Alistair vowles ogres

🔶 Ogres [2300]

	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Boomers Large Infantry Iorde (6) [235]	6	4+	4+	4+	3	18	16 /17	3	[230]
Staying Stone									[5]
Boomstick (12", Piercing(1), Steady Ain									
Special Rules: Brutal, Crushing Stre	ength(1) Key	words: Ogre	9						
			_						-
Warriors Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
egiment (3) [120]	6	3+	-	5+	2	9	12/14	3	[120]
Special Rules: Brutal, Crushing Stro regiment (3) [120]	6	3+	-	5+	2	9	12/14	3	[120]
Special Rules: Brutal, Crushing Stre	Ŭ	•		JT	2	3	12/14	5	[120]
egiment (3) [120]	6	3+	-	5+	2	9	12/14	3	[120]
Special Rules: Brutal, Crushing Stre	ength(1) Key	words: Ogre	9						
Siege Breakers Large Infantry	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
orde (6) [265]	6	3+	-	5+	3	18	15/17	3	[250]
Sir Jesse's Boots of Striding									[15]
Special Rules: Big Shield, Brutal, C	rushing Strer		vords: Ogre	9 5+	0	10	45/47		[050]
orde (6) [250] Special Rules: Big Shield, Brutal, C	b Strushing Stree	3+	- vords: Oar		3	18	15/17	3	[250]
orde (6) [250]	6	3+		5+	3	18	15/17	3	[250]
Special Rules: Big Shield, Brutal, C	rushing Strer	Q 1	vords: Ogre		-			-	[_00]
Sergeant Hero (Chariot)	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
[150]	8	3+	-	4+	1	5	13/15	4	[110]
Heavy Crossbow									[10]
Chariot Mount									[30]
Heavy Crossbow (30", Ra: 5+, Piercing		,							
Special Rules: Brutal, Crushing Stre			limble, Thu					-	[440]
[150]	8	3+	-	4+	1	5	13/15	4	[110]
Heavy Crossbow Chariot Mount									[10] [30]
Heavy Crossbow (30", Ra: 5+, Piercing	1(2).Steady A	im)							[50]
Special Rules: Brutal, Crushing Stro			limble, Thu	nderous Cha	arge(1) Key	words: Ogre)		
[150]	8	3+	-	4+	1	5	13/15	4	[110]
Heavy Crossbow									[10]
Chariot Mount									
									[30]
Heavy Crossbow (30", Ra: 5+, Piercing			lingh la Thur						[30]
			limble, Thu	nderous Cha	arge(1) Key t	words: Ogre	2		[30]
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stre	ength(2),Elite	, Inspiring, N		_				L14	
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large			limble, Thu Ra	nderous Cha De	arge(1) Key US	words: Ogre	Ne	Ht	[30] Pts
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large nfantry)	ength(2),Elite	, Inspiring, N		_			Ne		Pts
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large Infantry) [130]	Sp	Me 3+	Ra -	De 4+	US 1	Att 8		Ht 3	
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large nfantry) [130] Special Rules: Brutal, Crushing Stro	Sp	Me 3+	Ra -	De 4+	US 1	Att 8	Ne		Pts
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large nfantry) [130] Special Rules: Brutal, Crushing Stro	ength(2),Elite Sp 6 ength(2),Insp 6	, Inspiring, N Me 3+ iring, Nimble 3+	Ra - e, Wild Char -	De 4+ rge(D3) Key 4+	US 1 words: Bers 1	Att 8 serker, Ogre 8	Ne -/14	3	Pts [130]
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large Infantry) [130] Special Rules: Brutal, Crushing Stro [130]	ength(2),Elite Sp 6 ength(2),Insp 6	, Inspiring, N Me 3+ iring, Nimble 3+	Ra - e, Wild Char -	De 4+ rge(D3) Key 4+	US 1 words: Bers 1	Att 8 serker, Ogre 8	Ne -/14	3	Pts [130]
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large Infantry) [130] Special Rules: Brutal, Crushing Stro [130] Special Rules: Brutal, Crushing Stro	ength(2),Elite Sp 6 ength(2),Insp 6	, Inspiring, N Me 3+ iring, Nimble 3+	Ra - e, Wild Char -	De 4+ rge(D3) Key 4+	US 1 words: Bers 1	Att 8 serker, Ogre 8	Ne -/14	3	Pts [130]
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large Infantry) [130] Special Rules: Brutal, Crushing Stro [130] Special Rules: Brutal, Crushing Stro Ogre Warlock Hero (Large Infantry)	ength(2), Elite Sp 6 ength(2), Insp 6 ength(2), Insp	, Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble Me	Ra - wild Char - wild Char	De 4+ ge(D3) Key 4+ rge(D3) Key De	US 1 words: Bers 1 words: Bers	Att 8 serker, Ogre 8 serker, Ogre Att	Ne -/14 -/14 Ne	3	Pts [130] [130]
