

Ogres

2300 / 2300 VALID



Ogres [2300]

Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [265]	7	3+	-	4+	3	18	15/17	3	[220]
Crocodog									[5]
Brew of Strength									[40]
Special Rules: Brutal, Crushing Strength(2), Ensnare, Pathfinder, Slayer(Melee D3), Crocodog Keywords: Ogre, Tracker, Merc									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [125]	6	3+	-	5+	2	9	12/14	3	[120]
Matriarch									[5]
Special Rules: Brutal, Crushing Strength(1), Redeploy Keywords: Ogre, Merc									
Lrg Inf Regiment [125]	6	3+	-	5+	2	9	12/14	3	[120]
Matriarch									[5]
Special Rules: Brutal, Crushing Strength(1), Redeploy Keywords: Ogre, Merc									
Lrg Inf Horde [215]	6	3+	-	5+	3	18	15/17	3	[200]
Crocodog									[5]
Matriarch									[10]
Special Rules: Brutal, Crushing Strength(1), Crocodog, Redeploy Keywords: Ogre, Merc									

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

Boomer Chariots*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Troop [165]	8	4+	4+	4+	1	8	11/13	4	[125]
Black Powder Guns									[25]
Sacred Horn									[15]
Boomstick (12", Piercing(1), Steady Aim)									
Special Rules: Brutal, Crushing Strength(1), Aura(Stealthy) Keywords: Ogre									

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

Ogre Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [160]	6	4+	-	4+	1	2	12/14	3	[75]
Amulet of the Fireheart									[10]
Knowledgable[1]									[10]
Lightning Bolt (3)									[25]
Drain Life (5)									[20]
Host Shadowbeast(3)									[20]
Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									
Hero (Lrg Inf) 1 Spellcaster 1 [150]	6	4+	-	4+	1	2	12/14	3	[75]
Conjurer's Staff									[10]
Lightning Bolt (3)									[25]
Drain Life (5)									[20]
Scorched Earth(2)									[20]
Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									

Ogre Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [95]	6	3+	-	5+	1	3	11/13	3	[70]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
Special Rules: Brutal, Crushing Strength(1), Nimble, Very Inspiring Keywords: Ogre									

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

Total Units: 13 **Total Unit Strength:** 21
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.
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
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
Cocodog	Once per game, when the unit rolls to hit in melee, you may choose to reroll up to 3 dice that score a natural, unmodified 1. The unit's Cocodog is then destroyed and cannot be used again for the remainder of the game.
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.
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.
Individual	See the Rules Chapter for Individuals
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.
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.
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.
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.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

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)
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Scorched Earth Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit cannot use the Strider and Pathfinder special rules for the duration of its next Turn.	
Host Shadowbeast Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
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.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.