



OGROID THAUMATURGE



Combining bestial strength with dark occult powers, the Ogroid Thaumaturge is a deadly foe. With snarled invocations, it hurls blasts of fiery energy into the enemy ranks, before stampeding into their midst to pummel the survivors to bloody ruin.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Horns	1"	2	3+	3+	-2	3
Thaumaturge Staff	2"	3	3+	3+	-1	D3
Cloven Hooves	1"	4	4+	3+	-	1

DESCRIPTION

An Ogroid Thaumaturge is a single model armed with Great Horns, Thaumaturge Staff and Cloven Hooves.

ABILITIES

Brutal Rage: *When wounded, the Ogroid finds bursts of renewed energy from its rage.*

You can re-roll hit and wound rolls for attacks made with melee weapons by this model if any wounds or mortal wounds were allocated to this model earlier in the same phase.

Mighty Rampage: *There are few things as deadly as the momentum of an Ogroid Thaumaturge on the charge.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that unit suffers D3 mortal wounds.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Choking Tendrils spells.

Choking Tendrils: *The caster unleashes lashes of arcane energy that strangle the life from their victims.*

Choking Tendrils has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. That unit suffers D6 mortal wounds. For each model that is slain by mortal wounds inflicted by this spell, you can heal 1 wound allocated to this model.

KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITE, HERO, WIZARD, OGROID THAUMATURGE