

# Adepticon - 90% Mantic Ogres

2300 / 2300 VALID

## Ogres [2300]

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [125] Matriarch <i>Special Rules: Brutal, Crushing Strength(1), Redeploy</i> <b>Keywords: Ogre, Merc</b>	6	3+	-	5+	2	9	12/14	3	[120] [5]
Lrg Inf Regiment [125] Matriarch <i>Special Rules: Brutal, Crushing Strength(1), Redeploy</i> <b>Keywords: Ogre, Merc</b>	6	3+	-	5+	2	9	12/14	3	[120] [5]
Lrg Inf Regiment [125] Matriarch <i>Special Rules: Brutal, Crushing Strength(1), Redeploy</i> <b>Keywords: Ogre, Merc</b>	6	3+	-	5+	2	9	12/14	3	[120] [5]

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

Berserker Braves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [250] Helm of the Drunken Ram <i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3), Thunderous Charge(1)</i> <b>Keywords: Berserker, Ogre, Merc</b>	6	4+	-	4+	3	30	-/18	3	[230] [20]

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

Crocodog Wrangler	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Cavalry) 1 [110] <i>Special Rules: Crushing Strength(1), Duelist, Individual, Vicious(Melee), Wild Charge(D3+1), Through the Legs</i> <b>Keywords: Beast, Crocodog, Goblin</b>	6	3+	-	4+	0	7	11/13	2	[110]
Mon (Cavalry) 1 [110] <i>Special Rules: Crushing Strength(1), Duelist, Individual, Vicious(Melee), Wild Charge(D3+1), Through the Legs</i> <b>Keywords: Beast, Crocodog, Goblin</b>	6	3+	-	4+	0	7	11/13	2	[110]

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

Grokagamok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [250] <i>Special Rules: Blast(D3), Brutal, Crushing Strength(3), Nimble, Very Inspiring</i> <b>Keywords: Ogre</b>	6	3+	-	5+	1	7	15/17	3	[250]

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

Total Units:

13

Total Unit Strength:

20

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Through the Legs	Friendly Core units with the Ogre keyword do not block Line of Sight and can be charged through by the Cocodog Wrangler, as long as it ends its movement clear.
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.
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.

Special Rule	Description
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
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.
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.
Redeploy	After deployment and all Scout moves have been completed by both players, but before rolling for the first turn, this unit may be picked up and redeployed anywhere in the controlling player's deployment zone. If more than one unit shares this rule then pick up all units first, then deploy them. If units on both sides share this rule, both players remove all units with this rule from the board and then take turns deploying them starting with the player who finished their normal deployment first.
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 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
<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>Heal</b>	For each hit, the target unit regains a point of damage that it has previously suffered.	

Range: 12"  
Friendly, Self, CC

**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
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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.