

 Ogres [2300]

Shooters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [260]	6	4+	5+	4+	2	18	15/17	3	[230]
Blessing of the Gods									[30]
Heavy Crossbows (30", Piercing(2))									
<b>Special Rules:</b> Brutal, Crushing Strength(1),Elite <b>Keywords:</b> Ogre, Merc									

Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [225]	7	3+	-	4+	3	18	15/17	3	[220]
Crocodog									[5]
<b>Special Rules:</b> Brutal, Crushing Strength(1),Ensnare, Pathfinder, Slayer(Melee D3),Crocodog <b>Keywords:</b> Ogre, Tracker, Merc									
Lrg Inf Horde [225]	7	3+	-	4+	3	18	15/17	3	[220]
Crocodog									[5]
<b>Special Rules:</b> Brutal, Crushing Strength(1),Ensnare, Pathfinder, Slayer(Melee D3),Crocodog <b>Keywords:</b> Ogre, Tracker, 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]
<b>Special Rules:</b> Big Shield, Brutal, Crushing Strength(2),Fury <b>Keywords:</b> Ogre									
Lrg Inf Horde [265]	6	3+	-	5+	3	18	15/17	3	[250]
Dwarven Ale									[15]
<b>Special Rules:</b> Big Shield, Brutal, Crushing Strength(2),Headstrong <b>Keywords:</b> Ogre									

Red Goblin Scout Sniffs*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [105]	10	4+	5+	3+	1	7	9/11	3	[105]
Bows (18", Steady Aim)									
<b>Special Rules:</b> Nimble, Vicious(Melee) <b>Keywords:</b> Beast, Goblin									
Cav Troop [105]	10	4+	5+	3+	1	7	9/11	3	[105]
Bows (18", Steady Aim)									
<b>Special Rules:</b> Nimble, Vicious(Melee) <b>Keywords:</b> Beast, Goblin									

Boomer Chariots*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Troop [160]	8	4+	4+	4+	1	8	11/13	4	[125]
Black Powder Guns									[25]
Skirmisher's Boots									[10]
Boomstick (12", Piercing(1),Steady Aim)									
<b>Special Rules:</b> Brutal, Crushing Strength(1),Aura(Stealthy),Nimble <b>Keywords:</b> Ogre									

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

Red Goblin Biggit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Dejah Thoris] Hero (Inf) 1 [80]	5	4+	-	4+	0	3	9/11	2	[55]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
<b>Special Rules:</b> Crushing Strength(1),Individual, Inspiring <b>Keywords:</b> Goblin									

Sergeant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Tars Tarkas] Hero (Lrg Inf) 1 [135]	6	3+	-	4+	2	5	13/15	3	[110]
Heavy Crossbow									[10]
Crocodog									[5]
Orb of Towering Presence									[10]
Heavy Crossbow (30", Ra: 5+, Piercing(2),Steady Aim)									
<b>Special Rules:</b> Brutal, Crushing Strength(2),Elite, Inspiring, Nimble, Crocodog <b>Keywords:</b> Ogre									

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

Total Units:  
Total Primary Core Points:

12  
2300 (100.0%)

Total Unit Strength:

22

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.
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.
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.
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.
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.

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.	

Artefact	Description
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.