Ogres 2026: Rob Phipps Clash 2026

2300 / 2300 (Valid)

1st BATTALION

Nomagarok [U]									**Spellcaster**
	Sp	**Me**	**Sh**	**De**	**US**	**Att**	**Ne**	**Ht**	**Pts**
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14+	3	**[215]**
Bane Chant (3)									0
Heal (4)									0
Lightning Bolt (4)									0
★ **Special Rules:** Brutal (1), Crushing Strength (1), Inspiring, Master of the Plains, Bloodrage **Traits: Spellcaster**									

Ogre Warlock [2]									**Spellcaster**
	Sp	**Me**	**Sh**	**De**	**US**	**Att**	**Ne**	**Ht**	**Pts**
Champion Hero (Lrg Inf)	6	4+	-	4+	1	2	14+	3	**[200]**
Banner of Command									20
Fireball (4)									25
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	**[225]**
Boomsticks (12", Piercing(1))									
★ **Special Rules:** Brutal (1), Crushing Strength (1) **Traits: Tribal Strength**									
Core Lrg Inf Regiment	6	4+	4+	4+	2	18	17+	3	**[225]**
Boomsticks (12", Piercing(1))									
★ **Special Rules:** Brutal (1), Crushing Strength (1) **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 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**									

Red Goblin Scouts									
	Sp	**Me**	**Sh**	**De**	**US**	**Att**	**Ne**	**Ht**	**Pts**
Core (Aux) Cav Troop	10	4+	-	4+	1	7	12+	3	**[105]**
★ **Special Rules:** Nimble, Thunderous Charge (1), Vicious (Combat) **Traits: Goblin**									
Core (Aux) Cav Troop	10	4+	-	4+	1	7	12+	3	**[105]**
★ **Special Rules:** Nimble, Thunderous Charge (1), Vicious (Combat) **Traits: Goblin**									

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

Siege Breakers									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Regiment	5	3+	-	5+	2	18	17+	3	**[250]**
Blessing of the Gods									25
Special Rules: Big Shield, Brutal (1), Crushing Strength (2), Headstrong, Elite									

Slots: Aux 2/6 | Specialist 1/6 | Support 1/3 | Commanders 2/3

Total Units:	12	**Total Unit Strength:**	20
Total Points:	[2300]		
Artefacts Points:	[80]	**Inspiring Units:**	2
Average Defense:	4.50	**Ranged Shots**	36

Command Orders

Rule	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 & Custom Rules

Rule	Description
Big Shield	All attacks (Ranged and Combat) against the target unit's front facing treat its defence as 6+.
Bloodrage	Any friendly unit hit by Nomagarok's Heal spell gains Vicious (Combat) for the remainder of the Turn.
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.
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.
Master 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.
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.
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.

Spells

Spell	Range	Targets	Description
Bane Chant	12"	Friendly, CC	If any hits are scored, instead of causing damage, 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.
Fireball	12"	Magical Missile	Blast (D3), Shattering (1).
Heal	12"	Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Lightning Bolt	24"	Magical Missile	Piercing (1)
Scorched Earth	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.

Artefacts

Artefact	Description
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Brew of Haste	This unit increases its Speed stat by +1.
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.