

Army Spell Lizardmen

H Burning Alignment

3+ Alcance 4D6" Instant

Targets every enemy unit within range of the Engine's front arc. Each target suffers D6 S 4 hits with Flaming Attacks, distributed as for shooting.

Army Spell Lizardmen

H Guardian of the Sacred Places

3+ Instant

If cast, the Lizardmen player may reposition D3 pieces of forest terrain by D6", rolling the distance for each piece at a time.

**WARHAMMER
BATTLE**

**WARHAMMER
BATTLE**