

Ogre All

2300 / 2300 VALID



Ogres [2300]

Hunters Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [225] <i>Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3) Keywords: Ogre, Tracker</i>	7	3+	-	4+	3	18	15/17	3	[225]
Horde (6) [225] <i>Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3) Keywords: Ogre, Tracker</i>	7	3+	-	4+	3	18	15/17	3	[225]

Warriors Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120] <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	3+	-	5+	2	9	12/14	3	[120]
Regiment (3) [120] <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	3+	-	5+	2	9	12/14	3	[120]
Regiment (3) [120] <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>	6	3+	-	5+	2	9	12/14	3	[120]

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

Berserker Bully Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [135] Blade of Slashing <i>Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble, Wild Charge(D3) Keywords: Berserker, Ogre</i>	6	3+	-	4+	1	8	-/14	3	[130] [5]
1 [135] Mace of Crushing <i>Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble, Wild Charge(D3) Keywords: Berserker, Ogre</i>	6	3+	-	4+	1	8	-/14	3	[130] [5]
1 [130] <i>Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble, Wild Charge(D3) Keywords: Berserker, Ogre</i>	6	3+	-	4+	1	8	-/14	3	[130]

Ogre Warlock Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [165] Conjurer's Staff Knowledgable[1] Lightning Bolt (3) Drain Life (5) Veil of Shadows[1](3) <i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>	6	4+	-	4+	1	2	12/14	3	[95] [10] [10] [0] [20] [30]
1 Spellcaster 1 [115] Lightning Bolt (3) Drain Life (5) <i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>	6	4+	-	4+	1	2	12/14	3	[95] [0] [20]
1 Spellcaster 1 [115] Lightning Bolt (3) Drain Life (5) <i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>	6	4+	-	4+	1	2	12/14	3	[95] [0] [20]

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) <i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Bloodlust, Ogre Warlock (Nomagarok) Keywords: Berserker, Ogre, Warlock</i>	6	4+	-	5+	1	5	12/14	3	[165] [0] [0] [0]

Total Units:

14

Total Unit Strength:

25

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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)
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Veil of Shadows[1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
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Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
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.
