

Ogres Battlemasters

2500 / 2500 VALID



Ogres [2500]

Shooters* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [140] Heavy Crossbows (30", Piercing(2),Pot Shot) <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	4+	5+	4+	1	9	12/14	3	[140]

Boomers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [230] Boomstick (12", Piercing(1),Steady Aim) <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	4+	4+	4+	3	18	15/17	3	[230]

Warriors Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120] <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	3+	-	5+	2	9	12/14	3	[120]
Regiment (3) [120] <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	3+	-	5+	2	9	12/14	3	[120]
Horde (6) [200] <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	3+	-	5+	3	18	15/17	3	[200]

Berserker Braves Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [140] <i>Special Rules: Brutal, Crushing Strength(1),Wild Charge(D3) Keywords: Berserker, Ogre</i>	6	4+	-	4+	2	15	-/15	3	[140]
Regiment (3) [140] <i>Special Rules: Brutal, Crushing Strength(1),Wild Charge(D3) Keywords: Berserker, Ogre</i>	6	4+	-	4+	2	15	-/15	3	[140]
Horde (6) [230] <i>Special Rules: Brutal, Crushing Strength(1),Wild Charge(D3) Keywords: Berserker, Ogre</i>	6	4+	-	4+	3	30	-/18	3	[230]

Crocodog Wrangler Monster (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [110] <i>Special Rules: Crushing Strength(1),Duelist, Individual, Vicious(Melee),Wild Charge(D3+1),Through the Legs Keywords: Beast, Crocodog, Goblin</i>	6	3+	-	4+	0	7	11/13	2	[110]
1 [110] <i>Special Rules: Crushing Strength(1),Duelist, Individual, Vicious(Melee),Wild Charge(D3+1),Through the Legs Keywords: Beast, Crocodog, Goblin</i>	6	3+	-	4+	0	7	11/13	2	[110]

Giant Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Slayer(Melee D6) Keywords: Giant</i>	7	4+	-	5+	1	D6+8	18/20	6	[225] [0]

Berserker Bully Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [165] Brew of Sharpness <i>Special Rules: Brutal, Crushing Strength(2),Inspiring, Nimble, Wild Charge(D3) Keywords: Berserker, Ogre</i>	6	2+	-	4+	1	8	-/14	3	[130] [35]
1 [160] Brew of Strength <i>Special Rules: Brutal, Crushing Strength(3),Inspiring, Nimble, Wild Charge(D3) Keywords: Berserker, Ogre</i>	6	3+	-	4+	1	8	-/14	3	[130] [30]

Ogre Warlock Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [125] Conjurer's Staff Lightning Bolt (3) Drain Life (5) <i>Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>	6	4+	-	4+	1	2	12/14	3	[95] [10] [0] [20]
1 Spellcaster 1 [120] The Boomstick Lightning Bolt (5) <i>Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>	6	4+	-	4+	1	2	12/14	3	[95] [25] [0]

Nomagarok [1] Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [165] Bane Chant (3) Heal (4) Lightning Bolt (4) <i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Bloodlust, Ogre Warlock (Nomagarok)</i> Keywords: Berserker, Ogre, Warlock	6	4+	-	5+	1	5	12/14	3	[165] [0] [0] [0]

Total Units: 16 **Total Unit Strength:** 24
Total Primary Core Points: 2500 (100.0%)

Custom Rule	Description
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.
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.
Ogre Warlock (Nomagarok)	For each friendly core Large Infantry Regiment, Large Infantry Horde or Large Infantry Legion within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.
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
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
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.
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
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Drain Life	Roll to damage as normal. If one or more points of damage are scored, choose either the	Piercing(1)

Range: 6"
Enemy, CC

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.

Heal
Range: 12"
Friendly, Self, CC

For each hit, the target unit regains a point of damage that it has previously suffered.

Lightning Bolt
Range: 24"
Enemy

Roll to damage the enemy as normal.

Piercing(1), Hits
on a 5+ against
units in Cover.

Artefact	Description
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.
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.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.