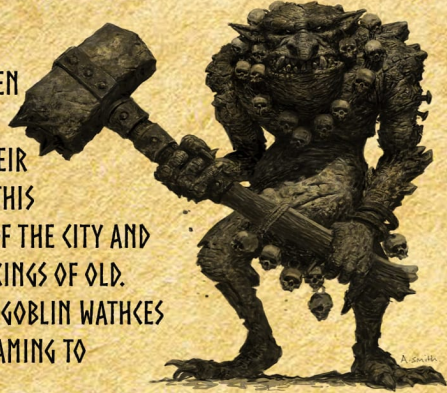




### HOOKED MOON NIGHT GOBLINS

FOR MANY YEARS NOW THE HOOKED MOON HAS BEEN THE LEADING FORCE AMONGST THE GREENSKIN FORCES OF THE EIGHT PEAKS, SINCE THE RISE OF THEIR CHIEFTAIN SKARSHIK. ONCE THE MAIN FACTION IN THIS UNDERGROUND WAR THEY HAD CONTROL OF MOST OF THE CITY AND EVEN TOOK HOLD OF THE THRONE ROOM OF DWARF KINGS OF OLD. ALBEIT HIS POWER IS NOW MUCH DIMISHED THE SLY GOBLIN WATCHES STILL FROM HIS POWERBASE ON KARAG ZILFIN, DREAMING TO HAVE SOME DAY ALL THE CITY UNDER HIS POWER.



THIS WARBAND IS A VERSION OF THE NIGHT GOBLIN ONE FROM THE KARAK AZGAL SUPPLEMENT.

### SPECIAL RULES

#### ANIMOSITY:

GOBLINS SPEND MUCH OF THEIR LIVES SQUABBLING AND FIGHTING AMONGST THEMSELVES. SOMETIMES THIS WILL HAPPEN AT THE WORST OF TIMES. AT THE BEGINNING OF EACH NIGHT GOBLIN TURN ROLL A D6. ON A ROLL OF 1 THEY START TO SQUABBLE AND WILL DO NOTHING ELSE FOR THE REST OF THE TURN. ONLY NIGHT GOBLINS ARE AFFECTED. TROLLS, SQUIGS, SNOTLINGS AND OTHER NON-GOBLINS ARE NOT AFFECTED AND WILL ACT AS NORMAL.

#### HATE STUNTIES AND SKAVEN:

NIGHT GOBLINS ARE SUBJECT TO HATRED TOWARDS DWARFS AND SKAVEN. THIS ONLY AFFECTS NIGHT GOBLINS NOT ANY OTHER GREENSKINS. FANATICS ARE SO OUT OF THEIR SKULL THAT THEY ARE NOT AFFECTED.

### NIGHT GOBLIN SPECIAL SKILLS

#### DED SHOOTY:

THE CLEVER LITTLE GIT ADDS +6" TO THE RANGE OF ANY MISSILE WEAPONS HE USES (NOT INCLUDING NETS)

#### SNEAKY GIT:

THE GREENSKIN IS SO SNEAKY THAT HE CAN MOVE D3 OF HIS WARBAND MEMBERS AFTER ALL OTHER DEPLOYMENT IS COMPLETE. NIGHT GOBLIN BIG BOSS ONLY.

INFILTRATE:  
AS SKAVEN SKILL.

