

 Ogres [2300]

Shooters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [230]	6	4+	5+	4+	2	18	15/17	3	[230]
Heavy Crossbows (30", Piercing(2),Pot Shot)									
Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre									
Lrg Inf Horde (6) [230]	6	4+	5+	4+	2	18	15/17	3	[230]
Heavy Crossbows (30", Piercing(2),Pot Shot)									
Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment (3) [120]	6	3+	-	5+	2	9	12/14	3	[120]
Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre									

Siege Breakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [265]	6	3+	-	5+	3	18	15/17	3	[250]
Chalice of Wrath [15]									
Special Rules: Big Shield, Brutal, Crushing Strength(2),Fury Keywords: Ogre									
Lrg Inf Horde (6) [255]	6	3+	-	5+	3	18	16/17	3	[250]
Staying Stone [5]									
Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre									

Warrior Chariots	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment (3) [230]	8	3+	-	5+	2	15	15/17	4	[215]
Sir Jesse's Boots of Striding [15]									
Special Rules: Brutal, Crushing Strength(1),Thunderous Charge(2) Keywords: Ogre									
Cht Regiment (3) [215]	8	3+	-	5+	2	15	15/17	4	[215]
Special Rules: Brutal, Crushing Strength(1),Thunderous Charge(2) Keywords: Ogre									

Boomer Chariots*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Troop (2) [160]	8	4+	4+	4+	1	8	11/13	4	[145]
Sacred Horn [15]									
Boomstick (12", Piercing(1),Steady Aim)									
Special Rules: Aura(Stealthy),Brutal, Crushing Strength(1) Keywords: Ogre									

Sergeant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [125]	6	3+	-	4+	1	5	13/15	3	[110]
Heavy Crossbow [10]									
Healing Brew [5]									
Heavy Crossbow (30", Ra: 5+, Piercing(2),Steady Aim)									
Special Rules: Brutal, Crushing Strength(2),Elite, Inspiring, Nimble Keywords: Ogre									

Ogre Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 1 [115]	6	4+	-	4+	1	2	12/14	3	[95]
Lightning Bolt (3) [0]									
Drain Life (5) [20]									
Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									
Hero (Lrg Inf) 1 Spellcaster 1 [115]	6	4+	-	4+	1	2	12/14	3	[95]
Lightning Bolt (3) [0]									
Drain Life (5) [20]									
Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									
Hero (Lrg Inf) 1 Spellcaster 1 [95]	6	4+	-	4+	1	2	12/14	3	[95]
Lightning Bolt (3) [0]									
Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									

Kuzlo & Madfall [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 1 [145]	8	3+	-	4+	1	5	13/15	3	[145]
Enthral (5) [0]									
Hex (3) [0]									
Special Rules: Crushing Strength(2),Inspiring(Self only),Nimble, Pathfinder, Regeneration(4+),Vicious(Melee),Ravenous Lizard, Sticky Tongue Keywords: Goblin									

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

22

Custom Rule	Description
Ravenous Lizard	While within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
Sticky Tongue	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.
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
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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 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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
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.
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.
Regeneration	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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Drain Life Range: 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.	Piercing(1)
Enthral	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is	

Range: 18"
Enemy

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.

Hex
Range: 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.

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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.