Orcs & Goblins	(Orcs & Go	blins		Orcs & Go	blins	Orcs & Goblins			
'Eadbutt		'Eadbutt	(Bound Spell)		'Ere we	go!		Foot of 0	Gork	
9+/13+ 12"/24" Ins	stant	4+	12"	Instant	11+	12"	Instant	15+/18+	36"/36"	Instant
One enemy Wizard within range suffers a S 4 inflicts Multiple Wounds (D3), which Ignores A saves.		One enemy Wizard inflicts Multiple Wo			including the Sha re-roll To Hit rolls	nits (of any kind) th Iman himself. The in close combat ur er's next Magic pha	target units may til the start of the	consult the Foot	, maintaining the s	ame facing. All hit with Multiple oll a dice and
Orcs & Goblins		(Orcs & Go	blins		Orcs & Go	blins		Orcs & Gol	olins
Fists of Gork		Gaze of				f Mork (Bound Sp	oell)	Power of	f da Waaagh!	
8+/16+ 24"/12" Ins	stant	7+/10+	18"/36"	Instant	7+/10+	18"/36"	Instant	-	24"	Instant
The target unit gains +1 S until the start of the	caster's	Extend a straight line	e, within the Shaı	man's forward arc	Extend a straight li		man's forward arc ny model whose		Orc unit (of any typ close combat withi	n range of the

Orcs &		Orcs & Go	blins		Orcs & Go	blins	Orcs & Goblins			
WAAAGH!	Wrath of Gork			Bone k	(rusha		Brutal Beast Spirits			
13+ 12"	7+/10+ 18"/36" Instant			5+				6+/12+ 24"/12" Insta		
Affects all friendly Orc units (more models within range.' immediately make a move usir (2D6) towards the nearest ene Sight – if no enemy units are w will move directly forward inst may be moved more than once this spell	The target units will ag Random Movement amy unit within Line of thin Line of Sight, they ad. Note that no unit per Magic phase with		s for every friendly of any race) within 6"		powerful the attace the caster, it su between 12" and	e target is to the cas ck will be: if the targuffers 2D6 S 5 Hits; 18" away, it insteas s more than 18" aw D3 S 5 Hits.	et is within 12" of if the target is d suffers D6 S 5	close combat and until the start of Boosted version a	ny type). The unit ga d may re-roll their pu f the caster's next N affects all friendly un v type) within range.	ursuit distance lagic phase. nits of Orcs (of
Orcs &	Goblins		Orcs & Go	blins		Orcs & Go	blins		Orcs & Gol	olins
Breath of Mork		Gork's	War Cry		Kunnin	' Beast Spirits		The Evi	l Sun	
7+/10+ 18"/36	" Instant	11+	18"	Instant	5+/10+	24"/12"	Instant	14+		Instant
Target an unengaged unit. This make a normal Fly move (not Remaining Move	march) as if it was the	Saves and is st target unit halves Always Strikes La	uffers D6 S 5 which tunned by the deafe all their Movement ast until the start of Magic phase.	ning roar. The and is subject to	all To Hit rolls o attacks and in caster's next Mag	iny type). Your oppo f 6 that target the u close combat until t ic phase. Boosted v f Orcs (of any type)	nit with missile the start of the version affects all	placed, the player then no move. To determine h artillery dice and multiply is a misfire, centre the ter template then moves D6" little arrow shown on the by the template suffers travels in a random direct roll on an artillery dice. If	ow many inches the tempi the result by 3. If the resu mplate on the caster and r in the direction shown (if Hit! symbol). Any model u s a S 5 hit. In subsequent t	hich The Evil Sun will ate moves, roll an It on the artillery dice oll a scatter dice. The you roll a Hit! use the inder or passed over urns, The Evil Sun of inches equal to the quent turns, The Evil

	Orcs & Go	blins		Orcs & Go	blins		Orcs & Go	blins	Orcs & Goblins				
Squiggl	y Curse		Curse	of da Spider God		Chitino	us Armour		Gift of th	e Spider God			
9+/13+	12"/24"	Instant	9+/12+ 24"/48" Instant			6+/12+				12+/24+ 24"/12" Instant			
unit). Roll a D6; on model suffers on Wounds and on Wounds have Ig model is slain by S	nemy model (even a 1 it has no effect e Wound, on a 4 to a 6 it suffers D6 W nores Armour Save Squiggly Curse, you g attempts made by Magic Phase.	on a 2 to 3 that 5 it suffers D3 ounds. These s. Each time a can add +D3 to	shooting and close	ust re-roll successf e combat) and armo e caster's next Mag	our saves until the	Natural Armour (6 magic phase. Boo	(of any type). The ta s+) until the start of t sted version affects s (of any type).within	the caster's next all friendly units	Poisoned Attacks and of the caster's next has Poisoned Attack that they wound the roll of 6. Boosted to the caster of the caster	t Magic phase. If the ks, the spell will bo	s+) until the start ne unit already ost its venom so ally on a To Hit riendly units of		
	Orcs & Go	blins		Orcs & Go	blins		Orcs & Go	blins		Orcs & Gol	olins		
Venome	ous Spiderlings		Deadly Webbing			Scuttling Terrors			Sneaky Stealin'				
5+/8+	24"/48"	Instant	5+/8+	24"/48"	Instant	8+/11+	24"/48"	Instant	-		Instant		
The target unit s	uffers 3D6 S 1 Hits Attacks.	with Poisoned	the start of the co	ny terrain feature w aster's next Magic p ngerous Terrain for n addition, units can	hase, the target all non-flying		(of any type). The t a Move as if it were Moves phase.			ne dispel dice from	resolved, roll a but on a roll of 5- the opponent's		