**NETTER:**

THE GOBLIN AS ADEPT AT USING A NET TO DISABLE HIS ENEMIES. THEY LEARN THEIR SKILL HUNTING WILDCAVE SQUIGS IN THE DEPTHS OF THE MOUNTAINS. THE TECHNIQUE HE HAS MASTERED IS 'CHUCK AND CHARGE'. THE GOBLIN MAY DECLARE THAT HE IS MAKING A NET CHARGE. HE THROWS THE NET AT A TARGET IN THE SAME WAY AS DESCRIBED IN THE MORDHEIM RULEBOOK. IF HE HITS AND THE TARGET FAILS TO ESCAPE THE NET THEN TARGET COUNTS AS KNOCKED DOWN AND THE GOBLIN COMPLETES HIS CHARGE. IF HE MISSES OR THE TARGET ESCAPES THEN THE GOBLIN MAKES A FAILED CHARGE. IF THE FAILED CHARGE WOULD TAKE HIM INTO BASE CONTACT THEN STOP HIM 1" AWAY. A WARRIOR WHO IS CAUGHT IN A NET WILL BE AUTOMATICALLY HIT IN COMBAT. THE GOBLIN MUST STILL ROLL TO WOUND JUST AS WITH A KNOCKED DOWN ENEMY. IN THE WARRIOR'S NEXT RECOVERY PHASE, UNLESS HE IS STUNNED OR OUT OF ACTION HE WILL CUT HIMSELF OUT OF THE NET BUT CANNOT DO ANYTHING ELSE AND WILL GO LAST IN COMBAT JUST AS IF HE HAD STOOD UP FROM BEING KNOCKED DOWN.

**NIGHT GOBLIN SKILL TABLE**

	COMBAT	SHOOTING	ACADEMIC	STRENGTH	SPEED	SPECIAL
BIG BOSS	X	X		X	X	X
SHAMAN		X	X		X	X
BOSS	X	X			X	X

**CHOICE OF WARRIORS**

A NIGHT GOBLIN WARBAND MUST INCLUDE A MINIMUM OF 3 MODELS. YOU HAVE 500 GOLD CROWNS, WHICH YOU CAN USE TO RECRUIT AND EQUIP YOUR WARBAND. THE MAXIMUM NUMBER OF WARRIORS IN THE WARBAND IS 20.

**BIG BOSS:** EACH NIGHT GOBLIN WARBAND MUST HAVE ONE BIG BOSS; NO MORE, NO LESS!

**SHAMAN:** YOUR WARBAND MAY INCLUDE UP TO 1 SHAMAN.

**BOSS:** YOUR WARBAND MAY INCLUDE UP TO 2 BOSSES.

**SQUIG HOPPER:** YOUR WARBAND MAY INCLUDE UP TO 2 SQUIG HOPPERS.

**NIGHT GOBLIN:** YOUR WARBAND MAY INCLUDE ANY NUMBER OF NIGHT GOBLINS.

**FANATICS:** YOUR WARBAND MAY INCLUDE UP TO 2 FANATICS.

**CAVE SQUIG:** YOUR WARBAND MAY INCLUDE UP TO 5 CAVE SQUIGS. YOU MAY NEVER HAVE MORE CAVE SQUIGS IN YOUR WARBAND THAN

**TROLL:** YOUR WARBAND MAY INCLUDE UP TO ONE TROLL.

**SNOTLINGS:** YOUR WARBAND MAY INCLUDE UP TO 1 SNOTLING MOB.

### STARTING EXPERIENCE

A BIG BOSS STARTS WITH 17 EXPERIENCE

A SHAMAN STARTS WITH 10 EXPERIENCE.

A BOSS STARTS WITH 6 EXPERIENCE.

A SQUIG HOPPER STARTS WITH 6 EXPERIENCE.

HENCHMEN START WITH 0 EXPERIENCE.

