div>The targeted unit immediately moves forward their M value plus 2D6" as if it were the Remaining Moves sub-phase, using Strider.</div>	<div>Army Spell Cathay</div> <div>HFlames of Azure (Yan)</div> <div>6+/12+Alcance 24"/12"Instant</div> <div>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.</div>
<div>Army Spell Cathay</div> <div>HMeteor Rain (Yan)</div> <div>12+/18+Alcance 24"/24"Instant</div> <div>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.</div>	<div>Army Spell Cathay</div> <div>HEarth Eruption (Ying)</div> <div>14+/17+Alcance 24"/24"Instant</div> <div>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.</div>	<div>Army Spell Cathay</div> <div>HEquilibrium</div> <div>-Instant</div> <div>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.</div>	

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE