

| <b>OGRE JUGGERNAUT</b>   | <b>LEVEL 2 ELITE HARRIER</b>              |
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| Giant, Ogre  | EV 16                                     |
| <b>Stamina</b> 80  |   |
| <b>Speed</b> 6   | <b>Size 2 / Stability 2</b>               |
| <b>Free Strike</b> 5   |   |
| <b>Might +2</b> <b>Agility +1</b> <b>Reason -1</b> <b>Intuition 0</b> <b>Presence -1</b>   |   |
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| <b>Pitchfork Catapult</b> (Action) ◆ 2d10 + 2 ◆ Signature  |   |
| <b>Keywords</b> Charge, Melee, Strike, Weapon  |   |
| <b>Distance</b> Melee 2  | <b>Target</b> 2 creatures or objects      |
| ◆ ≤11  | <b>7 damage</b>                           |
| ★ 12–16  | <b>10 damage; A&lt;1 vertical push 2</b>  |
| * 17   | <b>13 damage; A&lt;2 vertical slide 3</b> |
| <b>1 Malice</b> Each target is <b>M&lt;1</b> bleeding (save ends).   |   |
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| <b>Earth Breaking Jump</b> (Action) ◆ 2d10 + 2   |   |
| <b>Keywords</b> Area, Melee, Weapon  |   |
| <b>Distance</b> 3 burst  | <b>Target</b> All creatures in the burst  |
| <b>Effect</b> The juggernaut jumps up to 6 squares before using this ability.  |   |
| ◆ ≤11  | <b>4 damage</b>                           |
| ★ 12–16  | <b>6 damage; push 2; M&lt;1 prone</b>     |
| * 17   | <b>9 damage; push 4; M&lt;2 prone</b>     |
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| <b>Horrible Bellow</b> (Maneuver) ◆ 2d10 + 2 ◆ 2 Malice  |   |
| <b>Keywords</b> Area   |   |
| <b>Distance</b> 3 burst  | <b>Target</b> All enemies in the burst    |
| ◆ ≤11  | <b>I&lt;0 frightened (save ends)</b>      |
| ★ 12–16  | <b>I&lt;1 frightened (save ends)</b>      |
| * 17   | <b>I&lt;2 frightened (save ends)</b>      |
| <b>Effect</b> All ogres have an edge on strikes against creatures frightened by this ability.  |   |
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| <b>Hrraaaaagh!</b> (Free Triggered Action) ◆ 1 Malice  |   |
| <b>Keywords</b> —  |   |
| <b>Trigger</b> The juggernaut takes damage.  |   |
| <b>Distance</b> Self   | <b>Target</b> Self                        |
| <b>Effect</b> The juggernaut moves up to their speed and makes a free strike.  |   |
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| <b>Destructive Path</b>  |   |
| The juggernaut automatically destroys unattended, mundane size 1 objects in their path during their movement. They can break through any mundane wall made of wood, stone, or a similarly sturdy material in this way, so long as the wall is no more than 1 square thick. |   |
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| <b>Defiant Anger</b>   |   |
| The juggernaut has damage immunity 2 while they are winded.  |   |