

# Tournament ogres

2000 / 2000 VALID

## Ogres [2000]

Shooters* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (3) [140]</b> Heavy Crossbows (30", Piercing(2),Pot Shot) <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	4+	5+	4+	1	9	12/14	3	[140]
<b>Regiment (3) [140]</b> Heavy Crossbows (30", Piercing(2),Pot Shot) <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	4+	5+	4+	1	9	12/14	3	[140]

Warriors Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (3) [120]</b> Two-handed Weapons <i>Special Rules: Brutal, Crushing Strength(2) Keywords: Ogre</i>	6	3+	-	4+	2	9	12/14	3	[120] [0]
<b>Horde (6) [205]</b> Staying Stone <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	3+	-	5+	3	18	16/17	3	[200] [5]
<b>Horde (6) [200]</b> <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	3+	-	5+	3	18	15/17	3	[200]

Berserker Braves Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (3) [175]</b> Brew of Sharpness <i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Ogre</i>	6	3+	-	4+	2	15	-/15	3	[140] [35]

Red Goblin Scouts* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (10) [155]</b> <i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin</i>	10	4+	-	4+	3	14	13/15	3	[155]
<b>Regiment (10) [155]</b> <i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin</i>	10	4+	-	4+	3	14	13/15	3	[155]

Mammoth Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 [220]</b> <i>Special Rules: Brutal, Crushing Strength(2), Rampage(Melee D6), Strider, Thunderous Charge(2) Keywords: Beast</i>	7	4+	-	5+	1	12	-/18	5	[220]

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

Boomer Sergeant Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 [110]</b> Inspiring Talisman Boomstick (12", Att: 8, Piercing(1), Steady Aim) <i>Special Rules: Brutal, Crushing Strength(1), Nimble, Inspiring Keywords: Ogre</i>	6	4+	4+	4+	1	4	11/13	3	[90] [20]

Ogre Warlord Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 [155]</b> <i>Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble Keywords: Ogre</i>	6	3+	-	5+	1	7	15/17	3	[155]

Total Units: 12      Total Unit Strength: 22  
Total Primary Core Points: 2000 (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.

Special Rule	Description
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.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
Artefact	Description	
Staying Stone	The unit gains +1 to its Wavering stat value.	
Inspiring Talisman	The unit gains the Inspiring special rule.	
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.	