



Ogres [2300]

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [205] Crocodog Special Rules: Brutal, Crushing Strength(1), Crocodog Keywords: Ogre	6	3+	-	5+	3	18	15/17	3	[200] [5]
Lrg Inf Horde (6) [205] Crocodog Special Rules: Brutal, Crushing Strength(1), Crocodog Keywords: Ogre	6	3+	-	5+	3	18	15/17	3	[200] [5]
Lrg Inf Horde (6) [205] Crocodog Special Rules: Brutal, Crushing Strength(1), Crocodog Keywords: Ogre	6	3+	-	5+	3	18	15/17	3	[200] [5]

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

Red Goblin Scouts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) [100] Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin	10	4+	-	4+	1	7	10/12	3	[100]
Cav Troop (5) [100] Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin	10	4+	-	4+	1	7	10/12	3	[100]
Cav Troop (5) [100] Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin	10	4+	-	4+	1	7	10/12	3	[100]

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

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

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

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

Ogre Warlord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [185] Chariot Mount Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble, Thunderous Charge(1) Keywords: Ogre	8	3+	-	5+	1	7	15/17	4	[155] [30]

Total Units:

14

Total Unit Strength:

23

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
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).
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
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)
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.