Ogres clash

2300 / 2300 VALID

1st Battalion

Grokagamok [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	5+	2	7	17	3	[255]
Hammertime									[0]
Special Rules: *Blast(D3),Brutal(1),Crushing Strength(3),Fearless, Very Inspiring*									

Berserker Bully [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	4+	1	8	14	3	[170]
Blade of Slashing									[5]
Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Inspiring, Wild Charge(D3)*									

Ogre Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	-	4+	1	2	14	3	[155]
Scorched Earth(3)									[30]
Special Rules: *Brutal(1),Crushing Strength(1),Inspiring, Power of the Plains* ***Traits:*** *Spellcaster*									

Boomers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	4+	4+	4+	2	18	17	3	[250]
Blessing of the Gods									[25]
Boomsticks (12", Piercing (1))									
Special Rules: *Brutal(1),Crushing Strength(1),Elite* ***Traits:*** *Tribal Strength*									

Hunters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	**8**	3+	-	4+	2	18	17	3	[230]
Brew of Haste									[20]
Special Rules: *Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(3 - Combat)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	7	3+	-	4+	2	18	17	3	[250]
Brew of Strength									[40]
Special Rules: *Brutal(1),Crushing Strength(2),Ensnare, Pathfinder, Slayer(3 - Combat)* ***Traits:*** *Tribal Strength*									

Red Goblin Scouts	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop	10	4+	-	4+	1	7	12	3	[140]
Crystal Pendant of Retribution									[35]
Special Rules: *Nimble, Thunderous Charge(1),Vicious(Combat)* ***Traits:*** *Goblin*									
Core (Aux) Cav Troop	10	4+	-	4+	1	7	12	3	[110]
Mace of Crushing									[5]
Special Rules: *Nimble, Thunderous Charge(1),Vicious(Combat)* ***Traits:*** *Goblin*									

Berserker Braves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	**3+**	-	4+	2	30	18	3	[260]
Brew of Sharpness									[45]
Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Wild Charge(D3)* ***Traits:*** *Tribal Strength*									

Siege Breakers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	5	3+	-	5+	2	18	**18**	3	[240]
Staying Stone									[15]
Special Rules: *Big Shield, Brutal(1),Crushing Strength(2),Headstrong*									
Specialist Lrg Inf Regiment	5	3+	-	5+	2	18	17	3	[240]
Pipes of Terror									[15]
Special Rules: *Big Shield, Brutal(2),Crushing Strength(2),Headstrong*									

Total Units: 11 **Total Unit Strength:** 18
Total Points: 2300

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**
Big Shield	All attacks (Ranged and Combat) against the target unit's front facing treat its defence as 6+.
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
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.
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.
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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
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.
Power of the Plains	For each friendly unit with the Tribal Strength Trait within 6", increase the amount of dice rolled with non-Arcane Library spells by 1 to a maximum bonus of +3.
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.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
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!

Spell	Description
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit rolls to damage in Combat, it can reroll one of the dice that failed to damage.
Staying Stone	The unit gains +1 to its Nerve stat value.
Brew of Haste	This unit increases its Speed stat by +1.
Pipes of Terror	This unit gains the Brutal (+1) special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Crystal Pendant of Retribution	May not be taken by units with the Individual special rule. When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits with Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.