

Joe Kuth: Kuthrog's Kingmakers

1995 / 1995 VALID

Ogres [1995]

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

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [130] Crocodog Matriarch <i>Special Rules: Brutal, Crushing Strength(1),Crocodog, Redeploy Keywords: Ogre, Merc</i>	6	3+	-	5+	2	9	12/14	3	[120] [5] [5]
Lrg Inf Regiment [130] Crocodog Matriarch <i>Special Rules: Brutal, Crushing Strength(1),Crocodog, Redeploy Keywords: Ogre, Merc</i>	6	3+	-	5+	2	9	12/14	3	[120] [5] [5]

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

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Slayer(Melee D6) Keywords: 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) <i>Special Rules: Brutal, Crushing Strength(2),Elite, Inspiring, Nimble Keywords: 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) <i>Special Rules: Brutal, Crushing Strength(2),Elite, Inspiring, Nimble Keywords: 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 [145] The Boomstick Lightning Bolt (5) 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	[75] [25] [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) <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:11Total Unit Strength:22

Total Primary Core Points:1995 (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	For each friendly core Large Infantry Regiment, Large Infantry Horde or Large Infantry Legion within 6", increase the

(Nomagarak)	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.	
Crocodog	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 Crocodog 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.	
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.	
Fury	While Wavering, this unit may still declare a Counter Charge.	
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.	
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.	
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.	
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.
Artefact	Description	
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.	