

BRUTE FORCE. Dan Hayden

2300 / 2300 VALID

Ogres [2300]

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

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

| Warrior Chariots | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|---------------|
| Cht Horde [285] Sir Jesse's Boots of Striding <i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Ogre</i> | 8 | 3+ | - | 5+ | 3 | 20 | 17/19 | 4 | [270] [15] |

| Mammoth | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|---------------|
| Mon (Chariot) 1 [250] The Big Deal <i>Special Rules: Brutal(2), Crushing Strength(2), Rampage(Melee D6), Strider, Thunderous Charge(2), Call to Greatness, Very Inspiring Keywords: Beast</i> | 7 | 4+ | - | 5+ | 1 | 12 | -/18 | 5 | [220] [30] |

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

| Sergeant | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-----------------------|
| Hero (Cht) 1 [150] Heavy Crossbow Chariot Mount Heavy Crossbow (30", Ra: 5+, Piercing(2), Steady Aim) <i>Special Rules: Brutal, Crushing Strength(2), Elite, Inspiring, Nimble, Thunderous Charge(1) Keywords: Ogre</i> | 8 | 3+ | - | 4+ | 1 | 5 | 13/15 | 4 | [110] [10] [30] |
| Hero (Cht) 1 [150] Heavy Crossbow Chariot Mount Heavy Crossbow (30", Ra: 5+, Piercing(2), Steady Aim) <i>Special Rules: Brutal, Crushing Strength(2), Elite, Inspiring, Nimble, Thunderous Charge(1) Keywords: Ogre</i> | 8 | 3+ | - | 4+ | 1 | 5 | 13/15 | 4 | [110] [10] [30] |

| Ogre Warlock | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|------------------------------|
| Hero (Lrg Inf) 1 Spellcaster 1 [130] Lightning Bolt (3) Drain Life (5) Mindfog(2) <i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i> | 6 | 4+ | - | 4+ | 1 | 2 | 12/14 | 3 | [75] [25] [20] [10] |
| Hero (Lrg Inf) 1 Spellcaster 1 [120] Lightning Bolt (3) Drain Life (5) <i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i> | 6 | 4+ | - | 4+ | 1 | 2 | 12/14 | 3 | [75] [25] [20] |

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

Total Units: 12 Total Unit Strength: 21
Total Primary Core Points: 2300 (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.

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. |
| 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. |
| 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). |

| Spell | Description | Special Rules |
|--|--|---|
| Drain Life 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) |
| Lightning Bolt Range: 24" Enemy | Roll to damage the enemy as normal. | Piercing(1), Hits on a 5+ against units in Cover. |
| Mind Fog Range: 36" Enemy | Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. | Shattering |

| Artefact | Description |
|-------------------------------|---|
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn. |