

# Paul Fox Christmas Cracker

2300 / 2300 VALID



## Ogres [2300]

Red Goblin Sharpsticks*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [140]	5	5+	-	4+	3	30	19/21	2	[140]
<i>Special Rules: Phalanx Keywords: Goblin</i>									
Inf Horde [140]	5	5+	-	4+	3	30	19/21	2	[140]
<i>Special Rules: Phalanx Keywords: Goblin</i>									

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

Boomers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [230]	6	4+	4+	4+	3	18	15/17	3	[230]
Boomstick (12", Piercing(1), Steady Aim)									
<i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc</i>									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [245]	6	3+	-	5+	3	18	15/17	3	[200]
Crocodog									[5]
Brew of Strength									[40]
<i>Special Rules: Brutal, Crushing Strength(2), Crocodog Keywords: Ogre, Merc</i>									
Lrg Inf Horde [210]	6	3+	-	5+	3	18	15/17	3	[200]
Crocodog									[5]
Healing Brew									[5]
<i>Special Rules: Brutal, Crushing Strength(1), Crocodog Keywords: Ogre, Merc</i>									

Siege Breakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [265]	6	3+	-	5+	3	18	15/17	3	[250]
Chalice of Wrath									[15]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2), Fury Keywords: Ogre</i>									
Lrg Inf Horde [255]	6	3+	-	5+	3	18	16/17	3	[250]
Staying Stone									[5]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre</i>									

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

Ogre Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 1 [120]	6	4+	-	4+	1	2	12/14	3	[75]
Lightning Bolt (3)									[25]
Drain Life (5)									[20]
<i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>									
Hero (Lrg Inf) 1 Spellcaster 1 [120]	6	4+	-	4+	1	2	12/14	3	[75]
Lightning Bolt (3)									[25]
Drain Life (5)									[20]
<i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, 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>									

Total Units:

12

Total Unit Strength:

27

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+.
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.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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).

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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.