

Fiery Ogres

745 / 745 VALID



Ogres [745]

Boomers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [140]	6	4+	4+	4+	2	9	12/14	3	[140]
Boomstick (12", Piercing(1), Steady Aim)									
Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [140]	7	3+	-	5+	2	9	12/14	3	[120]
Brew of Haste [20]									
Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc									

Siege Breakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [165]	6	3+	-	5+	2	9	12/14	3	[150]
Aegis of the Elohi [15]									
Special Rules: Big Shield, Brutal, Crushing Strength(2), Iron Resolve Keywords: Ogre									
Lrg Inf Regiment [180]	6	3+	-	5+	2	9	12/14	3	[150]
Diadem of Dragonkind [30]									
Fireball (8)									
Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre									

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]									
Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									

Total Units: 5 **Total Unit Strength:** 9
Total Primary Core Points: 745 (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+.
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.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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
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	Piercing(1)

target will not take a Nerve test at the end of the Ranged phase.

Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Aegis of the Elohi	The unit gains the Iron Resolve (+1) Special Rule.
Brew of Haste	This unit increases its Speed stat by +1.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.