



### 'Eadbutt

CN: 6

**Range:** 20+ Toughness Bonus yards

**Target:** Special

**Duration:** Instant

As the Shaman chants and thrusts his head forward, a wave of potent green energy emanates outwards, forming a shockwave of power that assaults an unfortunate enemy. Choose 1 target it can see within range. All characters within Strength Bonus yards of that target are struck, as are all characters between the creature and the target. 'Eadbutt is a *magic missile* with a Damage equal to the shaman's Toughness Bonus. Unless a targets make a **Difficult (-10) Endurance** roll, they are knocked *prone*.

### Venomous Spiderlings

CN: 4

**Range:** Willpower Bonus yards

**Target:** 1

**Duration:** 1 round

With a snap of his fingers the shaman blankets the foe in a wriggling swarm of tiny venomous spiders that bite their victim's exposed flesh every round. This is a *magic missile* attack with a damage of +3 that ignores Armor, but not Toughness Bonus. Victims that take damage are *Poisoned (Average)*. At the end of the spell the spiderlings skuttle away.

### Fists of Gork

CN: 4

**Range:** Willpower Bonus yards

**Target:** Willpower Bonus allies

**Duration:** Willpower Bonus rounds+

In a fit of fighting fury, the Shaman's makes his allies' gnarled fists grow large, becoming harder than iron. Targets gain +10 WS and +10 Strength for duration.

### Breath of Mork

CN: 6

**Range:** Willpower yards

**Target:** Willpower Bonus allies

**Duration:** Instant

Beseeching Mork (or maybe Gork) for help, the shaman calls down a blast of arcane power. Nearby greenskins are swept off their feet, hurling them through the air and into the fray. Targets immediately make a *Flight* (10) move at the shaman's direction. For every +2 TM the distance may be increased +10.

### Sneaky Distraction

CN: 6

**Range:** Self

**Target:** Self

**Duration:** Willpower Bonus minutes

The shaman cackles maniacally and prances with even more energy than usual. Phrases such as 'Oooooo, lookit over there,' or 'Can yer believe da size of that 'un?' are screeched shrilly while the Shaman gesticulates madly and points with more than wild abandon. While the spell is active, gain the *Distracting Creature* Trait. This spell has no effect on models with *Immunity (Psychology)*.

### Gork's Warcry

CN: 7

**Range:** Willpower Bonus yards

**Target:** 1

**Duration:** Instant

The shaman takes a huge gulp of Waaagh! magic, before opening their mouth impossibly wide and letting it out in world-shaking roar. Such is the violence of the yell that most warriors simply explode when the wall of angry sounds hits them, and those who survive are left reeling as they clutch their bleeding ears.

Gork's War Cry counts as a *magic missile* with a Damage of +5 that ignores Armour and and Toughness Bonus.

