

 **Ogres [2300]**

Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [220]	7	3+	-	4+	3	18	15/17	3	[220]
<i>Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3) Keywords: Ogre, Tracker, Merc</i>									
Lrg Inf Horde [220]	7	3+	-	4+	3	18	15/17	3	[220]
<i>Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3) Keywords: Ogre, Tracker, Merc</i>									

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

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

Warrior Chariots	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [215]	8	3+	-	5+	2	15	15/17	4	[215]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Ogre</i>									
Cht Regiment [215]	8	3+	-	5+	2	15	15/17	4	[215]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Ogre</i>									

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

Sergeant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [140]	8	3+	-	5+	1	5	13/15	4	[110]
Chariot Mount									
<i>Special Rules: Brutal, Crushing Strength(2), Elite, Inspiring, Nimble, Thunderous Charge(1) Keywords: Ogre</i>									

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

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

Nomagarok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [165]	6	4+	-	5+	1	5	12/14	3	[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>									

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

Total Units:

13

Total Unit Strength:

23

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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.
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
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.
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.
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.
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.
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 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
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.