

Ogre1

2300 / 2300 VALID



Ogres [2300]

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

Siege Breakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [265] Dwarven Ale Special Rules: Big Shield, Brutal, Crushing Strength(2),Headstrong Keywords: Ogre	6	3+	-	5+	3	18	15/17	3	[250] [15]
Lrg Inf Horde [255] Fire-Oil Special Rules: Big Shield, Brutal, Crushing Strength(2 / +1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) Keywords: Ogre	6	3+	-	5+	3	18	15/17	3	[250] [5]
Lrg Inf Horde [250] Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre	6	3+	-	5+	3	18	15/17	3	[250]

Berserker Braves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [140] Special Rules: Brutal, Crushing Strength(1),Wild Charge(D3) Keywords: Berserker, Ogre, Merc	6	4+	-	4+	2	15	-/15	3	[140]
Lrg Inf Regiment [140] Special Rules: Brutal, Crushing Strength(1),Wild Charge(D3) Keywords: Berserker, Ogre, Merc	6	4+	-	4+	2	15	-/15	3	[140]

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

Mammoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [220] Special Rules: Brutal, Crushing Strength(2),Rampage(Melee D6),Strider, Thunderous Charge(2) Keywords: Beast	7	4+	-	5+	1	12	-/18	5	[220]

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

Boomer Sergeant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [105] Helm of Confidence Boomstick (12", Att: 8, Piercing(1),Steady Aim) Special Rules: Brutal, Crushing Strength(1),Nimble, Inspiring(Self) Keywords: Ogre	6	4+	4+	4+	1	4	11/13	3	[90] [15]

Ogre Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 1 [110] Incantation of the Tempest[1] Lightning Bolt (3) Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre	6	4+	-	4+	1	2	12/14	3	[75] [10] [25]

Ogre Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [70] Special Rules: Brutal, Crushing Strength(1),Nimble, Very Inspiring Keywords: Ogre	6	3+	-	5+	1	3	11/13	3	[70]

Total Units:

14

Total Unit Strength:

26

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+.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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.
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).
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.

Arcane Ability	Description
Incantation of the Tempest [1]	Before casting any spells, this unit may roll a single die. On a result of 4+, this unit may reroll any misses on spells it casts this Turn. If the unit does not roll a 4+, it must reroll any hits on spells it casts this Turn.

Spell	Description	Special Rules
Lightning Bolt 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).

Dwarven Ale

The unit gains the Headstrong special rule.

Helm of Confidence

The unit gains the Inspiring (Self) special rule.