

 Ogres [2345]

| 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))  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Brutal, Crushing Strength(1 / +1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) <b>Keywords:</b> Ogre, Merc |    |    |    |    |    |     |       |    |       |
| Lrg Inf Horde [230]   | 6  | 4+ | 5+ | 4+ | 2  | 18  | 15/17 | 3  | [230] |
| Heavy Crossbows (30", Piercing(2))  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Brutal, Crushing Strength(1) <b>Keywords:</b> Ogre, Merc  |    |    |    |    |    |     |       |    |       |
| Lrg Inf Horde [230]   | 6  | 4+ | 5+ | 4+ | 2  | 18  | 15/17 | 3  | [230] |
| Heavy Crossbows (30", Piercing(2))  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Brutal, Crushing Strength(1) <b>Keywords:</b> Ogre, Merc  |    |    |    |    |    |     |       |    |       |

| Boomers  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|--|----|----|----|----|----|-----|-------|----|-------|
| Lrg Inf Horde [235]  | 6  | 4+ | 4+ | 4+ | 3  | 18  | 16/17 | 3  | [230] |
| Staying Stone  |    |    |    |    |    |     |       |    | [5]   |
| Boomstick (12", Piercing(1), Steady Aim)                                       |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Brutal, Crushing Strength(1) <b>Keywords:</b> Ogre, Merc |    |    |    |    |    |     |       |    |       |
| Lrg Inf Horde [230]  | 6  | 4+ | 4+ | 4+ | 3  | 18  | 15/17 | 3  | [230] |
| Boomstick (12", Piercing(1), Steady Aim)                                       |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Brutal, Crushing Strength(1) <b>Keywords:</b> Ogre, Merc |    |    |    |    |    |     |       |    |       |
| Lrg Inf Horde [230]  | 6  | 4+ | 4+ | 4+ | 3  | 18  | 15/17 | 3  | [230] |
| Boomstick (12", Piercing(1), Steady Aim)                                       |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Brutal, Crushing Strength(1) <b>Keywords:</b> Ogre, Merc |    |    |    |    |    |     |       |    |       |

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

| Boomer Chariots*   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|--|----|----|----|----|----|-----|-------|----|-------|
| Cht Troop [165]  | 8  | 4+ | 4+ | 4+ | 1  | 8   | 11/13 | 4  | [125] |
| Black Powder Guns  |    |    |    |    |    |     |       |    | [25]  |
| Sacred Horn  |    |    |    |    |    |     |       |    | [15]  |
| Boomstick (12", Piercing(1), Steady Aim)   |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Brutal, Crushing Strength(1), Aura(Stealthy) <b>Keywords:</b> Ogre |    |    |    |    |    |     |       |    |       |

| Sergeant   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|--|----|----|----|----|----|-----|-------|----|-------|
| Hero (Lrg Inf) 1 [120]   | 6  | 3+ | -  | 4+ | 1  | 5   | 13/15 | 3  | [110] |
| Heavy Crossbow   |    |    |    |    |    |     |       |    | [10]  |
| Heavy Crossbow (30", Ra: 5+, Piercing(2), Steady Aim)  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Brutal, Crushing Strength(2), Elite, Inspiring, Nimble <b>Keywords:</b> Ogre |    |    |    |    |    |     |       |    |       |
| Hero (Lrg Inf) 1 [120]   | 6  | 3+ | -  | 4+ | 1  | 5   | 13/15 | 3  | [110] |
| Heavy Crossbow   |    |    |    |    |    |     |       |    | [10]  |
| Heavy Crossbow (30", Ra: 5+, Piercing(2), Steady Aim)  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Brutal, Crushing Strength(2), Elite, Inspiring, Nimble <b>Keywords:</b> Ogre |    |    |    |    |    |     |       |    |       |

| Ogre Warlock   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts  |
|--|----|----|----|----|----|-----|-------|----|------|
| Hero (Lrg Inf) 1 Spellcaster 1 [110]   | 6  | 4+ | -  | 4+ | 1  | 2   | 12/14 | 3  | [75] |
| Conjurer's Staff   |    |    |    |    |    |     |       |    | [10] |
| Lightning Bolt (3)   |    |    |    |    |    |     |       |    | [25] |
| <b>Special Rules:</b> Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock <b>Keywords:</b> Berserker, Ogre |    |    |    |    |    |     |       |    |      |
| Hero (Lrg Inf) 1 Spellcaster 1 [100]   | 6  | 4+ | -  | 4+ | 1  | 2   | 12/14 | 3  | [75] |
| Lightning Bolt (3)   |    |    |    |    |    |     |       |    | [25] |
| <b>Special Rules:</b> Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock <b>Keywords:</b> Berserker, Ogre |    |    |    |    |    |     |       |    |      |
| Hero (Lrg Inf) 1 Spellcaster 1 [100]   | 6  | 4+ | -  | 4+ | 1  | 2   | 12/14 | 3  | [75] |
| Lightning Bolt (3)   |    |    |    |    |    |     |       |    | [25] |
| <b>Special Rules:</b> Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock <b>Keywords:</b> Berserker, Ogre |    |    |    |    |    |     |       |    |      |

Total Units:

14

Total Unit Strength:

25

Total Primary Core Points:

2345 (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  |
|-------------------|--|
| Aura              | (x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement. |
| 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.   |
| 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.   |
| Steady Aim        | The unit does not suffer from the -1 Moving modifier when making Ranged attacks.   |

| Spell  | Description                         | Special Rules                                     |
|--|-------------------------------------|---|
| <b>Lightning Bolt</b><br>Range: 24"<br>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). |
| Staying Stone    | The unit gains +1 to its Wavering stat value.  |
| Conjurer's Staff | Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.  |
| Sacred Horn      | The unit gains as additional 3inch range to all of its Auras.  |