

OGROID THAUMATURGE

Combining bestial strength and ferocity with dark occult powers, the Ogroid Thaumaturge is a deadly foe. With snarled invocations the Thaumaturge hurls roiling blasts of fiery energy into the enemy ranks, before stampeding into the midst of its reeling foes to gore and pummel the survivors to bloody ruin. From the ashes of its flaming blasts step Horrors – daemons summoned from the beyond.



MELEE WEAPONS

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

DESCRIPTION

An Ogroid Thaumaturge is a single model. It smashes its foes with its Thaumaturge Staff, gores them with its Great Horns, and grinds them underfoot with its Cloven Hooves.

ABILITIES

Brutal Rage: If this model has suffered 5 or more wounds, add 1 to all of its hit rolls but subtract 1 from all of its casting and unbinding rolls (healing wounds may mean the Thaumaturge ceases to be enraged).

Mighty Bulk: After this model completes a charge move, pick an enemy unit within 1"; that unit suffers D3 mortal wounds.

Overwhelming Power: This model heals 1 wound in each of its hero phases.

MAGIC

An Ogroid Thaumaturge is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. An Ogroid Thaumaturge knows the Arcane Bolt, Mystic Shield and Fireblast spells.

FIREBLAST

A Fireblast spell engulfs the target in coruscating flames from which capering daemons spring forth. Fireblast has a casting value of 7. If successfully cast, pick a visible enemy unit within 18" of the caster. The unit you pick suffers D6 mortal wounds. After the damage has been inflicted, you can set up a unit of Pink, Blue or Brimstone Horrors within 1" of the target; the number of models set up in the new unit is equal to the number of mortal wounds inflicted.

KEYWORDS

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