



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 Scouts*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	-	4	3	1	7	10/12	[100]
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin									
Troop(5)	10	4	-	4	3	1	7	10/12	[100]
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin									
Troop(5)	10	4	-	4	3	1	7	10/12	[100]
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin									
Troop(5)	10	4	-	4	3	1	7	10/12	[100]
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin									

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]
Brutal, Crushing Strength (1) Keywords: Ogre									

Hunters

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	4	3	3	18	15/17	[225]
Brutal, Crushing Strength (1), Ensnare, Pathfinder, Slayer (Melee - D3) Keywords: Ogre, Tracker									

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

Crocodog Wrangler

Monster (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	4	2	0	7	11/13	[110]
Crushing Strength (1), Duelist, Individual, Through the Legs, Vicious (Melee), Wild Charge (D3+1) Keywords: Beast, Crocodog, Goblin									


Mammoth										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	4	-	5	5	1	12	-/18	220	
Upgrade to The Big Deal [1] - Increasing to Brutal (2) , gain Very Inspiring and Call to Greatness										30
Brutal (2), Crushing Strength (2), Rampage (Melee - D6), Strider, Thunderous Charge (2), Very Inspiring, Call to Greatness										[250]
Keywords: Beast										

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										25
Brutal, Crushing Strength (1), Inspiring, Nimble, Ogre Warlock										[120]
Spells: Lightning Bolt (3)										
Keywords: Berserker, Ogre										

Hell on Wheels [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	

Warlord on Chariot (F)										Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	4	1	7	15/17	[200]	
Brutal, Crushing Strength (2), Inspiring, Nimble, Rallying (1 - Chariot only), Rampage (D3), Thunderous Charge (1)										
Keywords: Ogre										

Ogre Chariot (F)										Chariot
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	8	3	-	5	4	2	15	15/17	220	
Custom name: 2 ORANGE										15
Sir Jesse's Boots of Striding										[235]
Brutal, Crushing Strength (1), Rampage (D3), Thunderous Charge (2)										
Keywords: Ogre										
Regiment(3)	8	3	-	5	4	2	15	15/17	220	
Custom name: 1 ORANGE										20
Maccwar's Potion of the Caterpillar										[240]
Brutal, Crushing Strength (1), Rampage (D3), Thunderous Charge (2)										
Keywords: Ogre										

 **ELVES** **GOOD**

Drakon Riders										Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	10	3	-	5	4	3	18	15/17	[275]	
Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1)										
Keywords: Elf										

Lord on Drakon										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	5	13/15	[160]	
Crushing Strength (1), Elite (Melee), Fly, Inspiring, Nimble, Thunderous Charge (1)										
Keywords: Draconic, Elf										

Total Core: 2565 (85.5%)

Total Ally: 435 (14.5%)



SPECIAL RULES AND SPELLS:

Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.
Call to Greatness	As long as this unit is present and in play on the table, at the start of each of your Melee phases you may select a single friendly Core unit with the Ogre keyword within 12" regardless of Line of Sight. The selected unit is granted the Brutal (+1) special rule until the start of your next Turn.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
Dwarven Ale	The unit gains the <i>Headstrong</i> special rule.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fly	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.
Individual	See page 34 (page 30 in gamers edition)
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.
Macewar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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 2.
Through the Legs	Friendly Core units with the Ogre keyword do not block Line of Sight and can be charged through by the Cocodog Wrangler, as long as it ends its movement clear.
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).
Very Inspiring	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.
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.