



## 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	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									

### Warrior Chariots

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(4)	8	3	-	5	4	3	20	17/19	270
Maccwar's Potion of the Caterpillar									
									20
									[290]
Brutal, Crushing Strength (1), Thunderous Charge (2) 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
									[260]
Brutal, Crushing Strength (1) Boomstick (12", Piercing (1), Steady Aim) Keywords: Ogre									
Horde(6)	6	4	4	4	3	3	18	15/17	230
Chant of Hate									
									30
									[260]
Brutal, Crushing Strength (1) 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
Aegis of the Elohi									
									15
									[255]
Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre									
Horde(6)	6	3	-	5	3	3	18	15/17	240
Hann's Sanguinary Scripture									
									10
									[250]
Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre									

### 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
									[250]
Brutal (2), Crushing Strength (2), Rampage (Melee - D6), Strider, Thunderous Charge (2), Very Inspiring, Call to Greatness Keywords: Beast									

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									
Grokagamok[1]									Hero (LrgInf)
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									
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[1] Spells: Bane Chant (3), Heal (4), Lightning Bolt (4) Keywords: Berserker, Ogre, Warlock									

Total Unit Strength: 21  
Total Core: 2300 (100%)

Total Units: 11



## SPECIAL RULES AND SPELLS:

<b>Aegis of the Elohi</b>	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
<b>Bane Chant</b>	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.
<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>Bloodlust</b>	Any friendly core unit hit with Nomagarok's Heal spell gains <i>Vicious</i> (Melee) for the remainder of the Turn.
<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 <i>Brutal</i> (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>Call to Greatness</b>	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 <i>Brutal</i> (+1) special rule until the start of your next Turn.
<b>Chant of Hate</b>	The unit gains the <i>Vicious</i> special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<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. This spell has no effect on units with Speed 0.
<b>Hann's Sanguinary Scripture</b>	The unit gains the <i>Lifefeech</i> (+1) special rule.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<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 time 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. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.
<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>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[1]</b>	For each friendly core Large Infantry Regiment or Large Infantry Horde within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt 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>Rampage</b>	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.
<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>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<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.