Army Spell Nippon	Army Spell Nippon	Army Spell Nippon	Army Spell Nippon
H Light of the Sun Goddess	H Invocation of the Kami	H Be the Mountain	H Strike of the Flowing Waters
8+/11+ Gamma 24"/48" Instant	- Instant	7+/14+ Gamma 12"/12" Instant	9+/18+ Gamma 12"/12" Instant
Causes D6 S 4 hits. Enemies that suffer a casualty suffer -1 to their WS and BS until the start of the caster's next magic phase.	The caster may attempt to appease the Kami at the start of the Magic phase by passing a LD test. If passed, the caster may add +1 to their casting roll for every double rolled when casting a spell. If failed however, they will take a S 4 hit which Ignores Armour Saves.	Remains in play. Whilst the spell is in effect, the affected unit will be Stubborn. Boosted version also gives Natural Armour (5+).	Until the start of the caster's next Magic phase, the target unit gains Always Strikes First, and the enemy must re-roll successful armour save roll of 6's. Boosted version affects all friendly units within range.
Army Spell Nippon	Army Spell Nippon	Army Spell Nippon	Army Spell Nippon
Army Spell Nippon H Fiery Wrath	Army Spell Nippon H Borne on the Wind	Army Spell Nippon H Void of Emptiness	Army Spell Nippon H Call of the War God

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