

Beastmen

Bestial Surge

7+/14+

- 6"/12"

Instant

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).

Beastmen

Bray-Scream

8+/13+

Instant

The caster makes a Breath Weapon Attack with S 4/5. This may be cast in close combat, following the normal rules for Breath Weapons.

Beastmen

Devolve

8+/16+

- 12"/24"

Instant

Affects all enemy units within range. All effected enemy units must take a LD test. If the test is failed, the unit suffers a number of wounds equal to the amount the test was failed by, with the Ignores Armour saves special rule.

Beastmen

Mantle of Ghorok

10+ • 12" Instant

Can be cast on a friendly Character, including the Wizard itself. The character (but not any mount) gains +D6 S and +D6 A (both to a maximum of 10) until the start of the caster's next magic phase. Additionally, if one or more 6s are rolled, the model also suffers a S 5 Hit with no saves of any kind possible.

Beastmen

Primal Onslaught

- • 6" Instant

If a spell from the Lore of the Wild is cast, all friendly units with the Primal Fury in range may roll an additional dice for their Primal Fury tests in the ensuing close combat phase and discard the highest dice.

Beastmen

Savage Dominion

15+ Instant

3+ • 24" Instant

Inflicts 5D6 S 1 hits.

Beastmen

Bestial Surge (Bound Spell)

4+ • 6" Instant

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).

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BATTLE**

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