

### Bears Anger



Printed by: Magic Suitcase

Remains in Play

BS

Range 12", HtH. Friendly character with US 1 gets +3A, +2S, +1To. Cannot use a weapons or shield.

Illus. Baron Wolf

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### Oxen Stands



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Spell

BS

A fleeing friendly unit rallies immediately, even if below 25% starting strength.

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### Crows Feast



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Magic Missile

BS

Range 24", 2D6 S3 hits.

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### Beast Cowers



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Spell

BS

HtH. The animals in any one enemy cavalry unit, swarm, chariot or monster can't move (except flee) or attack in HtH. Lasts until the end of their next movement phase.

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### The Hunter's Spear



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Magic Missile

BS

Range 24". Enemy unit suffers a S6 hit no AS. Penetrates ranks as Bolt Thrower.

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### Wolf Hunts



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Spell

BS

Range 24". If target friendly cavalry, swarm, chariot or single monster can see an enemy unit, moves 2D6" to it. Counts as charge if contact, charge reactions as normal.

Illus. Baron Wolf

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