

# OGRES 1000



## OGRES

**NEUTRAL**

### Shooters\*

**Large Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	5	4	3	1	9	12/14	[140]
Brutal, Crushing Strength (1) Heavy Crossbows (30", Piercing (2), Pot Shot) Keywords: Ogre									

### Warriors

**Large Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	5	3	3	18	15/17	200
Crocodog Brutal, Crushing Strength (1) Keywords: Ogre 5 [205]									
Horde(6)	6	3	-	4	3	3	18	15/17	200
Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (2) Crocodog Brutal, Crushing Strength (2) Keywords: Ogre 5 [205]									

### Berserker Braves

**Large Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	4	3	2	15	-/15	[140]
Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre									

### Red Goblin Blaster

**Monster (Cht)**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	5	5	3	1	3	-/10	[65]
Blast (D6), Boom!, Brutal, Crushing Strength (3) Makeshift Grenades (12", Blast (D3), Piercing (1)) Keywords: Gizmo, Goblin									

### Ogre Warlock

**Hero (LrgInf)  
Spellcaster: 1**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	4	3	1	2	12/14	95
Mind Fog (1) Drain Life (5) Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock Spells: Lightning Bolt (3), Mind Fog (1), Drain Life (5) Keywords: Berserker, Ogre 10 20 [125]									

### Sergeant

**Hero (LrgInf)**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	5	4	3	1	5	13/15	110
Exchange shield for Heavy Crossbow, lowering Defence to 4+ and gaining the ranged attack - Heavy Crossbow: 30", Ra 5+, Piercing (2) - cannot be taken with Exchange shield for two-handed weapon. Brutal, Crushing Strength (2), Inspiring, Nimble Heavy Crossbows (30", Ra 5+, Piercing (2)) Keywords: Ogre 10 [120]									



## SPECIAL RULES AND SPELLS:

<b>Blast</b>	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
<b>Boom!</b>	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Crocodog</b>	Once per game, when the unit rolls to hit in melee, you may choose to reroll up to 3 dice that score a natural, unmodified 1. The unit's Crocodog is then destroyed and cannot be used again for the remainder of the game.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is case into Melee, the target will not take a Nerve test at the end of the Ranged phase.
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Mind Fog</b>	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.
<b>Nimble</b>	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.
<b>Ogre Warlock</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Pot Shot</b>	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
<b>Wild Charge</b>	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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.