



## OGRES

NEUTRAL

### Red Goblin Scouts\*

Cavalry

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									

### Warrior Chariots

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	3	-	5	4	2	15	15/17	215
Brew of Sharpness									35
Brutal, Crushing Strength (1), Thunderous Charge (2)									[250]
Keywords: Ogre									

### 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									30
Brutal, Crushing Strength (1)									[260]
Boomstick (12", Piercing (1), Steady Aim)									
Keywords: Ogre									

### 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
Chalice of Wrath									15
Big Shield, Brutal, Crushing Strength (2)									[255]
Keywords: Ogre									
Horde(6)	6	3	-	5	3	3	18	15/17	240
Staying Stone									5
Big Shield, Brutal, Crushing Strength (2)									[245]
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									


### Ogre Warlock

Hero (LrgInf)  
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	4	3	1	2	12/14	95
Inspiring Talisman									20
Drain Life (5)									20
Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock									[135]
Spells: Lightning Bolt (3), Drain Life (5)									
Keywords: Berserker, Ogre									
1	6	4	-	4	3	1	2	12/14	95
The Boomstick									30
Drain Life (5)									20
Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock									[145]
Spells: Lightning Bolt (3), Drain Life (5)									
Keywords: Berserker, Ogre									

Ogre Warlord									Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	4	1	7	15/17	155
Mead of Madness Mount on Chariot, increasing Speed to 8, gaining Thunderous Charge (1) and changing to Hero (Cht - Height: 4) Crocodog									10 30 5
Brutal, Crushing Strength (2), Inspiring, Nimble, Thunderous Charge (1) Keywords: Ogre									[200]

Kuzlo & Madfall[1]									Hero (LrgCav) Spellcaster: 1
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>NIGHTSTALKERS</b>									EVIL
<b>Scarecrows</b>									<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	5	-	3	2	2	15	-/14	[80]
Mindthirst, Stealthy, Wild Charge (D3) Keywords: Expendable, Nightmare, Zombie									
<b>Shade</b>									<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	2	0	5	11/13	135
Screamshard  Crushing Strength (1), Dread, Fly, Individual, Mindthirst, Stealthy Keywords: Phantasm									5 [140]

Total Unit Strength: 19

Total Core: 1800 (89.1%)

Total Ally: 220 (10.9%)

Total Units: 12

## **SPECIAL RULES AND SPELLS:**

<b>Big Shield</b>	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
<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>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<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>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<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 no value is specified, the unit has Brutal (1). 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>Chalice of Wrath</b>	The unit gains the <i>Fury</i> special rule.
<b>Crocodog</b>	Once per game, when the unit rolls to hit in melee, you may choose to reroll up to 3 dice that score a natural, unmodified 1. The unit's Crocodog is then destroyed and cannot be used again for the remainder of the game.
<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 cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.
<b>Dread</b>	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.

<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>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<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>Individual</b>	See page 34.
<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>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.
<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>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<b>Mindthirst</b>	If this unit is within 12" of an enemy unit with the <i>Inspiring</i> or <i>Very Inspiring</i> special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
<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</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling 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</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>Screamshard</b>	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Lifeleech (+2) special rule for the remainder of the turn. The unit's Screamshard is then destroyed and cannot be used again for the remainder of the game.
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<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>The Boomstick</b>	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
<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>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.