F		1		
Lizardmen			Lizardmen	
Burning Alignment			Guardian of the Sacred Places	
3+	4D6"	Instant	3+	Instant
Targets every enemy unit within range of the Engine's front arc. Each target suffers D6 S 4 hits with Flaming Attacks, distributed as for shooting.		If cast, the Lizardmen player may reposition D3 pieces of forest terrain by D6", rolling the distance for each piece at a time.		

## WARHAMMER WARHAMMER BATTLE BATTLE