Army Spell Amazons	Army Spell Amazons	Army Spell Amazons	Army Spell Amazons
H Embrace of the Serpent	H Wall of Thorns	H Wendala's Maelstrom	H The Living Jungle
10+/13+ Range 18"/36" Instant	7+/14+ Range 0"/6" Instant	6+/12+ Range 0"/6" Instant	8+/11+ Range 18"/36" Instant
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.	Is cast on the Wizard and any unit they are with. Un the start of the caster's next Magic phase, the Wiza and their unit counts as fighting behind a defende obstacle, and any enemy models in base contact th charges them must take a Dangerous Terrain tes Boosted version covers all friendly units within rang	at at 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	Causes 5D6 S 2 hits.
Army Spell Amazons	Army Spell Amazons	Army Spell Amazons	Army Spell Amazons
H Singing Wind	H Spirit Walk	H Siren's Dream	H Serpent's Strength
5+/8+ Instant	- Instant	12+/24+ Range 12"/24" Instant	6+/12+ Range 6"/12" Instant
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.	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 ne magic phase.	the caster's next turn, these units suffer -1 to their A,	Targets all units within 6" of the Wizard. The unit gains +1 S until the start of the caster's next Magic phase.

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