Army Spell Kingdoms of Ind	Army Spell Kingdoms of Ind	Army Spell Kingdoms of Ind	Army Spell Kingdoms of Ind
H Karma	H Tantra	H Creation of Brahmir	H Ganeshan's Blessing of Fortune
- Instant	5+/10+ Gamma 24"/12" Instant	6+/12+ Gamma 24"/12" Instant	6+/12+ Gamma 24"/12" Instant
Once per casting attempt, a Guru using this Lore may change a result of 1 on a dice roll to a 6. However, the next time he rolls a 6 when casting a spell, this roll must be substituted for a 1 instead.	The target unit gains Always Strike First until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.	The target unit gains +1 to their S and Magical Attacks until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.	The target unit may re-roll D3 dice that directly affects them until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.
Army Spell Kingdoms of Ind	Army Spell Kingdoms of Ind	Army Spell Kingdoms of Ind	Army Spell Kingdoms of Ind
H Sacred Shield of Vaishna	H Bolts of Cindra	H Invocation of Shaivi	H Curse of Kali-ma
9+/18+ Gamma 24"/12" Instant	9+/16+ Gamma 18"/18" Instant	18+/21+ Gamma 18"/36" Instant	10+/13+ Gamma 12"/24" Instant
The target unit gains Ward save (5+) until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.	Roll a D3/D6; this is the number of bolts summoned. Place this number of small templates anywhere within 24" of the Guru (but at least 1" apart). Each template will scatter D6+2". Any model touched by the template takes a S 4 hit, while any model under the hole takes a S 10 hit with Multiple Wounds (D3).	The target unit will Wound on a 2+ with Ignores Armour Saves until the start of the caster's next Magic phase.	One chosen enemy model must take a LD test. If failed, the model suffers D6 Wounds, with no saves of any kind allowed.

MARHAMMER BATTLE

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