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large Infantry) [130] Special Rules: Brutal, Crushing Stro [130] Special Rules: Brutal, Crushing Stro Ogre Warlock Hero (Large Infantry) Spellcaster 1 [115]	ength(2), Elite Sp 6 ength(2), Insp 6 ength(2), Insp	, Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble	Ra - wild Char , Wild Char	De 4+ rge(D3) Key 4+ ge(D3) Key	US 1 words: Bers 1 words: Bers	Att 8 serker, Ogre 8 serker, Ogre	Ne -/14 -/14	3	Pts [130] [130] Pts [95]
Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large nfantry) [130] Special Rules: Brutal, Crushing Stro [130] Special Rules: Brutal, Crushing Stro Ogre Warlock Hero (Large nfantry) Spellcaster 1 [115] Lightning Bolt (3)	ength(2), Elite Sp 6 ength(2), Insp 6 ength(2), Insp	, Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble Me	Ra wild Char - Wild Char Ra	De 4+ ge(D3) Key 4+ rge(D3) Key De	US 1 words: Bers 1 words: Bers US	Att 8 serker, Ogre 8 serker, Ogre Att	Ne -/14 -/14 Ne	3 3 Ht	Pts [130] [130] Pts [95] [0]
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Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large Infantry) [130] Special Rules: Brutal, Crushing Stro [130] Special Rules: Brutal, Crushing Stro Ogre Warlock Hero (Large Infantry) Spellcaster 1 [115] Lightning Bolt (3) Drain Life (5) Special Rules: Brutal, Crushing Stro	ength(2), Elite	, Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble 4+ iring, Nimble	Ra wild Char - wild Char Ra	De 4+ ge(D3) Key 4+ ge(D3) Key De 4+	US 1 words: Bers 1 words: Bers US 1 rds: Berserl	Att 8 serker, Ogre 8 serker, Ogre Att 2	Ne -/14 -/14 Ne 12/14	3 3 Ht 3	Pts [130] [130] Pts [95] [0] [20]
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Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large nfantry) [130] Special Rules: Brutal, Crushing Stro [130] Special Rules: Brutal, Crushing Stro Ogre Warlock Hero (Large nfantry) Spellcaster 1 [115] Lightning Bolt (3) Drain Life (5) Special Rules: Brutal, Crushing Stro Spellcaster 1 [115] Lightning Bolt (3)	ength(2), Elite	, Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble 4+ iring, Nimble 4+	Ra a, Wild Char - Ra - - a, Ogre War -	De 4+ ge(D3) Key 4+ rge(D3) Key De 4+ 4+	US 1 words: Bers US 1 rds: Berserl 1	Att 8 serker, Ogre 8 serker, Ogre Att 2 ker, Ogre 2	Ne -/14 -/14 Ne 12/14	3 3 Ht 3	Pts [130] [130] [130] Pts [95] [0] [20] [95] [0] [0]
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Heavy Crossbow (30", Ra: 5+, Piercing Special Rules: Brutal, Crushing Stro Berserker Bully Hero (Large Infantry) [130] Special Rules: Brutal, Crushing Stro [130] Special Rules: Brutal, Crushing Stro Ogre Warlock Hero (Large Infantry) Spellcaster 1 [115] Lightning Bolt (3) Drain Life (5) Spelcaster 1 [115] Lightning Bolt (3) Drain Life (5)	ength(2), Elite	, Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble 4+ iring, Nimble 4+	Ra 	De 4+ ge(D3) Key 4+ rge(D3) Key De 4+ 4+	US 1 words: Bers 1 words: Bers US 1 rds: Berser/ 1	Att 8 serker, Ogre 8 serker, Ogre Att 2 ker, Ogre 2	Ne -/14 -/14 Ne 12/14	3 3 Ht 3	Pts [130] [130] [130] Pts [95] [0] [20] [95] [0] [20]

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 Bru (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 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	o 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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this 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 with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the variable die roll (e.g. Wild Charge (D3)). In these cases, before issuing a Movement order to this unit is then issued a Charge order, it may add the result in inches to its total Charge range.	(n) value may be a				
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. br/>Remove one point of damage from the chosen unitfor each point of damage dealt to the target. If this iscast into Melee, the target will not take a Nerve testat 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					
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 Tu	m.				