## BIG WAAAGH!

| 0 | Gaze of Mork | |
|---|---|---|
| 7+ | Damage Range 4D6" | Instant |

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+ .

## BIG WAAAGH!

| 1 | Brain Bursta | |
|---|---|---|
| 6+ | Damage Range 18" | Instant |

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+ .

## BIG WAAAGH!

| 2 | Fists of Cork | |
|---|---|---|
| 8+ | Augment Range Caster | Remains in Play |

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!

| 3 | The Hand of Gork | |
|---|---|---|
| 9+ | Augment Range 24" that targets a single unengaged friendly unit | Instant |

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+.

## BIG WAAAGH!

| 4 | 'Eadbutt | |
|---|---|---|
| 9+ | Damage Range 4D6 | Instant |

'Eadbutt is a direct damage spell with a range of 4D6". One enemy Wizard within range suffers a Strength 4 hit that inflicts Multiple Wounds (D3), with no armour saves allowed. The Shaman can extend the range of this spell to SD6". If he does so, the casting value is increased to 1 2+ .

## BIG WAAAGH!

| 5 | 'Ere We Co! | |
|---|---|---|
| 11+ | Augment Range 2D6 | Instant |

'Ere We Go! is an augment spell with a range of 2D6" and targets all Orc units (of any kind) that are in range, including the Shaman himself. The target units may re-roll To Hit rolls in close combat until the start of the caster's next Magic phase.

## BIG WAAAGH!

| 6 | Foot of Cork | |
|---|---|---|
| 15+ | Damage Range 36" | Instant |

Place the Foot of Cork template within 36" of the

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