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| <p style="text-align: center;">Ogre Kingdoms</p> <p style="text-align: center;">Trollguts</p> | <p style="text-align: center;">Ogre Kingdoms</p> <p style="text-align: center;">The Maw</p> | <p style="text-align: center;">Ogre Kingdoms</p> <p style="text-align: center;">Spinemarrow</p> | <p style="text-align: center;">Ogre Kingdoms</p> <p style="text-align: center;">Toothcracker</p> |
| <p>12+/16+ 12"/24" Instant</p> | <p>15+/18+ 18"/18" Instant</p> | <p>8+/16+ 24"/24" Instant</p> | <p>8+/12+ 12"/24" Instant</p> |
| <p>The target has Regeneration (4+) until the start of the caster's next Magic phase.</p> | <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> | <p>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.</p> | <p>The target has +1 T until the start of the caster's next Magic phase.</p> |
| <p style="text-align: center;">Ogre Kingdoms</p> <p style="text-align: center;">Bullgorger</p> | <p style="text-align: center;">Ogre Kingdoms</p> <p style="text-align: center;">Braingobbler</p> | <p style="text-align: center;">Ogre Kingdoms</p> <p style="text-align: center;">Bonecrusher</p> | <p style="text-align: center;">Ogre Kingdoms</p> <p style="text-align: center;">Bloodgruel</p> |
| <p>7+/11+ 12"/24" Instant</p> | <p>9+/12+ 18"/36" Instant</p> | <p>8+/11+ 18"/36" Instant</p> | <p>- Instant</p> |
| <p>The target has +1 S until the start of the caster's next Magic phase.</p> | <p>The target must take a Panic test. Units with Immunity (Psychology) cannot be targeted by this spell.</p> | <p>Causes 2D6 S 2 hits which Ignores Armour saves.</p> | <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> |

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