

Army Spell Cathay

H Ancestor's Courage (Ying)

8+/12+ Gamma 12"/24" Instant

Until the start of the caster's next Magic phase, the chosen unit gains Stubborn and Immunity (Psychology).

Army Spell Cathay

H Absorbing Chill (Ying)

6+/12+ Gamma 24"/12" Instant

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.

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H Bereavement of Life (Ying)

9+/11+ Gamma 24"/48" Instant

Causes 3D6 hits. Each hit causes a Wound which ignores Armour Saves on the roll of a natural 6.

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H Blazing Phoenix (Ying)

8+/12+ Gamma 12"/18" Instant

Targets all enemy units within range. The target units suffer D6 Flaming S 4 hits.

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H Call of the Dragon (Yan)

8+/13+ Instant

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.

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H Resurgence from Death (Yan)

9+/13+ Gamma 12"/24" Instant

The targeted unit gains Regeneration (5+) until the start of the caster's next Magic phase.

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H Sapping of Will (Ying)

5+/8+ Gamma 18"/36" Instant

All models in the targeted unit are subject to Always Strikes Last and suffer -1 to their WS.

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H Shroud of Darkness (Ying)

10+/13+ Gamma 18"/36" Instant

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.

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H Strength of the Heavens (Yan)

5+/10+ Gamma 24"/12" Instant

All models in the target unit gain +1 to their S and Magical Attacks. Boosted version affects all friendly units within range.

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H Warrior Incarnate (Yan)

8+/12+ Gamma 12"/24" Instant

Until the start of the caster's next Magic phase, the chosen unit gains Frenzy and Hatred.

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H Path of Light (Yan)

10+/14+ Gamma 12"/24" Instant

The targeted unit immediately moves forward their M value plus 2D6" as if it were the Remaining Moves sub-phase, using Strider.

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H Flames of Azure (Yan)

6+/12+ Gamma 24"/12" Instant

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.

Army Spell Cathay

H Meteor Rain (Yan)

12+/18+ Gamma 24"/24" Instant

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.

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H Earth Eruption (Ying)

14+/17+ Gamma 24"/24" Instant

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.

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H Equilibrium

- Instant

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.

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