### NIGHT GOBLIN EQUIPMENT LISTS

#### NIGHT GOBLIN EQUIPMENT LIST

##### HAND TO HAND COMBAT WEAPONS

DAGGER 1ST FREE/2 ⚔

WORD 10 ⚔

SPEAR 10 ⚔

CLUB 3 ⚔

##### MISSILE WEAPONS

SHORT BOW 5 ⚔

##### ARMOUR

LIGHT ARMOUR 20 ⚔

SHIELD 5⚔

HELMET 10 ⚔

#### FANATIC EQUIPMENT LIST

##### HAND TO HAND COMBAT WEAPONS

POISON DAGGERS. 25 ⚔

DOUBLE HANDED WEAPON: 15 ⚔

BALL & CHAIN: 15 ⚔

##### MISCELLANEOUS

MADCAP MUSHROOMS 25 ⚔

### SPECIAL EQUIPMENT

#### POISON DAGGERS

25 ⚔ COMMON (FANATICS ONLY) A PAIR OF DAGGERS WHICH ARE COATED IN DEATH CAP MUSHROOM JUICE. THE COATING IS RE-APPLIED FOR FREE AFTER EVERY GAME. IT IS DERIVED FROM THE DEADLY DEATH CAP MUSHROOMS AND HAS THE SAME EFFECT AS BLACK LOTUS.

#### MAD CAP MUSHROOMS

THE FEARED CULT OF GOBLIN FANATICS OF THE WORLD'S EDGE MOUNTAINS USE THESE HALLUCINOGENIC MUSHROOMS TO DRIVE THEMSELVES INTO A FRENZIED STATE. EFFECT: ANY WARRIOR WHO TAKES MAD CAP MUSHROOMS BEFORE A BATTLE WILL BE SUBJECT TO FRENZY. THE MAD CAP MUSHROOM HAS NO EFFECT ON UNDEAD SUCH AS VAMPIRES AND ZOMBIES, OR THE POSSESSED. SIDE EFFECT: AFTER THE BATTLE, ROLL A D6. ON A ROLL OF A 1 THE MODEL BECOMES PERMANENTLY STUPID.

### BALL AND CHAIN

THIS IS A HUGE IRON BALL WITH A CHAIN ATTACHED, USED BY THE DREADED NIGHT GOBLIN FANATICS TO DEAL OUT WHIRLING DEATH. ENORMOUSLY HEAVY, IT CAN ONLY BE USED WHEN COMBINED WITH MAD CAP MUSHROOMS. [GOBLINS ONLY]

RANGE: CLOSE COMBAT

STRENGTH: AS USER +2

SPECIAL RULE: TWO HANDED, INCREDIBLE FORCE, CUMBERSOME, UNWIELDY, RANDOM,  
SPECIAL RULES

**TWO HANDED:** A MODEL ARMED WITH A BALL AND CHAIN MAY NOT USE A SHIELD, BUCKLER OR ADDITIONAL WEAPON IN CLOSE COMBAT. IF THE MODEL IS EQUIPPED WITH A SHIELD HE WILL STILL GET A +1 BONUS TO HIS ARMOUR SAVE AGAINST SHOOTING  
**INCREDIBLE FORCE:** BECAUSE THE BALL AND CHAIN IS SO HEAVY, NORMAL ARMOUR DOES VERY LITTLE TO PROTECT AGAINST IT. NO ARMOUR SAVES ARE ALLOWED AGAINST WOUNDS CAUSED BY A BALL AND CHAIN. IN ADDITION, ANY HIT FROM A BALL AND CHAIN IS VERY LIKELY TO TAKE OFF SOMEONE'S HEAD (OR AT LEAST BREAK SOME RIBS!). THEREFORE, ANY HIT THAT SUCCESSFULLY WOUNDS WILL DO 1D3 WOUNDS INSTEAD OF 1.  
**CUMBERSOME:** BECAUSE THE BALL AND CHAIN IS SO HEAVY, A MODEL EQUIPPED WITH ONE MAY CARRY NO OTHER WEAPONS OR EQUIPMENT. IN ADDITION, ONLY A MODEL UNDER THE INFLUENCE OF MAD CAP MUSHROOMS HAS THE STRENGTH TO WIELD A BALL AND CHAIN.

### HEROES

1 BIG BOSS 45 GOLD CROWNS TO HIRE

LIKE ALL GREENSKINS NIGHT GOBLIN SOCIETY IS RULED BY THE BIGGEST AND MEANEST OF THE TRIBE. GOBLINS HAVE ONE ADVANTAGE OVER THEIR LARGER COUSINS - THEY ARE CUNNING TOO. TO CLIMB TO THE POSITION OF BIG BOSS THE GOBLIN MUST BE SNEAKY AND BACKSTABBING AS WELL AS THE BIGGEST AND BEST.

