

## Army Spell Makhar

H H Breath of the Steppe

6+ Ground One Turn  
Gamma 18"

Place a round Tornado Marker with a 3" diameter with its centre on the target point. The Tornado Marker must be placed more than 1" away from any unit. The marker is considered Covering Terrain for units inside and/or behind them that contributes to **<Soft> {Hard}** Cover. The Tornado Marker is Dangerous Terrain (**<2> {3}**), even for models with Strider.

## Army Spell Makhar

H H Breath of the Steppe (Boosted)

8+ Gamma 36" One Turn

Place a round Tornado Marker with a 3" diameter with its centre on the target point. The Tornado Marker must be placed more than 1" away from any unit. The marker is considered Covering Terrain for units inside and/or behind them that contributes to **<Soft> {Hard}** Cover. The Tornado Marker is Dangerous Terrain (**<2> {3}**), even for models with Strider.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



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