

Hektor Lindman (swe) "Grokagamok's granite fist"

2300 / 2300 VALID

Ogres [2300]

Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [225]	7	3+	-	4+	3	18	15/17	3	[225]
<i>Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3) Keywords: Ogre, Tracker</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 Horde (6) [200]	6	3+	-	4+	3	18	15/17	3	[200]
Two-handed Weapons <i>Special Rules: Brutal, Crushing Strength(2) Keywords: Ogre</i>									

Siege Breakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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>									
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 Regiment (3) [140]	6	4+	-	4+	2	15	-/15	3	[140]
<i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Ogre</i>									
Lrg Inf Regiment (3) [140]	6	4+	-	4+	2	15	-/15	3	[140]
<i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Ogre</i>									

Sergeant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [120]	6	3+	-	4+	1	5	13/15	3	[110]
Heavy Crossbow Heavy Crossbow (30", Ra: 5+, Piercing(2), Steady Aim) <i>Special Rules: Brutal, Crushing Strength(2), Elite, Inspiring, Nimble Keywords: Ogre</i>									
Hero (Lrg Inf) 1 [120]	6	3+	-	4+	1	5	13/15	3	[110]
Heavy Crossbow Heavy Crossbow (30", Ra: 5+, Piercing(2), Steady Aim) <i>Special Rules: Brutal, Crushing Strength(2), Elite, Inspiring, Nimble Keywords: Ogre</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>									

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

Grokagamok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [250]	6	3+	-	5+	1	7	15/17	3	[250]
<i>Special Rules: Blast(D3), Brutal, Crushing Strength(3), Nimble, Very Inspiring Keywords: 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: 14
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 26

Custom Rule	Description
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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.	
Special Rule	Description	
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.	
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.	
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.	
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.	
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.	
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.