

<div>Amazons</div> <div>Embrace of the Serpent</div> <div>10+/13+18"/36"Sofortig</div> <div>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.</div>	<div>Amazons</div> <div>Wall of Thorns</div> <div>7+/14+0"/6"Sofortig</div> <div>Is cast on the Wizard and any unit they are with. Until the start of the caster's next Magic phase, the Wizard and their unit counts as fighting behind a defended obstacle, and any enemy models in base contact that charges them must take a Dangerous Terrain test. Boosted version covers all friendly units within range.</div>	<div>Amazons</div> <div>Wendala's Maelstrom</div> <div>6+/12+0"/6"Sofortig</div> <div>Targets the Wizard and any unit they are with. Until 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.</div>	<div>Amazons</div> <div>The Living Jungle</div> <div>8+/11+18"/36"Sofortig</div> <div>Causes 5D6 S 2 hits.</div>
<div>Amazons</div> <div>Singing Wind</div> <div>5+/8+Sofortig</div> <div>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.</div>	<div>Amazons</div> <div>Spirit Walk</div> <div>-Sofortig</div> <div>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 next magic phase.</div>	<div>Amazons</div> <div>Siren's Dream</div> <div>12+/24+12"/24"Sofortig</div> <div>Affects all enemy units within range. Until the start of the caster's next turn, these units suffer -1 to their A, S, and M value, down to a minimum of 1.</div>	<div>Amazons</div> <div>Serpent's Strength</div> <div>6+/12+6"/12"Sofortig</div> <div>Targets all units within 6" of the Wizard. The unit gains +1 S until the start of the caster's next Magic phase.</div>

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