Orcs & Goblins	Orcs &	Orcs & Goblins			blins	Orcs & Goblins			
Sneaky Stealin' (Bad Moon)	Sneaky Stealin' (S	pider God)	Sneaky	Distraction		Sneaky	Stabbin'		
- Instant	-	- Instant			Instant	6+/12+	24"/12"	Instant	
When a Spell of da Bad Moon is successfully cast, and after its effects have been resolved, roll a D6. O a roll of 1-4 nothing happens, but on a roll of 5-6 you may take one dispel dice from the opponent's disperpool and add it to your power pool. If there are no dice left in the opponent's dispel pool, then this lore attribute has no effect.	a roll of 1-4 nothing happens, may take one dispel dice from	n resolved, roll a D6. On but on a roll of 5-6 you in the opponent's dispel bool. If there are no dice by pool, then this lore	target units suffer - close combat until phase. This spi Immunity (Psycho	units within range of 1 To Hit with missil the start of the cas ell has no affect on ology). Boosted ver my units within rang	e attacks and in ter's next Magic models with sion targets all	combat attacks ha roll all failed To Hit in close combat a the start of the ca version affects a	of any race). The ta ave Armour Piercing and To Wound roll gainst an enemy's f aster's next Magic p all friendly units of G type) within range.	g (1) and can re- is when attacking flank or rear until bhase. Boosted	
Orcs & Goblins		Goblins		Orcs & Go	blins		Orcs & Go	blins	
The Hand of Gork 9+/18+ 24"/24" Instant	Mork Save Uz! 7+/14+ 24"/1:	2" Instant	Gork'll F 8+/10+	24"/48"	Instant	Brain B 6+/9+	18"/36"	Instant	
Targets a single unengaged friendly unit. Remove a mod from the front rank of the unit and place it anywhere with 3D6"/6D6" of its original position, facing in any direction Remove the remainder of the unit from the battlefield and form them up around the first model so that the unit keep its original formation and the first model maintains its original position in the unit (if the unit comprised just one model, such as a chariot or character, then this step is unnecessary). Models from the unit cannot be placed in impassable terrain, nor may they be placed within 1" of any other unit.	The target unit may re-roll all f Ward saves until the start of t	the caster's next Magic		st re-roll any of its T e rolls of 6 (in shoot e start of the caster phase.	ing and close		enemy model (even ne target suffers a S		

Orcs & Goblins Nikkit! Nikkit!			(Orcs & Gol	olins		Orcs & Go	blins	Orcs & Goblins			
			Mork Wa	ants Ya!		Vindict	ive Glare		Squig L	.ure		
11+/15+	12"/24"	Instant	13+/17+ 12"/24" Instant			6+/9+	24"/24"	Instant	5+/10+	Instant		
Targets a single enemy a unit). The target suf Armour Saves. If the items, randomly sele stolen on the roll of 3+ have a magic item of otherwis	fers D3 S 4 Hits v target has one or ect one of them – . If the caster doe	which Ignores more magic that item is es not already n now use it,	Targets a single en unit). The target mu			Сас	ises 2D6/3D6 S 3 f	nits.	immediately mak Squigs (but not the Frenzy until the sta		e (2D6); and all s) in the unit gain ext Magic phase.	
Or	cs & Gob	lins		Orcs & Gol	olins		Orcs & Go	blins		Orcs & Go	blins	
Night Shrou	h		Itchy Nui	isance		The Gr	eat Green Spite		Call da	Moon		
9+/18+	6"/12"	Instant	8+	24"	Instant	9+	24"	Instant	10+	18"	Instant	
Targets all friendly beginning of the caste suffer -1 To Hit with runits. All models in an base contact with the while the spell is in 6	r's next Magic ph nissile weapons a ny enemy unit tha Shaman or the u	ase, enemies against these t charges into unit he is with	Roll a D6. The targ and I by this number of the caster's next I Movement reduce t (to a minimun	r (to a minimum of Magic phase. Troop	1), until the start os with Random they roll by D3	the caster; the ta friendly unit has a 4 Hits if the friend and 3D6 S 4 Hits i	Goblin unit (of any barget unit suffers D I lower Unit Strengt Iy unit has Unit Str f the friendly unit h e Hits have Armou	16 S 4 Hits if this th than 20, 2D6 S ength of 20 to 30, as a Unit Strength	within this range; i Stone Thrower	emplate with the co t scatters and inflic r. If a misfire is rolle e over the caster in	ts damage like a d, centre the	

Orcs & Goblins

Curse of da Bad Moon

15+/25+

Instant

Uses the small/large round template. Once the template is placed, the caster nominates the direction in which it will move. Roll 4D6 to determine how many inches the template moves. In subsequent turns the template will move 3D6" in a random direction. Any model under or passed over by the template is cursed, and must pass a characteristic test or take a wound which Ignores Armour Saves. The type of characteristic test is determined by rolling on the Curse of da Bad Moon chart. Roll once each Magic phase, just before moving the template, and apply the result to all models affected by the curse in that Magic phase.

MARHAMMER BATTLE

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