

# Ogres 2.3k Tournament

2300 / 2300 VALID



## Ogres [2300]

Shooters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [235]	6	4+	5+	4+	2	18	15/17	3	[230]
Fire-Oil									
Heavy Crossbows (30", Piercing(2),Pot Shot)									
<b>Special Rules:</b> Brutal, Crushing Strength(1 / +1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) <b>Keywords:</b> Ogre									
Lrg Inf Horde (6) [230]	6	4+	5+	4+	2	18	15/17	3	[230]
Heavy Crossbows (30", Piercing(2),Pot Shot)									
<b>Special Rules:</b> Brutal, Crushing Strength(1) <b>Keywords:</b> Ogre									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Legion (12) [360]	6	3+	-	5+	4	36	22/24	3	[350]
Hann's Sanguinary Scripture									
<b>Special Rules:</b> Brutal, Crushing Strength(1),Lifeleech(1) <b>Keywords:</b> Ogre									
Lrg Inf Legion (12) [355]	6	3+	-	5+	4	36	22/24	3	[350]
Healing Brew									
<b>Special Rules:</b> Brutal, Crushing Strength(1) <b>Keywords:</b> Ogre									

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]
<b>Special Rules:</b> Big Shield, Brutal, Crushing Strength(2) <b>Keywords:</b> 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)									
Drain Life (5)									
<b>Special Rules:</b> Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock <b>Keywords:</b> Berserker, Ogre									
Hero (Lrg Inf) 1 Spellcaster 1 [115]	6	4+	-	4+	1	2	12/14	3	[95]
Lightning Bolt (3)									
Drain Life (5)									
<b>Special Rules:</b> Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock <b>Keywords:</b> Berserker, Ogre									

[F] Warrior Chariots (Hell on Wheels) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment (3) [220]	8	3+	-	5+	2	15	15/17	4	[220]
<b>Special Rules:</b> Brutal, Crushing Strength(1),Rampage(D3),Thunderous Charge(2) <b>Keywords:</b> Ogre									

[F] Warrior Chariots (Hell on Wheels) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment (3) [220]	8	3+	-	5+	2	15	15/17	4	[220]
<b>Special Rules:</b> Brutal, Crushing Strength(1),Rampage(D3),Thunderous Charge(2) <b>Keywords:</b> Ogre									

[F] Ogre Warlord (Hell on Wheels) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [200]	8	3+	-	5+	1	7	15/17	4	[200]
<b>Special Rules:</b> Brutal, Crushing Strength(2),Inspiring, Nimble, Rallying(1 - Chariot Only),Rampage(D3),Thunderous Charge(1) <b>Keywords:</b> Ogre									

Total Units:

10

Total Unit Strength:

22

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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.

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.
Lifefeech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifefeech has a maximum total of 3.
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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
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).

Spell	Description	Special Rules
<b>Drain Life</b> 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)
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
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.
Hann's Sanguinary Scripture	The unit gains the Lifefeech (+1) special rule.