

Ogres - Richard Dugher

2300 / 2300 VALID

Ogres [2300]

Red Goblin Rabble*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [145]	5	5+	-	4+	3	25	19/21	2	[125]
Dragonshard Shield									[20]
<i>Keywords: Goblin</i>									

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)									
<i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment (3) [120]	6	3+	-	5+	2	9	12/14	3	[120]
<i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>									
Lrg Inf Regiment (3) [120]	6	3+	-	5+	2	9	12/14	3	[120]
<i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>									
Lrg Inf Regiment (3) [125]	6	3+	-	4+	2	9	12/14	3	[120]
Crocodog									[5]
Two-handed Weapons									[0]
<i>Special Rules: Brutal, Crushing Strength(2), Crocodog Keywords: Ogre</i>									

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]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre</i>									
Lrg Inf Horde (6) [250]	6	3+	-	5+	3	18	15/17	3	[250]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre</i>									

Berserker Braves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [250]	7	4+	-	4+	3	30	-/18	3	[230]
Brew of Haste									[20]
<i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Ogre</i>									

Mammoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [250]	7	4+	-	5+	1	12	-/18	5	[220]
The Big Deal									[30]
<i>Special Rules: Brutal(2), Crushing Strength(2), Rampage(Melee D6), Strider, Thunderous Charge(2), Call to Greatness, Very Inspiring Keywords: Beast</i>									

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

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

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

Total Units:

13

Total Unit Strength:

25

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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 range or Line of Sight. The selected unit is granted the Brutal (+1) special rule until the start of your next Turn.
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
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.
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.
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.
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.
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).
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.	
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
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Haste	This unit increases its Speed stat by +1.
Dragonshard Shield	Once per game, when this unit carries out a Halt or Charge Facing order, it may choose to increase its Defence by +2 to a maximum of 6+ until the start of its next Turn.
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.