

Gaze of Mork



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Magic Missile

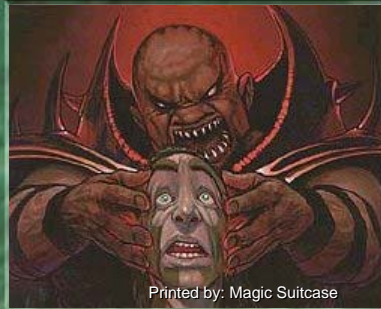
BW

24", D6 S4 hits.

Illus. Baron Wolf

5

'Cadbutt



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Spell

BW

24", LOS, Single enemy model takes a S5 hit no AS.

Illus. Baron Wolf

6

Bash 'em Ladz



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Spell

BW

18", Orc unit in HtH is ASF in the next round of combat and re-rolls any misses.

Illus. Baron Wolf

6

Fists of Gork



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Spell

BW

18", HtH. Each model in enemy unit on 4+ suffers a S4 hit.

Illus. Baron Wolf

8

Gork's Warpath



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Spell

BW

One enemy unit anywhere on the table takes D6 S6 hits, and then roll D6: 1 One of own units, 2-4 End spell, 5-6 Another enemy unit and throw again.

Illus. Baron Wolf

10

WAAAGH!



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Spell

BW

All unbroken friendly units move 2D6" forward or towards the nearest enemy, counting as charging if they contact (no S&S). Friendly models are ASF and can reroll to-hit this turn.

Illus. Baron Wolf

12