Ogres 2026: Clash of Kings 26

2300 / 2300 (Valid)

1st BATTALION

Matriarch

	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	4+	2	5	16+	3	**[170]**
Blade of Slashing									5

★ **Special Rules:** Brutal (1), Crushing Strength (2), Rallying, Very Inspiring

Paymaster [2]

	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	5+	1	3	13+	3	**[150]**
Docamorragrok									20

★ **Special Rules:** Brutal (1), Crushing Strength (1), Very Inspiring, Docamorragrok

Sergeant [2]

	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	5+	1	5	15+	3	**[160]**

★ **Special Rules:** Brutal (1), Crushing Strength (2), Elite, Inspiring

Warriors

	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	6	3+	-	5+	1	9	14+	3	**[130]**
★ **Special Rules:** Brutal (1), Crushing Strength (1) **Traits: Tribal Strength**									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14+	3	**[130]**
★ **Special Rules:** Brutal (1), Crushing Strength (1) **Traits: Tribal Strength**									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14+	3	**[130]**
★ **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+	-	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+	-	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**

Slots: Aux 1/7 | Specialist 0/7 | Support 0/3 | Commanders 3/3

2nd 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**

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**									

Slots: Aux 0/2 | Specialist 0/2 | Support 0/1 | Commanders 1/1

Total Units:	14	**Total Unit Strength:**	22
Total Points:	[2300]		
Artefacts Points:	[5]	**Inspiring Units:**	4

Average Defense:	4.89	**Ranged Shots**	0

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
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.
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.
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.
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.
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.

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.
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)

Artefacts

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.