PROFILE    M WS BS ST W I A L D  
              4 3 333 1217

WEAPONS/ARMOUR: A BIG BOSS MAY BE EQUIPPED WITH WEAPONS FROM THE NIGHT GOBLIN LIST.

SPECIAL RULES

**LEADER:** ANY MODEL IN THE WAR BAND WITHIN 6" OF THE BIG BOSS MAY USE HIS LEADERSHIP INSTEAD OF THEIR OWN.

◆-1 SHAMAN 50 GOLD CROWNS TO HIRE

DESPITE THEIR SMALLER SIZE NIGHT GOBLIN SHAMANS ARE EVERY BIT AS POWERFUL AS THEIR ORC COUSINS. THEY CAN SUMMON THE POWER OF THE WAAAGH GENERATED BY THEIR FIGHTING COMRADES AND CALL ON GORK AND MORK FOR THEIR SUPERNATURAL ASSISTANCE.

PROFILE M WS BS ST W I A LD  
4 2 3 3 3 1 3 1 6

WEAPONS/ARMOUR: A SHAMAN MAY BE EQUIPPED FROM THE NIGHT GOBLIN LIST.

SPECIAL RULES

WIZARD

: A NIGHT GOBLIN SHAMAN IS A WIZARD AND USES WAAAGH! MAGIC.

◆-2 BOSSES 25 GOLD CROWNS TO HIRE

GOBLIN BOSSES LIKE TO THINK THAT THEY ARE THE BEST AND TOUGHEST FIGHTERS IN THE TRIBE. OF COURSE THE BIG BOSS KNOWS BETTER BUT HE HAS TO WATCH HIS BACK WHEN THE OTHER BOSSES ARE AROUND.

PROFILE M WS BS ST W I A LD  
4 3 3 3 3 1 2 1 6

WEAPONS/ARMOUR: A BOSS MAY BE EQUIPPED WITH FROM THE NIGHT GOBLIN LIST.

◆-2 SQUIG HOPPERS 30 GOLD CROWNS TO HIRE

NIGHT GOBLINS ARE FUNDAMENTALLY CRAZY, THEIR BUILDINGS ARE BUT SHAMBLING SHANTIES, THEY HUNT DEADLY SQUIGS AND DRINK TOXIC MUSHROOM BEER. IT COMES AS NO SURPRISE THEN THAN THE MOST UNBALANCED OF THEM JUMP ONTO A SQUIG AND USE IT AS IMPROVISED CAVALRY.

PROFILE M WS BS SR W I A LD  
2D6 3 ◆ 4 3 1 4 1 6

WEAPONS/ARMOUR: A SQUIG HOPPER CAN'T BE EQUIPPED WITH ANY WEAPONS BUT CAN PICK ARMOUR FROM THE NIGHT GOBLINS LIST.

HENCHMEN (BOUGHT ON GROUPS OF 1-5)

NIGHT GOBLINS 15 GOLD CROWNS TO HIRE

INDIVIDUALLY NIGHT GOBLINS ARE WEAK AND COWARDLY BUT TOGETHER THEY MAKE A FORCE TO BE RECKONED WITH. PREFERRING TO ATTACK IN LARGE NUMBERS THEY ARE ADEPT AT HIT AND RUN TACTICS AND CAN TAKE DOWN FOES MUCH STRONGER THAN THEMSELVES.

PROFILE M WS BS ST W I A LD  
4 2 3 3 3 1 3 1 5

WEAPONS/ARMOUR: A NIGHT GOBLIN MAY BE EQUIPPED FROM THE NIGHT GOBLIN LIST.

