Beastmen		Beastmen		Beastmen			Beastmen		
Bestial Surge		Bray-Scream		Devolve			Mantle of Ghorok		
7+/14+ 6"/12"	Instant	8+/13+	Instant	8+/16+	12"/24"	Instant	10+	12"	Instant
Affects all nonfleeing friendly cast, all units will immediately forward following the rules for (D6+1).	make a move straight	The caster makes a Breath 4/5.This may be cast in clos normal rules for Br	se combat, following the	enemy units must the unit suffers a amount the test wa	ny units within range take a LD test. If the a number of wound s failed by, with the aves special rule.	he test is failed, is equal to the	Wizard itself. The +D6 S and +D6 A start of the caster one or more 6s are	a friendly Characte character (but not (both to a maximu r's next magic phas e rolled, the model o saves of any kind	any mount) gains im of 10) until the se. Additionally, if also suffers a S 5
Beastmen		Beastmen		Beastmen			Beastmen		
Primal Onslaught		Savage Dominion		Traitor-Kin		Viletide			
- 6"	Instant	15+	Instant	10+	12"	Instant	5+/7+	24"/48"	Instant
If a spell from the Lore of the V units with the Primal Fury ir additional dice for their Prim ensuing close combat phase a dice.	n range may roll an hall Fury tests in the	Is cast on the Wizard itself. The W following Monsters: Ghorgon, Jabbers! place a model representing the beast edge. This model is effectively part of moment on. Every time the beast susummoned it must make a Toughnes takes a wound too, with no saves of a killed, the beast wanders back into the from play (it counts as being killed for etc.). Note that the beast cannot be voor dispelled by the enemy in following monster may be summoned by the	ythe or Chaos Giant. Immediately, with its base touching any table of the Beastman army from that uffers a wound, the Wizard that s test. If this is failed, the Wizard iny kind possible. If the Wizard is forest and is immediately removed the purposes of victory conditions luntarily dismissed by the Wizard, no grounds. In addition, only one	Targets all enemy Cavalry, Monstrous Cavalry, Chariots, ridden Monsters as well as War Beasts/Monstrous Beasts/Monsters with Mixed Unit within range. All affected models will suffer a number of hits equal to the A characteristics of their mount(s), using its S. In the case of Mixed Units, only the handlers are targeted, and only by models in base contact (in the case of Skirmishers, calculate this as if the models were ranked up in combat). Any armour save bonuses from the beast's Natural Armour, barding etc, have no effect.		Inflicts 5D6 S 1 hits.			

	Beast	men	Beastmen				
Vile	etide (Bound Spell)		Bestial Surge (Bound Spell)				
3+	24"	Instant	4+	6"	Instant		
	Inflicts 5D6 S 1 h	nits.	Affects all nonfleeing friendly units within range. If cast, all units will immediately make a move straight forward following the rules for Random Movement (D6+1).				

WARHAMMER WARHAMMER BATTLE BATTLE

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