	H Breath of the Steppe	
CV	Туре	Duration
[color=#ff00 00](6+)[/colo r][color=#00 00ff]{8+}[/co lor]	Ground Range [color=#ff00 00](36")[/col or][color=#0 000ff][18"}[/ color]	One Turn
Effect		



Place a round Tornado Marker with a 3\(\alpha\) diameter with its centre on the target point. The Tornado Marker must be placed more than 1\(\alpha\) away from any unit. The marker is considered Covering Terrain for units inside and/or behind them that contributes to span style="color: #ff0000;"><Soft>/span> span style="color: #ff0000;"><Soft>/span> cover. The Tornado Marker is Dangerous Terrain (span style="color: #ff0000;"><2>/span> span style="color: #ff0000;"><2 span sty