Ogre Kingdoms	Ogre Kingdoms		Ogre Kingdoms			Ogre Kingdoms		
12+/16+ 12"/24" Instant	Trollguts The Maw +/16+ 12"/24" Instant 15+/18+ 18"/18" Instant		Spinemarrow 8+/16+ 24"/24" Instant			Toothcracker 8+/12+ 12"/24" Instant		
The target has Regeneration (4+) until the start of the caster's next Magic phase.	Place the small/large round template anywhere w Roll the artillery dice and the scatter dice. Unless the template the distance shown on the artillery shown on the scatter dice. If a misfire is rolled, centre the template on the ca dice and a D6/2D6. The template moves the num the result of the D6/2D6, in the direction shown on roll a Hitl, use the little arrow shown on the Once the final position of the template is determing the template must take an I test. Models that pas hit. Models that fail the test suffer a S 7 hit with Models	a Hit! is rolled, move dice, in the direction ster and roll a scatter ber of inches equal to the scatter dice (if you e Hit! symbol). ned, all models under s the test suffer a S 3	the start of the ca	ubborn and Immun ister's next Magic p s all friendly units w	hase. Boosted	The target has +1	T until the start of t Magic phase.	he caster's next
Ogre Kingdoms	Ogre Kingdoms		Ogre Kingdoms			Ogre Kingdoms		
Bullgorger 7+/11+ 12"/24" Instant	Braingobbler 9+/12+ 18"/36"	Instant	8+/11+	usher 18"/36"	Instant	Bloodgi	ruel	Instant
The target has +1 S until the start of the caster's next Magic phase.		its with Immunity		hits which Ignores a		successfully cast s On a roll of 2-6, the one lost Wound (up and adds +1 to the he attempts to cas	Wizard that cast the to his starting nume total rolled on the control of the cont	the effects of a f the Great Maw. ne spell recovers nber of Wounds), lice the next time On a roll of 1 the

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