



Ogres [2300]

| Red Goblin Rabble* Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|-----------------------------|----|----|----|----|----|-----|-------|----|-------|
| Legion (60) [180] | 5 | 5+ | - | 4+ | 4 | 30 | 25/27 | 2 | [180] |
| <i>Keywords: Goblin</i> | | | | | | | | | |

| Hunters Large Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Regiment (3) [140] | 7 | 3+ | - | 4+ | 2 | 9 | 12/14 | 3 | [135] |
| Crocodog | | | | | | | | | |
| <i>Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3), Crocodog Keywords: Ogre, Tracker</i> | | | | | | | | | |
| Horde (6) [230] | 7 | 3+ | - | 4+ | 3 | 18 | 15/17 | 3 | [225] |
| Crocodog | | | | | | | | | |
| <i>Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3), Crocodog Keywords: Ogre, Tracker</i> | | | | | | | | | |

| Boomers Large Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Horde (6) [240] | 6 | 4+ | 4+ | 4+ | 3 | 18 | 15/17 | 3 | [230] |
| Piercing Arrow | | | | | | | | | |
| Boomstick (12", Piercing(1), Steady Aim) | | | | | | | | | |
| <i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i> | | | | | | | | | |

| Siege Breakers Large Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Horde (6) [290] | 6 | 3+ | - | 5+ | 3 | 18 | 15/17 | 3 | [250] |
| Brew of Strength | | | | | | | | | |
| <i>Special Rules: Big Shield, Brutal, Crushing Strength(3) Keywords: Ogre</i> | | | | | | | | | |
| Horde (6) [265] | 6 | 3+ | - | 5+ | 3 | 18 | 15/17 | 3 | [250] |
| Chalice of Wrath | | | | | | | | | |
| <i>Special Rules: Big Shield, Brutal, Crushing Strength(2), Fury Keywords: Ogre</i> | | | | | | | | | |

| Berserker Braves Large Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|-------|
| Horde (6) [275] | 6 | 3+ | - | 4+ | 3 | 30 | -/18 | 3 | [230] |
| Brew of Sharpness | | | | | | | | | |
| <i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Ogre</i> | | | | | | | | | |

| Warrior Chariots Chariot | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Regiment (3) [235] | 9 | 3+ | - | 5+ | 2 | 15 | 15/17 | 4 | [215] |
| Brew of Haste | | | | | | | | | |
| <i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Ogre</i> | | | | | | | | | |

| Berserker Bully Hero (Large Infantry) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|-------|
| 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 Hero (Large Infantry) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|------|
| 1 Spellcaster 1 [125] | 6 | 4+ | - | 4+ | 1 | 2 | 12/14 | 3 | [95] |
| Conjurer's Staff | | | | | | | | | |
| Lightning Bolt (3) | | | | | | | | | |
| Drain Life (5) | | | | | | | | | |
| <i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i> | | | | | | | | | |

| Ogre Warlord Hero (Chariot) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| 1 [190] | 8 | 3+ | - | 5+ | 1 | 7 | 15/17 | 4 | [155] |
| Crocodog | | | | | | | | | |
| Chariot Mount | | | | | | | | | |
| <i>Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble, Crocodog, Thunderous Charge(1) Keywords: Ogre</i> | | | | | | | | | |

Total Units:

11

Total Unit Strength:

26

Total Primary Core Points:

2300 (100.0%)

| Custom Rule | Description |
|-------------|-------------|
|-------------|-------------|

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. |
| 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. |
| 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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through 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. |
| 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). |
| 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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range. |

| Spell | Description | Special Rules |
|--|---|---|
| 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. |

| Artefact | Description |
|-------------------|---|
| 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. |
| Piercing Arrow | Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage. |
| Chalice of Wrath | The unit gains the Fury special rule. |
| Brew of Haste | This unit increases its Speed stat by +1. |
| Brew of Strength | The unit gains the Crushing Strength (+1) special rule. |
| Brew of Sharpness | The unit has a +1 to hit modifier with Melee attacks. |