◆-2 FANATICS 20 GOLD CROWNS TO HIRE

THE CAVES WHERE NIGHT GOBLINS LIVE ARE RICH IN VARIOUS FORMS OF FUNGI. THE GOBLINS ARE ABLE TO MAKE USE OF THESE AND EVEN CULTIVATE SOME OF THEM. BEST KNOWN ARE THE MADCAP MUSHROOMS. THESE DRIVE ANYONE WHO EATS THEM INTO A FROTHING FIGHTING FRENZY. SOME OF THE NIGHT GOBLINS ARE DELIBERATELY FEED LARGE QUANTITIES OF MADCAP MUSHROOMS TO TURN THEM INTO CRAZED KILLING MACHINES. OFTEN SEEN ON OPEN BATTLEFIELDS WIELDING A HUGE BALL AND CHAIN THEY ADOPT SLIGHTLY SAFER WEAPONS IN THE CONFINES OF KARAK EIGHT PEAKS.

PROFILE M WS BS ST W I A LD  
4 2 3 33 131 5

WEAPONS/ARMOUR: A FANATIC MAY BE EQUIPPED WITH WEAPONS FROM THE FANATIC LIST.

SPECIAL RULES

ADDICT: THE FANATIC IS DEPENDENT ON A REGULAR SUPPLY OF MADCAP MUSHROOMS. IF HE CAN'T GET ANY BEFORE A BATTLE HE WILL STAY IN HIS CAVE FOAMING AT THE MOUTH AND NOT TAKE PART. IF AVAILABLE HE WILL EAT HIS MUSHROOMS BEFORE THE BATTLE.

LOONEY: DUE TO THE EFFECT OF THE MUSHROOMS HE IS SUBJECT TO FRENZY. HE MUST ALSO TEST FOR PERMANENT DAMAGE AFTER THE BATTLE AS DESCRIBED IN THE RULEBOOK.

FRANTIK: THE FANATIC IS HYPERACTIVE AND WILL STRIKE FIRST IN COMBAT IGNORING PENALTIES FOR WEAPONS OR INITIATIVE ORDER.

◆-5 CAVE SQUIGS 15 GOLD CROWNS TO HIRE

GOBLINS RAISE THE DEADLY CAVE SQUIGS. THESE CREATURES ARE A CURIOUS BLEND OF ANIMAL AND FUNGUS, AND ARE COMPOSED MOSTLY OF TEETH, HORNS AND A NASTY TEMPERAMENT.

PROFILE M WS BS ST W I A LD  
2D6 4 ◆ 43141 5

WEAPONS/ARMOUR: BIG GOB AND BRUTALITY! CAVE SQUIGS NEVER USE WEAPONS OR ARMOUR.

SPECIAL RULES

MOVEMENT: CAVE SQUIGS DO NOT HAVE A SET MOVEMENT CHARACTERISTIC BUT MOVE WITH AN UNGAINLY BOUNCING STRIDE. TO REPRESENT THIS, WHEN MOVING SQUIGS, ROLL 2D6 FOR THE DISTANCE THEY MOVE. SQUIGS NEVER RUN AND NEVER DECLARE CHARGES. INSTEAD THEY ARE ALLOWED TO CONTACT ENEMY MODELS WITHIN THEIR NORMAL 2D6" MOVEMENT. IF THIS HAPPENS, THEY COUNT AS CHARGING FOR THE FOLLOWING ROUND OF CLOSECOMBAT, JUST AS IF THEY HAD DECLARED A CHARGE.

MINDERZ: EACH CAVE SQUIG MUST ALWAYS REMAIN WITHIN 6" OF A NIGHT GOBLIN. IF A CAVE SQUIG FINDS ITSELF WITHOUT A GOBLIN WITHIN 6" AT THE START OF IT'S MOVEMENT PHASE, IT WILL GO WILD. FROM THAT POINT ON, MOVE THE SQUIG 2D6" IN A RANDOM DIRECTION DURING ALL IT'S MOVEMENT PHASES. IF IT'S RANDOM MOVEMENT TAKES IT INTO CONTACT WITH ANOTHER MODEL (FRIEND OR FOE), IT WILL ENGAGE THE MODEL IN HAND-TO-HAND COMBAT AS NORMAL.

