

# Alistair vowles ogres

2300 / 2300 VALID

## Ogres [2300]

Boomers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [235]	6	4+	4+	4+	3	18	16/17	3	[230]
Staying Stone									
Boomstick (12", Piercing(1),Steady Aim)									
<i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>									

Warriors Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120]	6	3+	-	5+	2	9	12/14	3	[120]
<i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>									
Regiment (3) [120]	6	3+	-	5+	2	9	12/14	3	[120]
<i>Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre</i>									
Regiment (3) [120]	6	3+	-	5+	2	9	12/14	3	[120]
<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) [265]	6	3+	-	5+	3	18	15/17	3	[250]
Sir Jesse's Boots of Striding									
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre</i>									
Horde (6) [250]	6	3+	-	5+	3	18	15/17	3	[250]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre</i>									
Horde (6) [250]	6	3+	-	5+	3	18	15/17	3	[250]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre</i>									

Sergeant Hero (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [150]	8	3+	-	4+	1	5	13/15	4	[110]
Heavy Crossbow									
Chariot Mount									
Heavy Crossbow (30", Ra: 5+, Piercing(2),Steady Aim)									
<i>Special Rules: Brutal, Crushing Strength(2),Elite, Inspiring, Nimble, Thunderous Charge(1) Keywords: Ogre</i>									
1 [150]	8	3+	-	4+	1	5	13/15	4	[110]
Heavy Crossbow									
Chariot Mount									
Heavy Crossbow (30", Ra: 5+, Piercing(2),Steady Aim)									
<i>Special Rules: Brutal, Crushing Strength(2),Elite, Inspiring, Nimble, Thunderous Charge(1) Keywords: Ogre</i>									
1 [150]	8	3+	-	4+	1	5	13/15	4	[110]
Heavy Crossbow									
Chariot Mount									
Heavy Crossbow (30", Ra: 5+, Piercing(2),Steady Aim)									
<i>Special Rules: Brutal, Crushing Strength(2),Elite, Inspiring, Nimble, Thunderous Charge(1) 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>									
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 [115]	6	4+	-	4+	1	2	12/14	3	[95]
Lightning Bolt (3)									
Drain Life (5)									
<i>Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>									
1 Spellcaster 1 [115]	6	4+	-	4+	1	2	12/14	3	[95]
Lightning Bolt (3)									
Drain Life (5)									
<i>Special Rules: Brutal, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>									

Total Units:

14

Total Unit Strength:

25

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.
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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
<b>Drain Life</b> 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)
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.