

# Ogres Adepticlash 2024 Christian Moisan

2300 / 2300 VALID



## Ogres [2300]

Red Goblin Spitters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [90] Bows (24") <b>Keywords:</b> <i>Goblin</i>	5	6+	5+	3+	2	10	12/14	2	[90]

Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [240] Brew of Haste <b>Special Rules:</b> <i>Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3)</i> <b>Keywords:</b> <i>Ogre, Tracker, Merc</i>	8	3+	-	4+	3	18	15/17	3	[220] [20]

Boomers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235] Fire-Oil Boomstick (12", Piercing(1), Steady Aim) <b>Special Rules:</b> <i>Brutal, Crushing Strength(1 / +1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration)</i> <b>Keywords:</b> <i>Ogre, Merc</i>	6	4+	4+	4+	3	18	15/17	3	[230] [5]

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

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

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Club <b>Special Rules:</b> <i>Brutal, Crushing Strength(4), Fury, Strider, Rampage(Melee D6)</i> <b>Keywords:</b> <i>Giant</i>	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]

Sergeant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [120] Heavy Crossbow Heavy Crossbow (30", Ra: 5+, Piercing(2), Steady Aim) <b>Special Rules:</b> <i>Brutal, Crushing Strength(2), Elite, Inspiring, Nimble</i> <b>Keywords:</b> <i>Ogre</i>	6	3+	-	4+	1	5	13/15	3	[110] [10]
Hero (Lrg Inf) 1 [120] Heavy Crossbow Heavy Crossbow (30", Ra: 5+, Piercing(2), Steady Aim) <b>Special Rules:</b> <i>Brutal, Crushing Strength(2), Elite, Inspiring, Nimble</i> <b>Keywords:</b> <i>Ogre</i>	6	3+	-	4+	1	5	13/15	3	[110] [10]

Ogre Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 1 [100] Lightning Bolt (3) <b>Special Rules:</b> <i>Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock</i> <b>Keywords:</b> <i>Berserker, Ogre</i>	6	4+	-	4+	1	2	12/14	3	[75] [25]
Hero (Lrg Inf) 1 Spellcaster 1 [120] Lightning Bolt (3) Drain Life (5) <b>Special Rules:</b> <i>Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock</i> <b>Keywords:</b> <i>Berserker, Ogre</i>	6	4+	-	4+	1	2	12/14	3	[75] [25] [20]

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

**Total Units:**  
**Total Primary Core Points:**

13  
2300 (100.0%)

**Total Unit Strength:**

25

<b>Custom Rule</b>	<b>Description</b>
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.

  

<b>Special Rule</b>	<b>Description</b>
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.
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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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.
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).
Vicious	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.

  

<b>Spell</b>	<b>Description</b>	<b>Special Rules</b>
<b>Bane Chant</b> 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.	
<b>Drain Life</b> 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)

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**Heal**  
Range: 12"  
Friendly, Self, CC

For each hit, the target unit regains a point of damage that it has previously suffered.

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**Lightning Bolt**  
Range: 24"  
Enemy

Roll to damage the enemy as normal.

Piercing(1), Hits  
on a 5+ against  
units in Cover.

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Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.
Brew of Haste	This unit increases its Speed stat by +1.