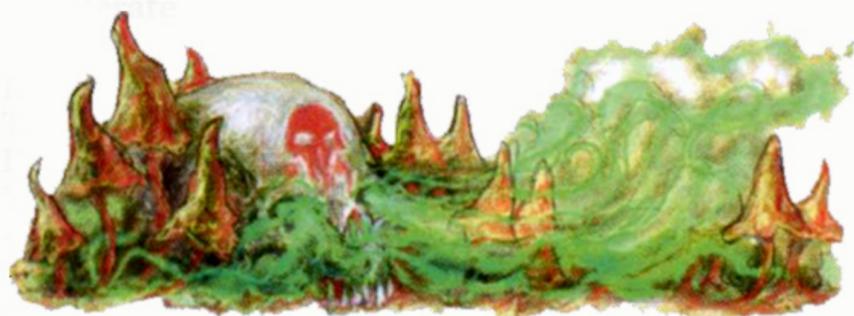


Spells of the WAAAGH!



Greenskins are among the most belligerent and energetic creatures of the Warhammer world, and it's natural that their magic is as explosive as their nature – sometimes literally. It also works in a way completely unlike any other school of magic in the Old World: no human or Elf mage has ever been able to tap its energies, or even to get a proper understanding of how it works. Orcs and Goblins, needless to say, have no clue and don't care: it lets them blow stuff up and that's what matters.

Magic for greenskins is not an art or a skill as it is for other sorcerers. Paradoxically, for races that are so stupid, it is part and parcel of their minds and bodies. Greenskin shamans are able to draw on a form of magic that is very potent and devastating- to their enemies and often to themselves as well. Greenskin magic, called the Waaagh!, is an enormously powerful energy that must be channelled and controlled through the co-operation of many.

The magical powers of Orc and Goblin Shamans are boosted by the positive energies of Orcs fighting nearby. Conversely, if nearby Orcs are running away, their negative energy weakens a Shaman.

For each friendly Greenskin (any type) unit in close combat within Willpower Bonus yards of the Shaman, he adds +10% to WAAAGH! Channeling and Spellcasting rolls. Conversely, for each friendly greenskin unit fleeing within Willpower bonus yards of the caster, he suffers -10% to those rolls.

Sneaky Stabbin'

CN: 2

Range: Willpower yards

Target: Fellowship Bonus Allies

Duration: Special

You bewitch the blades of your allies, so that they seek out the weakest points in their enemies' armour. Your targets gain +1 Advantage, and their attacks gain the *Penetrating Weapon Quality* (**WFRP**, page 298) which lasts for as long as they have Advantage.

Itchy Nuisance

CN: 4

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

You wave your fingers and small itchy fungal spores shoot out of their ends, embedding themselves in the sensitive areas of the target. These spores grow rapidly, causing unbearable itching. The target suffers a -10% to all Tests, and halves their Movement for the Duration.

Gaze of Mork

CN: 6

Range: Willpower yards

Target: Special

Duration: Instant

Mork (or possibly Gork) gives the Shaman the ability to project beams of green coruscating energy from his eyes. Gaze of Mork is a *magic missile* with a Damage of +4. It strikes the first creature in its path after which the it continues striking each target in its path (friend or foe) up to its maximum range.

Wrath of Gork

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Instant

The shaman draws on the energy of the Waaagh! around them and uses it to conjure up a mighty green fist to pound the foe. Wrath of Gork is a *magic missile* with a Damage of +5. Unless a **Challenging (+0) Endurance** Test is passed, the victim receives the *Stunned* Condition.

For every +2 SL you may impose an additional -10 on the Endurance Test.



'Ere We Go!

CN: 7

Range: Willpower yards

Target: AoE (see description)

Duration: Willpower Bonus rounds

As the Shaman chants his gibberish, he seems to visibly leak fighty energy, which boosts the aggressive zeal and close combat prowess of nearby mobs of Orcs. All greenskins in Willpower Bonus Yards of the targeted area immediately *Frenzy* (see page 190) for duration.