

GrokanommmmanongrogDannyGravesgroga nonanok

2300 / 2300 VALID

Ogres [2300]

Shooters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [140] Heavy Crossbows (30", Piercing(2)) Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc	6	4+	5+	4+	1	9	12/14	3	[140]
Lrg Inf Horde [240] Piercing Arrow Heavy Crossbows (30", Piercing(2)) Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc	6	4+	5+	4+	2	18	15/17	3	[230] [10]

Boomers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235] Fire-Oil Boomstick (12", Piercing(1),Steady Aim) Special Rules: Brutal, Crushing Strength(1 / +1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) Keywords: Ogre, Merc	6	4+	4+	4+	3	18	15/17	3	[230] [5]
Lrg Inf Horde [260] Blessing of the Gods Boomstick (12", Piercing(1),Steady Aim) Special Rules: Brutal, Crushing Strength(1),Elite Keywords: Ogre, Merc	6	4+	4+	4+	3	18	15/17	3	[230] [30]

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [120] Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc	6	3+	-	5+	2	9	12/14	3	[120]
Lrg Inf Regiment [120] Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc	6	3+	-	5+	2	9	12/14	3	[120]

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

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Cleaver Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Slayer(Melee D6) Keywords: Giant	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]
Titan 1 [225] Giant Club Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Rampage(Melee D6) Keywords: Giant	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]

Boomer Sergeant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [90] Boomstick (12", Att: 8, Piercing(1),Steady Aim) Special Rules: Brutal, Crushing Strength(1),Nimble Keywords: Ogre	6	4+	4+	4+	1	4	11/13	3	[90]

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]

Grokagamok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [250] Special Rules: Blast(D3),Brutal, Crushing Strength(3),Nimble, Very Inspiring Keywords: Ogre	6	3+	-	5+	1	7	15/17	3	[250]

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

Total Units:

13

Total Unit Strength:

22

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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.
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).
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
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
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).
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
Blessing of the Gods	The unit gains the Elite special rule.