

| Army Spell Kingdoms of Ind   |       |         |
|--|-------|---------|
| H  | Karma |         |
| -  |       | Instant |
| <p>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.</p> |       |         |

| Army Spell Kingdoms of Ind  |               |         |
|---|---------------|---------|
| H   | Tantra        |         |
| 5+/10+  | Gamma 24"/12" | Instant |
| <p>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.</p> |               |         |

| Army Spell Kingdoms of Ind  |                      |         |
|---|----------------------|---------|
| H   | Creation of Brahmira |         |
| 6+/12+  | Gamma 24"/12"        | Instant |
| <p>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.</p> |                      |         |

| Army Spell Kingdoms of Ind   |                                |         |
|--|--------------------------------|---------|
| H  | Ganeshan's Blessing of Fortune |         |
| 6+/12+   | Gamma 24"/12"                  | Instant |
| <p>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.</p> |                                |         |

| Army Spell Kingdoms of Ind   |                          |         |
|--|--------------------------|---------|
| H  | Sacred Shield of Vaishna |         |
| 9+/18+   | Gamma 24"/12"            | Instant |
| <p>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.</p> |                          |         |

| Army Spell Kingdoms of Ind   |                 |         |
|--|-----------------|---------|
| H  | Bolts of Cindra |         |
| 9+/16+   | Gamma 18"/18"   | Instant |
| <p>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).</p> |                 |         |

| Army Spell Kingdoms of Ind  |                      |         |
|---|----------------------|---------|
| H   | Invocation of Shaivi |         |
| 18+/21+   | Gamma 18"/36"        | Instant |
| <p>The target unit will Wound on a 2+ with Ignores Armour Saves until the start of the caster's next Magic phase.</p> |                      |         |

| Army Spell Kingdoms of Ind  |                  |         |
|---|------------------|---------|
| H   | Curse of Kali-ma |         |
| 10+/13+   | Gamma 12"/24"    | Instant |
| <p>One chosen enemy model must take a LD test. If failed, the model suffers D6 Wounds, with no saves of any kind allowed.</p> |                  |         |

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