

GAZE OF MORK

The Gaze of Mork is a magic missile with a range of up to 24". If successfully cast, it hits its target and causes D6 Strength 4 hits.

Cast on 5+
Magic Missile

SPELLS OF THE LITTLE WAAAGH!



FISTS OF GORK

This has a range of 8" and may be cast on any single enemy unit even if it is in close combat. If successfully cast, the target unit is pummelled by a flurry of ghostly green fists. Work out damage from the spell as if each of the models in the target unit (including riders and monstrous mounts separately) had been attacked by a charging Orc with a choppa, i.e. A1, WS3, S4. Characters do not get a "Look out, Sir!" roll.

Cast on 7+

SPELLS OF THE LITTLE WAAAGH



'EADBUTT

Cast this on a single enemy model within 24" and line of sight. It doesn't matter if you couldn't normally target the model - the Waaagh! power targets him amongst a crowd. If successfully cast, the 'Eadbutt hits the model and causes 1 Strength 4 hit with no armour saving throw allowed.

Cast on 7+

SPELLS OF THE LITTLE WAAAGH



BRAIN BURSTA

This is a magic missile with a range of up to 24". If successfully cast, the Brain Bursta hits its target and causes 2D6 Strength 4 hits.

Cast on 8+
Magic Missile

SPELLS OF THE LITTLE WAAAGH



'ERE WE GO!

Target a friendly unit of Orcs or Goblins (any type of either) within 18" and in close combat. The unit immediately fights a round of close combat as normal, but without any attacks back from the other side or any combat resolution.

Cast on 9+

SPELLS OF THE LITTLE WAAAGH



HAND OF GORK

You may cast this on one Orc or Goblin unit (of any type) within 24", provided that the target unit could charge the enemy if it was the Greenskin's Movement phase. If successfully cast, the unit will attempt to charge - move the unit 2D6" towards the enemy. If there is a choice of targets, move the unit towards the closest. Any unit that moves into contact with an enemy unit counts as charging in the usual way. The enemy are caught by the suddenness of the advance and can only hold before Greenskins charging with the Hand of Gork - they can't stand & shoot, flee, etc.

See the Orc & Goblin armies book for more details.

Cast on 9+

SPELLS OF THE LITTLE WAAAGH

