

# Ogres

2300 points

Boomers <span style="float: right;">Large Infantry 230pts</span>								
Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Horde (6)	6	4+	4+	4+	3	3	18	15/17
Special: Brutal, Crushing Strength (1), Boomsticks: 12", Piercing (1), Steady Aim Keywords: Ogre								

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Special: Brutal, Crushing Strength (1), Boomsticks: 12", Piercing (1), Steady Aim Keywords: Ogre								

Hunters <span style="float: right;">Large Infantry 265pts</span>								
Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Horde (6)	7	3+	-	4+	3	3	18	15/17
Special: Brutal, Crushing Strength (1), Ensnare, Pathfinder, Slayer (Melee - D3) Keywords: Ogre, Tracker Artefact: Brew of Strength (40pts)								

Crocodog Wrangler <span style="float: right;">Monster (Cavalry) 110pts</span>								
Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Monster (1)	6	3+	-	4+	2	0	7	11/13
Special: Crushing Strength (1), Duelist, Individual, Vicious (Melee), Wild Charge (D3+1). Through the Legs: Friendly Core units with the Ogre keyword do not block Line of Sight and can be charged through by the Crocodog Wrangler, as long as it ends its movement clear. Keywords: Beast, Crocodog, Goblin								

Mammoth <span style="float: right;">Monster (Chariot) 250pts</span>								
Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Monster (1)	7	4+	-	5+	5	1	12	-/18
Special: Brutal, Crushing Strength (2), Strider, Thunderous Charge (2), Rampage (Melee - D6) Keywords: Beast Options: Upgrade to The Big Deal [1] - Increasing to Brutal (2) and gain both the Very Inspiring special rule, as well as the Call to Greatness unique special rule. Call to Greatness. As long as this unit is present and in play on the table, at the start of each of your Melee phases you may select a single friendly Core unit with the Ogre keyword within 12" regardless of Line of Sight. The selected unit is granted the Brutal (+1) special rule until the start of your next Turn. (30pts)								

Red Goblin Slasher <span style="float: right;">Titan 225pts</span>								
Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Titan (1)	7	3+	5+	5+	6	2	10	16/18
Special: Crushing Strength (2), Strider, Sharpstick Thrower: 36", Att: 2, Blast (D3), Piercing (2), Steady Aim Keywords: Beast, Goblin Options: Aura (Fury - Goblin only) [1] (15pts)								

## Red Goblin Slasher

**Titan** 210pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Titan (1)	7	3+	5+	5+	6	2	10	16/18

Special: Crushing Strength (2), Strider, Sharpstick Thrower: 36", Att: 2, Blast (D3), Piercing (2), Steady Aim

Keywords: Beast, Goblin

## Ogre Warlock

**Hero (Large Infantry)** 125pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Hero (1)	6	4+	-	4+	3	1	2	12/14

Special: Brutal, Crushing Strength (1), Inspiring, Nimble, 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.

Spells: Lightning Bolt (3)

Keywords: Berserker, Ogre

Spellcaster: 1

Options: Drain Life (5) (20pts)

Artefact: Conjuror's Staff (10pts)

## Ogre Warlock

**Hero (Large Infantry)** 115pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Hero (1)	6	4+	-	4+	3	1	2	12/14

Special: Brutal, Crushing Strength (1), Inspiring, Nimble, 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.

Spells: Lightning Bolt (3)

Keywords: Berserker, Ogre

Spellcaster: 1

Options: Drain Life (5) (20pts)

## Kuzlo & Madfall [1]

**Hero (Large Cavalry)** 145pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Hero (1)	8	3+	-	4+	3	1	5	13/15

Special: Crushing Strength (2), Inspiring (Self), Nimble, Pathfinder, Regeneration (4+), Vicious (Melee), Ravenous Lizard: While within 6" of this unit, all units, both, Friendly and Enemy, have -1 to their Waver and Rout Nerve values. Sticky Tongue: This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.

Spells: Enthral (5), Hex (3)

Keywords: Goblin

Spellcaster: 1

## Nomagarok [1]

**Hero (Large Infantry)** 165pts

Unit size	Sp	Me	Ra	De	H	US	Att	Ne
Hero (1)	6	4+	-	5+	3	1	5	12/14

Special: Brutal, Crushing Strength (1), Inspiring, Nimble, 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 Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.

Bloodlust: Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.

Spells: Bane Chant (3), Heal (4), Lightning Bolt (4)

Keywords: Berserker, Ogre, Warlock

Spellcaster: 2