

 Ogres [3000]

Red Goblin Sharpsticks*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [190]	5	5+	-	4+	3	30	19/21	2	[140]
Crystal Pendent of Retribution									[50]
<b>Special Rules:</b> Phalanx <b>Keywords:</b> Goblin									

Red Goblin Rabble*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [75]	5	5+	-	4+	2	12	12/14	2	[75]
<b>Keywords:</b> Goblin									

Shooters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [140]	6	4+	5+	4+	1	9	12/14	3	[140]
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									
Lrg Inf Horde [240]	6	4+	5+	4+	2	18	15/17	3	[230]
Piercing Arrow									[10]
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									
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									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [205]	6	3+	-	4+	3	18	15/17	3	[200]
Crocodog									[5]
Two-handed Weapons									[0]
<b>Special Rules:</b> Brutal, Crushing Strength(2), Crocodog <b>Keywords:</b> Ogre, Merc									
Lrg Inf Horde [205]	6	3+	-	4+	3	18	15/17	3	[200]
Crocodog									[5]
Two-handed Weapons									[0]
<b>Special Rules:</b> Brutal, Crushing Strength(2), Crocodog <b>Keywords:</b> Ogre, Merc									

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

Warrior Chariots	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [220]	8	3+	-	5+	2	15	15/17	4	[215]
Mace of Crushing									[5]
<b>Special Rules:</b> Brutal, Crushing Strength(1), Thunderous Charge(2) <b>Keywords:</b> Ogre									
Cht Regiment [230]	8	3+	-	5+	2	15	15/17	4	[215]
Sir Jesse's Boots of Striding									[15]
<b>Special Rules:</b> Brutal, Crushing Strength(1), Thunderous Charge(2) <b>Keywords:</b> Ogre									

Crocodog Wrangler	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Cavalry) 1 [110]	6	3+	-	4+	0	7	11/13	2	[110]
<b>Special Rules:</b> Crushing Strength(1), Duelist, Individual, Vicious(Melee), Wild Charge(D3+1), Through the Legs <b>Keywords:</b> Beast, Crocodog, Goblin									

Berserker Bully	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [135]	6	3+	-	4+	1	8	-/14	3	[130]
Blade of Slashing									[5]
<b>Special Rules:</b> Brutal, Crushing Strength(2), Inspiring, Nimble, Wild Charge(D3) <b>Keywords:</b> Berserker, Ogre									

Ogre Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Inf) 1 [95]</b>	6	3+	-	5+	1	3	11/13	3	[70]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
<b>Special Rules:</b> Brutal, Crushing Strength(1), Nimble, Very Inspiring <b>Keywords:</b> Ogre									

Ogre Warlord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cht) 1 [200]</b>	8	3+	-	5+	1	7	15/17	4	[155]
Chariot Mount									[30]
Chalice of Wrath									[15]
<b>Special Rules:</b> Brutal, Crushing Strength(2), Inspiring, Nimble, Thunderous Charge(1), Fury <b>Keywords:</b> Ogre									

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

**Total Units:** 17 **Total Unit Strength:** 29  
**Total Primary Core Points:** 3000 (100.0%)

Custom Rule	Description
Through the Legs	Friendly Core units with the Ogre keyword do not block Line of Sight and can be charged through by the Cocodog Wrangler, as long as it ends its movement clear.
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
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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
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.
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
<b>Bane Chant</b> 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.	
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
Chalice of Wrath	The unit gains the Fury special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6inches for their Regroup action, because they are deterred by the huge explosion.