ANIMALS: CAVE SQUIGS ARE ANIMALS OF A SORT AND SO DO NOT GAIN EXPERIENCE.

◆-1 TROLL 200 GOLD CROWNS TO HIRE

TROLLS ARE NOT INTELLIGENT ENOUGH TO RECOGNISE THE VALUE OF GOLD, BUT LARGE AMOUNTS OF FOOD CAN OFTEN INSTIL A CERTAIN LOYALTY IN THEM.

PROFILE M WS BS ST W I A LD  
6 3 1 5 4 3 1 3 4

WEAPONS/ARMOUR

: TROLLS DO NOT REQUIRE WEAPONS TO FIGHT BUT OFTEN CARRY A BIG CLUB. IN ANY EVENT, TROLLS CAN NEVER BE GIVEN WEAPONS OR ARMOUR.

SPECIAL RULES

FEAR: TROLLS ARE FRIGHTENING MONSTERS, WHICH CAUSE FEAR.

STUPIDITY: A TROLL IS SUBJECT TO THE RULES FOR STUPIDITY.

REGENERATION: TROLLS HAVE A UNIQUE PHYSIOLOGY THAT ALLOWS THEM TO REGENERATE WOUNDS. WHENEVER AN ENEMY SUCCESSFULLY INFLECTS A WOUND ON A TROLL ROLL A D6, ON A RESULT OF 4 OR MORE THE WOUND IS IGNORED AND THE TROLL IS UNHURT. TROLLS MAY NOT REGENERATE WOUNDS CAUSED BY FIRE OR FIRE-BASED MAGIC. TROLLS NEVER ROLL FOR INJURY AFTER A BATTLE.

DUMB MONSTERS: A TROLL IS FAR TOO STUPID TO EVER LEARN ANY NEW SKILLS. TROLLS DO NOT GAIN EXPERIENCE.

ALWAYS HUNGRY: A TROLL REQUIRES AN UPKEEP COST. THIS UPKEEP REPRESENTS THE COPIOUS AMOUNTS OF FOOD THAT MUST BE FED TO THE TROLL IN ORDER TO KEEP HIM LOYAL TO THE WARBAND. THE WARBAND MUST PAY 15 GC AFTER EVERY GAME IN ORDER TO KEEP THE TROLL. IF THE WARBAND LACKS THE GOLD TO PAY THE UPKEEP, THE BIGBOSS HAS THE OPTION OF SACRIFICING THREE SNOTLINGS OR TWO CAVE SQUIGS TO THE TROLL IN LIEU OF BUYING FOOD (TROLLS EAT NEARLY ANYTHING). IF THIS FEE IS NOT PAID (EITHER IN GOLD OR WARBAND MEMBERS) THE TROLL GETS HUNGRY AND WANDERS OFF IN SEARCH OF FOOD.

VOMIT ATTACK: INSTEAD OF HIS NORMAL ATTACKS, A TROLL CAN REGURGITATE IT'S HIGHLY CORROSIVE DIGESTIVE JUICES ON AN UNFORTUNATE HAND-TO-HAND COMBAT OPPONENT. THIS IS A SINGLE ATTACK THAT AUTOMATICALLY HITS WITH A STRENGTH OF 5 AND IGNORES ARMOUR SAVES.

◆ - 1 SNOTLING MOB (CONSISTS OF 5 SNOTLINGS) 50 GOLD CROWNS TO HIRE (10 GOLD CROWNS PER SNOTLING TO REPLACE TO A MAXIMUM OF 5 SNOTLINGS).

PROFILE M WS BS ST W I A LD  
4 2 2 2 2 1 3 1 4

WEAPONS/ARMOUR: CAN'T GET ANY WEAPONS OR ARMOUR BUT ALWAYS HAVE A DAGGER.

