

## James Tandy Ogres (Neutral)

<b>Berserker Braves</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	-	4	3	3	30	-/18	230	
Maccwar's Potion of the Caterpillar Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre										
<b>Boomers</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	4	4	3	3	18	15/17	230	
Brutal, Crushing Strength (1) Boomstick (12", Piercing (1), Steady Aim) Keywords: Ogre										
<b>Warriors</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	3	-	5	3	3	18	15/17	200	
Sir Jesse's Boots of Striding Crocodog Brutal, Crushing Strength (1) Keywords: Ogre										
Horde(6)	6	3	-	4	3	3	18	15/17	200	
Blade of Slashing Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (2) Crocodog Brutal, Crushing Strength (2) Keywords: Ogre										
Horde(6)	6	3	-	4	3	3	18	15/17	200	
Mace of Crushing Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (2) Crocodog Brutal, Crushing Strength (2) Keywords: Ogre										
<b>Red Goblin Blaster</b>										<b>Monster (Cht)</b>
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										
<b>Red Goblin Scouts*</b>										<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	10	4	-	4	3	1	7	9/11	100	
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin										
<b>Giant</b>										<b>Titan</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	4	-	5	6	1	D6+8	18/20	225	
Brutal, Crushing Strength (4), Fury, Strider Keywords: Giant										

<b>Grokagamok[1]</b>										<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	7	15/17	250	
Blast (D3), Brutal, Crushing Strength (3), Nimble, Very Inspiring Keywords: Ogre										
<b>Kuzlo &amp; Madfall[1]</b>										<b>Hero (LrgCav) Spellcaster: 1</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	4	3	1	5	13/15	145	
Crushing Strength (2), Inspiring (Self only), Nimble, Pathfinder, Ravenous Lizard, Regeneration (4+), Sticky Tongue, Vicious (Melee) Spells: Enthral (5), Hex (3) Keywords: Goblin										
<b>Army Standard</b>										<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	3	11/13	70	
Brutal, Crushing Strength (1), Inspiring, Nimble Keywords: Ogre										
<b>Ogre Warlock</b>										<b>Hero (LrgInf) Spellcaster: 1</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	4	3	1	2	12/14	95	
Conjurer's Staff Drain Life (5) Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock Spells: Lightning Bolt (3), Drain Life (5) Keywords: Berserker, Ogre										
<b>Shooters*</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	6	4	5	4	3	1	9	12/14	140	
Piercing Arrow Brutal, Crushing Strength (1) Heavy Crossbows (30", Piercing (2), Pot Shot) Keywords: Ogre										

#### Special Rules and Spells:

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blast</b>	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.
<b>Boom!</b>	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
<b>Brutal</b>	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.
<b>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is case into Melee, the target will not take a Nerve test at the end of the Ranged phase.
<b>Enthral</b>	Spell: 18", Enemy - For each hit scored, the target Enemy unit is pulled 1" directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. A unit can only be targeted by Enthral once per Turn. This spell has no effect on units with Speed 0.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Hex</b>	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each times it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. This spell has no effect on Spellcaster: 0 units.
<b>Inspiring</b>	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.

<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mace of Crushing</b>	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
<b>Nimble</b>	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.
<b>Ogre Warlock</b>	For each Friendly Core Large Infantry Regiment , Large Infantry Horde or Large Infantry Legion within 6", increase the amount of dice rolled with Drain Life, Fireball, Lightning Bolt and Mind Fog by 1 to a maximum bonus of +3.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>Piercing Arrow</b>	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
<b>Ravenous Lizard</b>	White within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
<b>Regeneration (4+)</b>	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Sticky Tongue</b>	This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	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.