

Ogre Kingdoms		
Trollguts		
12+/16+	12"/24"	Instant
<p>The target has Regeneration (4+) until the start of the caster's next Magic phase.</p>		

Ogre Kingdoms		
The Maw		
15+/18+	18"/18"	Instant
<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>		

Ogre Kingdoms		
Spinemarrow		
8+/16+	24"/24"	Instant
<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>		

Ogre Kingdoms		
Toothcracker		
8+/12+	12"/24"	Instant
<p>The target has +1 T until the start of the caster's next Magic phase.</p>		

Ogre Kingdoms		
Bullgorger		
7+/11+	12"/24"	Instant
<p>The target has +1 S until the start of the caster's next Magic phase.</p>		

Ogre Kingdoms		
Braingobbler		
9+/12+	18"/36"	Instant
<p>The target must take a Panic test. Units with Immunity (Psychology) cannot be targeted by this spell.</p>		

Ogre Kingdoms		
Bonecrusher		
8+/11+	18"/36"	Instant
<p>Causes 2D6 S 2 hits which Ignores Armour saves.</p>		

Ogre Kingdoms		
Bloodgruel		
-		Instant
<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>		

WARHAMMER
BATTLE

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