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| <div>Ogre Kingdoms</div> <div>Trollguts</div> <div>12+/16+12"/24"Instant</div> <div>The target has Regeneration (4+) until the start of the caster's next Magic phase.</div> | <div>Ogre Kingdoms</div> <div>The Maw</div> <div>15+/18+18"/18"Instant</div> <div><p>Place the small/large round template anywhere within 18" of the caster. Roll the artillery dice and the scatter dice. Unless a Hit! is rolled, move the template the distance shown on the artillery dice, in the direction shown on the scatter dice.</p><p>If a misfire is rolled, centre the template on the caster and roll a scatter dice and a D6/2D6. The template moves the number of inches equal to the result of the D6/2D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol).</p><p>Once the final position of the template is determined, all models under the template must take an I test. Models that pass the test suffer a S 3 hit. Models that fail the test suffer a S 7 hit with Multiple Wounds (D6).</p></div> | <div>Ogre Kingdoms</div> <div>Spinemarrow</div> <div>8+/16+24"/24"Instant</div> <div>The target has Stubborn and Immunity (Panic) until the start of the caster's next Magic phase. Boosted version targets all friendly units within range.</div> | <div>Ogre Kingdoms</div> <div>Toothcracker</div> <div>8+/12+12"/24"Instant</div> <div>The target has +1 T until the start of the caster's next Magic phase.</div>   |
| <div>Ogre Kingdoms</div> <div>Bullgorger</div> <div>7+/11+12"/24"Instant</div> <div>The target has +1 S until the start of the caster's next Magic phase.</div>              | <div>Ogre Kingdoms</div> <div>Braingobbler</div> <div>9+/12+18"/36"Instant</div> <div>The target must take a Panic test. Units with Immunity (Psychology) cannot be targeted by this spell.</div>  | <div>Ogre Kingdoms</div> <div>Bonecrusher</div> <div>8+/11+18"/36"Instant</div> <div>Causes 2D6 S 2 hits which Ignores Armour saves.</div>   | <div>Ogre Kingdoms</div> <div>Bloodgruel</div> <div>-Instant</div> <div><p>Roll a D6 immediately after resolving the effects of a successfully cast spell from the Lore of the Great Maw. On a roll of 2-6, the Wizard that cast the spell recovers one lost Wound (up to his starting number of Wounds), and adds +1 to the total rolled on the dice the next time he attempts to cast or dispel a spell. On a roll of 1 the Wizard that cast the spell suffers a S 6 hit.</p></div> |

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