

 Ogres [2300]

Red Goblin Scouts* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [100]	10	4+	-	4+	1	7	10/12	3	[100]
<i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin</i>									
Troop (5) [100]	10	4+	-	4+	1	7	10/12	3	[100]
<i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin</i>									

Warrior Chariots Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [215]	8	3+	-	5+	2	15	15/17	4	[215]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Ogre</i>									
Regiment (3) [215]	8	3+	-	5+	2	15	15/17	4	[215]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Ogre</i>									
Legion (6) [325]	8	3+	-	5+	4	25	20/22	4	[310]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Ogre</i>									

Boomer Chariots* Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (2) [160]	8	4+	4+	4+	1	8	11/13	4	[145]
Sacred Horn									[15]
Boomstick (12", Piercing(1), Steady Aim)									
<i>Special Rules: Aura(Stealthy), Brutal, Crushing Strength(1) Keywords: Ogre</i>									

Mammoth Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [250]	7	4+	-	5+	1	12	-/18	5	[220]
The Big Deal									[30]
<i>Special Rules: Brutal(2), Crushing Strength(2), Rampage(Melee D6), Strider, Thunderous Charge(2), Call to Greatness, Very Inspiring Keywords: Beast</i>									

Red Goblin Blaster Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [65]	5	3+	5+	5+	1	3	-/10	3	[65]
Makeshift Grenades (12", Blast(D3), Piercing(1))									
<i>Special Rules: Blast(D6), Brutal, Crushing Strength(3), Boom! Keywords: Gizmo, Goblin</i>									
1 [65]	5	3+	5+	5+	1	3	-/10	3	[65]
Makeshift Grenades (12", Blast(D3), Piercing(1))									
<i>Special Rules: Blast(D6), Brutal, Crushing Strength(3), Boom! Keywords: Gizmo, Goblin</i>									

Sergeant Hero (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [150]	8	3+	-	4+	1	5	13/15	4	[110]
Heavy Crossbow									[10]
Chariot Mount									[30]
Heavy Crossbow (30", Ra: 5+, Piercing(2), Steady Aim)									
<i>Special Rules: Brutal, Crushing Strength(2), Elite, Inspiring, Nimble, Thunderous Charge(1) Keywords: Ogre</i>									

[F] Warrior Chariots (Hell on Wheels) [1] Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [220]	8	3+	-	5+	2	15	15/17	4	[220]
<i>Special Rules: Brutal, Crushing Strength(1), Rampage(D3), Thunderous Charge(2) Keywords: Ogre</i>									

[F] Warrior Chariots (Hell on Wheels) [1] Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [220]	8	3+	-	5+	2	15	15/17	4	[220]
<i>Special Rules: Brutal, Crushing Strength(1), Rampage(D3), Thunderous Charge(2) Keywords: Ogre</i>									

[F] Ogre Warlord (Hell on Wheels) [1] Hero (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [215]	8	3+	-	5+	1	7	15/17	4	[200]
Trickster's Wand									[15]
Hex (2)									
<i>Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble, Rallying(1 - Chariot Only), Rampage(D3), Thunderous Charge(1) Keywords: Ogre</i>									

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

20

Custom Rule	Description
Boom!	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
Call to Greatness	As long as this unit is present and in play on the table, at the start of each of your Melee phases you may select a single friendly Core unit with the Ogre keyword within 12" regardless of range or Line of Sight. The selected unit is granted the Brutal (+1) special rule until the start of your next Turn.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note 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 keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. 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.
Blast	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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 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 while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it	

may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.

Artefact	Description
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.