Ogre battlemasters

◈ Ogres [2500]

Hunters Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [250]	7	3+	-	4+	3	18	15/17	3	[225]
Crocodog									[5]
Hammer of Measured Force									[20]

*Special Rules: Brutal, Crushing Strength(1),Ensnare, Pathfinder, Slayer(Melee D3),Crocodog **Keywords:** Ogre, Tracker*

Boomers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [240]	6	4+	4+	4+	3	18	15/17	3	[230]
Piercing Arrow									[10]
Boomstick (12", Piercing(1),Steady Aim)									

*Special Rules: Brutal, Crushing Strength(1) **Keywords:** Ogre*

Warriors Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (12) [365]	6	3+	-	5+	4	36	22/24	3	[350]
Crocodog									[5]
Hann's Sanguinary Scripture									[10]

*Special Rules: Brutal, Crushing Strength(1),Crocodog, Lifeleech(1) **Keywords:** Ogre*

Berserker Braves Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [240]	6	4+	-	4+	3	30	-/18	3	[230]
Mead of Madness									[10]

*Special Rules: Brutal, Crushing Strength(1),Wild Charge(D3 + 1) **Keywords:** Berserker, Ogre*

Red Goblin Scouts* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [115]	10	4+	-	4+	1	7	10/12	3	[100]
Sir Jesse's Boots of Striding									[15]

*Special Rules: Nimble, Thunderous Charge(1),Vicious(Melee) **Keywords:** Beast, Goblin*

Warrior Chariots Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (4) [300]	8	3+	-	5+	3	20	17/19	4	[270]
Blessing of the Gods									[30]

*Special Rules: Brutal, Crushing Strength(1),Thunderous Charge(2),Elite **Keywords:** Ogre*

Red Goblin Blaster Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [65]	5	3+	5+	5+	1	3	-/10	3	[65]
Makeshift Grenades (12", Blast(D3),Piercing(1))									
*Special Rules: Blast(D6),Brutal, Crushing Strength(3),Boom! **Keywords:** Gizmo, Goblin*									
1 [65]	5	3+	5+	5+	1	3	-/10	3	[65]
Makeshift Grenades (12", Blast(D3),Piercing(1))									
*Special Rules: Blast(D6),Brutal, Crushing Strength(3),Boom! **Keywords:** Gizmo, Goblin*									
1 [65]	5	3+	5+	5+	1	3	-/10	3	[65]
Makeshift Grenades (12", Blast(D3),Piercing(1))									
*Special Rules: Blast(D6),Brutal, Crushing Strength(3),Boom! **Keywords:** Gizmo, Goblin*									

Giant Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225]	7	4+	-	5+	1	D6+8	18/20	6	[225]
Giant Club									[0]

*Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Rampage(Melee D6) **Keywords:** Giant*

Sergeant Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [130]	6	3+	-	4+	1	5	13/15	3	[110]
Heavy Crossbow									[10]
Crocodog									[5]
Healing Brew									[5]
Heavy Crossbow (30", Ra: 5+, Piercing(2),Steady Aim)									

*Special Rules: Brutal, Crushing Strength(2),Elite, Inspiring, Nimble, Crocodog **Keywords:** Ogre*

Ogre Warlock Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [120]	6	4+	-	4+	1	2	12/14	3	[95]
The Boomstick									[25]
Lightning Bolt (5)									[0]
Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock **Keywords:** *Berserker, Ogre*									

Army Standard Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [70]	6	3+	-	5+	1	3	11/13	3	[70]
Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble **Keywords:** *Ogre*									

Grokagamok [1] Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [250]	6	3+	-	5+	1	7	15/17	3	[250]
Special Rules: Blast(D3),Brutal, Crushing Strength(3),Nimble, Very Inspiring **Keywords:** *Ogre*									

Total Units:	14	**Total Unit Strength:**		25
Total Primary Core Points:	2500 (100.0%)			

Custom Rule	Description
Boom!	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
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.

Special Rule	Description
Blast	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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
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.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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 on its profile 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 on its profile until the end of the Turn.

Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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 Crushing Strength (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 Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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 Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
The Boomstick	The unit gains the Lighning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.