

### Army Spell Ogre Kingdoms

H Trollguts

12+/16+ Range 12"/24" Instant

The target has Regeneration (4+) until the start of the caster's next Magic phase.

### Army Spell Ogre Kingdoms

H The Maw

15+/18+ Range 18"/18" Instant

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.

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).

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).

### Army Spell Ogre Kingdoms

H Braingobbler

9+/12+ Range 18"/36" Instant

The target must take a Panic test. Units with Immunity (Psychology) cannot be targeted by this spell.

### Army Spell Ogre Kingdoms

H Spinemarrow

8+/16+ Range 24"/24" Instant

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.

### Army Spell Ogre Kingdoms

H Toothcracker

8+/12+ Range 12"/24" Instant

The target has +1 T until the start of the caster's next Magic phase.

### Army Spell Ogre Kingdoms

H Bullgorger

7+/11+ Range 12"/24" Instant

The target has +1 S until the start of the caster's next Magic phase.

### Army Spell Ogre Kingdoms

H Bonecrusher

8+/11+ Range 18"/36" Instant

Causes 2D6 S 2 hits which Ignores Armour saves.

### Army Spell Ogre Kingdoms

H Bloodgruel

- Instant

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.

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