



OGRES

NEUTRAL

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
Custom name: Lieutenant Beefheart and Grimclaw Brew of Sharpness									35
Brutal, Crushing Strength (1), Thunderous Charge (2) Keywords: Ogre									[250]

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]
Custom name: Blackhart's boomer boyz Brutal, Crushing Strength (1) Boomstick (12", Piercing (1), Steady Aim)									
Keywords: Ogre									

Warriors

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	5	3	3	18	15/17	200
Custom name: Harry Morgan's Croc farmers Crocodog									5
Brutal, Crushing Strength (1) Keywords: Ogre									[205]

Berserker Braves

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	4	3	2	15	-/15	[140]
Custom name: Furious Tyson's Brutes Brutal, Crushing Strength (1), Wild Charge (D3)									
Keywords: Berserker, 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
Custom name: Horny Hagrath's Bashin' Smiths Chalice of Wrath									15
Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre									[255]
Horde(6)	6	3	-	5	3	3	18	15/17	240
Custom name: Jock Wreckham's Ladz Staying Stone									5
Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre									[245]

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	
Custom name: Graken'Goroth Conjuror's Staff Drain Life (5)										10 20 [125]
Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock Spells: Lightning Bolt (3), Drain Life (5) Keywords: Berserker, Ogre										
Army Standard										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	3	11/13	[70]	
Custom name: Chef Rotgut Brutal, Crushing Strength (1), Inspiring, Nimble Keywords: 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	
Custom name: 1st Mate Estine Foot, riding Flash Mead of Madness Mount on Chariot, increasing Speed to 8, gaining Thunderous Charge (1) and changing to Hero (Cht - Height: 4)										10 30 [195]
Brutal, Crushing Strength (2), Inspiring, Nimble, Thunderous Charge (1) Keywords: Ogre										
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										
Nomagarok [1]										Hero (LrgInf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	3	1	5	12/14	[140]	
Bloodlust, Brutal, Crushing Strength (1), Inspiring, Nimble, Ogre Warlock Spells: Bane Chant (3), Heal (4), Lightning Bolt (4) Keywords: Berserker, Ogre, Warlock										

Total Unit Strength: 21
 Total Core: 2000 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains <i>Vicious (Melee)</i> for the remainder of the Turn.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
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 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.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Conjuror's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.

Crocodog	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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	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. Modifier: <i>Piercing(1)</i>
Enthral	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. This spell has no effect on units with Speed 0.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Hex	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. Whilst a unit is Hexed, it may not cast spells unless it received a halt or Change Facing order in the Movement Phase.
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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing (1)</i> , Hits on a 5+ against unit in Cover.
Mead of Madness	The unit gains the <i>Wild Charge (+1)</i> 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.
Ogre Warlock	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.
Pathfinder	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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Ravenous Lizard	White within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
Regeneration	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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Sticky Tongue	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.
Thunderous Charge	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).
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 (2)</i> can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge (D3)</i>). 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.