MOB: SNOTLINGS ARE NATURALLY GREGARIOUS CREATURES. ALL MEMBERS MUST STAY WITHIN 1" AND ALL WILL JOIN IN THE SAME COMBAT IF POSSIBLE.

WEEDY: IF WOUNDED THEY ADD +1 ON THE INJURY TABLE.

DODGY: THE LITTLE CREATURES ARE CONSTANTLY DUCKING AND DIVING IN THE MOST INFURIATING WAY. THEY GET A6+ DODGE SAVE AGAINST SHOOTING.

## WAAGH MAGIC

WAAGH MAGIC ARE RITUALS OF A SORT, PRAYERS TO THE BOISTEROUS ORC GODS GORK AND MORK.

### D6 RESULT

#### 1 LED'Z GO DIFFICULTY: 9

THE SHAMAN'S HOWLING INVIGORATES THE LADZ TO FIGHT EVEN HARDER FOR GORK AND MORK. ANY ORC OR GOBLIN WITHIN 4" OF THE SHAMAN WILL STRIKE FIRST IN HAND-TO-HAND COMBAT REGARDLESS OF OTHER CIRCUMSTANCES. THE SPELL ONLY LASTS UNTIL THE CASTER IS KNOCKED DOWN, STUNNED OR TAKEN OUT OF ACTION.

#### 2 OI! GERROFF! DIFFICULTY: 7

A HUGE, GREEN ECTOPLASMIC HAND PUSHES AN ENEMY AWAY. RANGE 8". MOVES ANY ENEMY MODEL WITHIN RANGE D6" DIRECTLY AWAY FROM THE SHAMAN. IF THE TARGET COLLIDES WITH ANOTHER MODEL OR A BUILDING, BOTH SUFFER 1 S3 HIT. NOTE: VERY HANDY FOR DROPPING PEOPLE FROM HIGH BUILDINGS WITH. MAY NOT BE CAST ON MODELS IN HAND-TO-HAND COMBAT.

#### 3 ZZAP! DIFFICULTY: 9

A CRACKLING GREEN BOLT OF WAAAGH! ENERGY ERUPTS FROM THE SHAMAN'S FOREHEAD TO STRIKE THE SKULL OF THE CLOSEST FOE. THIS ENERGY EASILY OVERLOADS THE BRAIN OF A WEAK-WILLED OPPONENT. RANGE 12". CAUSES D3 S4 HITS ON THE CLOSEST ENEMY TARGET, WITH NO ARMOUR SAVES ALLOWED.

#### 4 FOOLED YA! DIFFICULTY: 6

THE SHAMAN DISAPPEARS IN A GREEN MIST, CONFUSING HIS ENEMIES. NO ENEMY MAY CHARGE THE SHAMAN DURING THEIR NEXT TURN. IF THE SHAMAN IS ENGAGED IN HAND-TO-HAND COMBAT HE MAY IMMEDIATELY MOVE 4" AWAY.

#### 5 CLUBBA DIFFICULTY: 7

A HUGE, GREEN CLUB APPEARS IN THE HAND OF THE SHAMAN. THE ECTOPLASMIC CLUB COUNTS AS A NORMAL CLUB WITH +2 STRENGTH BONUS AND GIVES THE SHAMAN +1 ATTACK AS WELL. THIS SPELL LASTS UNTIL THE SHAMAN SUFFERS A WOUND.

#### 6 FIRE OF GORK DIFFICULTY: 8

TWIN BOLTS OF GREEN FLAME SHOOT FROM THE SHAMAN'S NOSE TO STRIKE THE NEAREST ENEMY. RANGE 12". EACH OF THE TWO BOLTS CAUSES D3 S3 HITS; THE BOLTS CAN EITHER BE FIRED BOTH AT THE CLOSEST ENEMY TARGET OR SPLIT BETWEEN THE TWO CLOSEST ENEMY TARGETS