

*Hereditary Spell*

### **Ancestor's Courage (Ying)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+/12+	Range 12"/24"	Instant

*Effect*

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

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### **Absorbing Chill (Ying)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
6+/12+	Range 24"/12"	Instant

*Effect*

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.

*Hereditary Spell*

### **Bereavement of Life (Ying)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+/11+	Range 24"/48"	Instant

*Effect*

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

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### **Blazing Phoenix (Ying)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+/12+	Range 12"/18"	Instant

*Effect*

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

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### **Call of the Dragon (Yan)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+/13+	Range	Instant

*Effect*

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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### **Resurgence from Death (Yan)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+/13+	Range 12"/24"	Instant

*Effect*

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

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### **Sapping of Will (Ying)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
5+/8+	Range 18"/36"	Instant

*Effect*

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

*Hereditary Spell*

### **Shroud of Darkness (Ying)**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10+/13+	Range 18"/36"	Instant

*Effect*

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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### Strength of the Heavens (Yan)

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
5+/10+	Range 24"/12"	Instant

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*Effect*

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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### Warrior Incarnate (Yan)

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+/12+	Range 12"/24"	Instant

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*Effect*

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

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### Path of Light (Yan)

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
10+/14+	Range 12"/24"	Instant

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*Effect*

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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### Flames of Azure (Yan)

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
6+/12+	Range 24"/12"	Instant

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*Effect*

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.

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### Meteor Rain (Yan)

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
12+/18+	Range 24"/24"	Instant

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*Effect*

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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### Earth Eruption (Ying)

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
14+/17+	Range 24"/24"	Instant

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*Effect*

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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### Equilibrium

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
-	Range	Instant

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*Effect*

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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