

Jon Faulkes Ogres (Neutral)

Ogres (Neutral)										
Red Goblin Rabble*										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]	
Keywords: Goblin										
Red Goblin Scout Sniffs*										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	10	4	5	3	3	1	7	9/11	[105]	
Nimble, Vicious (Melee) Shortbows (18", Steady Aim) Keywords: Beast, Goblin										
Boomers										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	4	4	3	3	18	15/17	230	
Blessing of the Gods										
Brutal, Crushing Strength (1) Boomstick (12", Piercing (1), Steady Aim) Keywords: Ogre										30 [260]
Horde(6)	6	4	4	4	3	3	18	15/17	230	
Chant of Hate										
Brutal, Crushing Strength (1) Boomstick (12", Piercing (1), Steady Aim) Keywords: Ogre										30 [260]
Siege Breakers										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	3	-	5	3	3	18	15/17	[240]	
Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre										
Horde(6)	6	3	-	5	3	3	18	15/17	[240]	
Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre										
Red Goblin Blaster										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	5	3	1	3	-/10	[65]	
Blast (D6), Boom!, Brutal, Crushing Strength (3) Makeshift Grenades (12", Blast (D3), Piercing (1)) Keywords: Gizmo, Goblin										
Boomer Sergeant										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	4	4	3	1	4	11/13	90	
Inspiring Talisman										
Brutal, Crushing Strength (1), Nimble Boomstick (12", Att: 8, Piercing (1), Steady Aim) Keywords: Ogre										20 [110]

Berserker Bully									Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	4	3	1	8	-/14	130
Mead of Madness									10
Brutal, Crushing Strength (2), Inspiring (Berserkers only), Nimble, Wild Charge (D3)									[140]
Keywords: Berserker, Ogre									

Special Rules and Spells:

Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Boom!	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Chant of Hate	The unit gains the <i>Vicious</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) special rule.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.