

Jeremy Duvall Adepticon Listg

2300 / 2300 VALID



Ogres [2300]

Siege Breakers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [265] Dwarven Ale	6	3+	-	5+	3	18	15/17	3	[250] [15]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2), Headstrong</i> Keywords: Ogre									
Horde (6) [265] Chalice of Wrath	6	3+	-	5+	3	18	15/17	3	[250] [15]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2), Fury</i> Keywords: Ogre									
Horde (6) [255] Staying Stone	6	3+	-	5+	3	18	16/17	3	[250] [5]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2)</i> Keywords: Ogre									

Berserker Braves Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [145] Healing Brew	6	4+	-	4+	2	15	-/15	3	[140] [5]
<i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3)</i> Keywords: Berserker, Ogre									
Regiment (3) [140] Healing Brew	6	4+	-	4+	2	15	-/15	3	[140] [5]
<i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3)</i> Keywords: Berserker, Ogre									

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

Warrior Chariots Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [235] Chant of Hate	8	3+	-	5+	2	15	15/17	4	[215] [20]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2), Vicious</i> Keywords: Ogre									
Regiment (3) [235] Blessing of the Gods	8	3+	-	5+	2	15	15/17	4	[215] [20]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2), Elite</i> Keywords: Ogre									

Ogre Warlock Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [125] Amulet of the Fireheart Lightning Bolt (3) Drain Life (5)	6	4+	-	4+	1	2	12/14	3	[95] [10] [0] [20]
<i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock</i> Keywords: Berserker, Ogre									
1 Spellcaster 1 [125] Conjurer's Staff Lightning Bolt (3) Drain Life (5)	6	4+	-	4+	1	2	12/14	3	[95] [10] [0] [20]
<i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock</i> Keywords: Berserker, Ogre									

Nomagarok [1] Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [165] Bane Chant (3) Heal (4) Lightning Bolt (4)	6	4+	-	5+	1	5	12/14	3	[165] [0] [0] [0]
<i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Bloodlust, Ogre Warlock (Nomagarok)</i> Keywords: Berserker, Ogre, Warlock									

Kuzlo & Madfall [1] Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [145] Enthral (5) Hex (3)	8	3+	-	4+	1	5	13/15	3	[145] [0] [0]
<i>Special Rules: Crushing Strength(2), Inspiring(Self only), Nimble, Pathfinder, Regeneration(4+), Vicious(Melee), Ravenous Lizard, Sticky Tongue</i> Keywords: Goblin									

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

23

Custom Rule	Description
Ravenous Lizard	While within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
Sticky Tongue	This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.
Ogre Warlock (Nomagarok)	For each friendly core Large Infantry Regiment, Large Infantry Horde or Large Infantry Legion within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.
Ogre Warlock	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.

Special Rule	Description
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	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 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, 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.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, 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.	
Drain Life Range: 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 cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)

Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Staying Stone	The unit gains +1 to its Wavering stat value.
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.