



OGRES

NEUTRAL

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) Boomstick (12", Piercing (1), Steady Aim) Keywords: Ogre									[260]

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]
Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre									
Regiment(3)	6	4	-	4	3	2	15	-/15	[140]
Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre									
Regiment(3)	6	4	-	4	3	2	15	-/15	[140]
Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre									
Horde(6)	6	4	-	4	3	3	30	-/18	230
Sir Jesse's Boots of Striding									15
Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre									[245]
Horde(6)	6	4	-	4	3	3	30	-/18	230
Brew of Sharpness									45
Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre									[275]
Horde(6)	6	4	-	4	3	3	30	-/18	230
Brew of Strength									40
Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre									[270]

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	
The Boomstick										30
Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock										[125]
Spells: Lightning Bolt (3)										
Keywords: Berserker, Ogre										
1	6	4	-	4	3	1	2	12/14	95	
Conjurer's Staff										10
Drain Life (5)										20
										[125]
Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock										
Spells: Lightning Bolt (3), Drain Life (5)										
Keywords: Berserker, Ogre										
1	6	4	-	4	3	1	2	12/14	95	
The Scrying Gem										25
Drain Life (5)										20
										[140]
Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock										
Spells: Lightning Bolt (3), Drain Life (5)										
Keywords: Berserker, Ogre										
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: 22
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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
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</i> (1)
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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</i> (1), Hits on a 5+ against unit in Cover.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.

Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
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.