Ogrey of Destruction

2500 / 2500 VALID

1st Battalion

Arokamorra [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	7	3+	4+	4+	1	6	14	3	[190]
Snapper (12", Att: 5, Piercing (1))									
Special Rules: *Aura(Brutal (+1)),Base(50mm),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat),Snap!*									

Berserker Bully [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	4+	1	8	14	3	[165]
Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Inspiring, Wild Charge(D3)*									

Paymaster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	5+	1	3	13	3	[170]
Docamorragrok									[20]
Banner of Command									[20]
Special Rules: *Brutal(1),Crushing Strength(1),Very Inspiring, Docamorragrok*									

Red Goblins	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	6+	4+	4	20	21	2	[165]
Shortbows (18")									
Special Rules: *Phalanx* ***Traits:*** *Goblin*									
Core Inf Horde	5	5+	6+	4+	4	20	21	2	[165]
Shortbows (18")									
Special Rules: *Phalanx* ***Traits:*** *Goblin*									

Hunters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	7	3+	-	4+	1	9	14	3	[150]
Special Rules: *Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(3 - Combat)* ***Traits:*** *Tribal Strength*									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	3+	-	**4**+	2	18	17	3	[210]
Two-handed Weapons									[0]
Blessing of the Gods									[25]
Special Rules: *Brutal(1),Crushing Strength(2),Elite* ***Traits:*** *Tribal Strength*									

Warrior Chariots	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	3+	-	5+	2	15	17	4	[210]
Special Rules: *Brutal(1),Crushing Strength(1),Thunderous Charge(2)*									
Specialist Cht Regiment	8	3+	-	5+	2	15	17	4	[225]
Pipes of Terror									[15]
Special Rules: *Brutal(2),Crushing Strength(1),Thunderous Charge(2)*									

Red Goblin Biggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Hero (Cav)	**10**	4+	-	4+	1	3	11	**3**	[95]
Fleabag									[15]
Special Rules: *Crushing Strength(1),Individual, Inspiring(Goblin Trait only),Rallying(Goblin Trait only)* ***Traits:*** *Goblin*									

Red Goblin Blaster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	5	3+	6+	5+	1	3	10	3	[80]
Makeshift Grenades (12", Blast (D3),Piercing (1))									
Special Rules: *Blast(D6 - Combat),Brutal(1),Crushing Strength(3),Fearless, Height(3),Boom* ***Traits:*** *Goblin*									
Support Mon (Cht)	5	3+	6+	5+	1	3	10	3	[80]
Makeshift Grenades (12", Blast (D3),Piercing (1))									
Special Rules: *Blast(D6 - Combat),Brutal(1),Crushing Strength(3),Fearless, Height(3),Boom* ***Traits:*** *Goblin*									

Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	4+	-	5+	2	D6+8	20	6	[225]
Giant Cleaver									[0]
Special Rules: *Brutal(1),Crushing Strength(4),Height(6),Strider, Slayer(D6 - Combat)*									

Total Units:	15	**Total Unit Strength:**	27
Total Points:	2500		

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Protect the Tribe	5	Unengaged units, or units that have received a Charge! order this Turn only. The unit gains the Vicious (Combat) special rule. If the target unit is Engaged in a Combat involving another friendly unit with the Goblin Trait, add +1 to the dice results when issuing this order.
Smoke Bombs	4	Units with the Tribal Strength or Goblin Trait only. The unit gains the Stealthy special rule until the start of its next Turn.
That's our Stash	4	The unit gains +1 Unit Strength until the start of its next Turn.
Goblin Explosives	5	When this unit makes a non-spell ranged attack in the Ranged Phase this Turn, each successful roll to damage that scores a natural 6, causes 2 damage instead of one.
Marching Orders	4	Large Infantry only. When this unit is issued an At the Double! order, it can make one additional pivot during the move.

Special Rule	Description
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). 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.
Base (n)	This unit must be on the base size specified by n.
Blast (n)	For each of the unit’s attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Boom	At the end of a Turn in which this unit scores a successful hit in Combat, it is immediately Routed and removed from play.
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Docamorragrok	At the start of Doc’s Turn, one friendly unit within 6” of him gains +2 to its Ne value until the beginning of its next Turn.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Ensnare	In Combat, attacks against this unit’s front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.

Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Snap!	The Snapper ranged attack always hits on a 4+ regardless of modifiers.
Strider	This unit’s Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!

Artefact	Description
Pipes of Terror	This unit gains the Brutal (+1) special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.