| BIG WAAAGH! | BIG WAAAGH! | BIG WAAAGH! |
|---|--|---|
| 0 Gaze of Mork | 1 Brain Bursta | 2 Fists of Cork |
| 7+ 4D6" Immédiat Dégâts | 6+ 18" Immédiat Dégâts | 8+ Caster Reste en jeu Amélioration |
| Gaze of Mork is a direct damage spell. Extend a straight line, 4D6" in length, within the Shaman's forward arc and directly away from his base. Any model whose base falls under the line suffers a Strength 4 hit. The Shaman can choose to extend the range of the spell to SD6". If he does so, the casting value is increased to 10+. | Brain Bursta is a direct damage spell with a range of I S " and targets a single enemy model. The target is selected just as if tl1e Shaman had the Sniper special rule. The target suffers a Strength 5 hit. The Shaman can extend the range of this spell to 36". If he does so, the casting value is increased to 9+. | Remains in play. Fists ofGork is an augment spell. The Shaman that cast the spell has +3 Attacks, +3 Strength and a 6+ ward save as long as the spell remains in play. |
| BIG WAAAGH! | BIG WAAAGH! | BIG WAAAGH! |
| 4 'Eadbutt | 5 'Ere We Co! | 6 Foot of Cork |
| 9+ 4D6 Immédiat Dégâts | 11+ 2D6 Immédiat Amélioration | 15+ 36" Immédiat Dégâts |
| 'Eadbutt is a direct damage spell with a range of 4D6". One enemy Wizard within | 'Ere We Go! is an augment spell with a range of 2D6" and targets all Orc units (of | |

BIG WAAAGH!

3 The Hand of Gork

9+ 24" that targets a single unengaged friendly unit

Amélioration

Immédiat

Remove a model from tl1e fi'ont rank ofthe unit and place it anywhere within 3D6" 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 keeps its original formation and the first model maintains its original position in the unit (iftl1e 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 I " of any other unit. The Shaman can choose to extend the distance that the target

unit moves to SD6". If he does so, the casting value is increased to 14+.

MARHAMMER BATTLE

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