Army Spell Ogre Kingdoms	Army Spell Ogre Kingdoms	Army Spell Ogre Kingdoms	Army Spell Ogre Kingdoms
H Trollguts	H The Maw	H Spinemarrow	H Toothcracker
12+/16+ Alcance 12"/24" Instant	15+/18+ Alcance 18"/18" Instant	8+/16+ Alcance 24"/24" Instant	8+/12+ Alcance 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 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.	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.	The target has +1 T until the start of the caster's next Magic phase.
Army Spell Ogre Kingdoms	Models that pass the test suffer a S 3 hit. Models that fail the test suffer a S 7 hit with Multiple Wounds (D6). Kingdoms	Army Spell Ogre Kingdoms	Army Spell Ogre Kingdoms
H Bullgorger	H Braingobbler	H Bonecrusher	H Bloodgruel
7+/11+ Alcance 12"/24" Instant	9+/12+ Alcance 18"/36" Instant	8+/11+ Alcance 18"/36" Instant	- Instant
The target has +1 S until the start of the caster's next	The target must take a Panic test. Units with Immunity	Causes 2D6 S 2 hits which Ignores Armour saves.	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),

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