

 Ogres [2300]

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

Siege Breakers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [255]	6	3+	-	5+	3	18	15/17	3	[250]
Healing Brew									[5]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre</i>									
Horde (6) [255]	6	3+	-	5+	3	18	16/17	3	[250]
Staying Stone									[5]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre</i>									

Red Goblin Scouts* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [100]	10	4+	-	4+	1	7	10/12	3	[100]
<i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin</i>									
Troop (5) [100]	10	4+	-	4+	1	7	10/12	3	[100]
<i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin</i>									

Red Goblin Blaster Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [65]	5	3+	5+	5+	1	3	-/10	3	[65]
Makeshift Grenades (12", Blast(D3), Piercing(1))									
<i>Special Rules: Blast(D6), Brutal, Crushing Strength(3), Boom! Keywords: Gizmo, Goblin</i>									

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

Ogre Warlock Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [135]	6	4+	-	4+	1	2	12/14	3	[95]
Lightning Bolt (3)									
Drain Life (5)									
Scorched Earth(2)									
<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>									

Kuzlo & Madfall [1] Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [145]	8	3+	-	4+	1	5	13/15	3	[145]
Enthral (5)									
Hex (3)									
<i>Special Rules: Crushing Strength(2), Inspiring(Self only), Nimble, Pathfinder, Regeneration(4+), Vicious(Melee), Ravenous Lizard, Sticky Tongue</i>									
<i>Keywords: Goblin</i>									

[F] Warrior Chariots (Hell on Wheels) [1] Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [240]	8	3+	-	5+	2	15	15/17	4	[220]
Blessing of the Gods									
<i>Special Rules: Brutal, Crushing Strength(1), Rampage(D3), Thunderous Charge(2), Elite Keywords: Ogre</i>									

[F] Warrior Chariots (Hell on Wheels) [1] Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [235]	8	3+	-	5+	2	15	15/17	4	[220]
Sir Jesse's Boots of Striding									
<i>Special Rules: Brutal, Crushing Strength(1), Rampage(D3), Thunderous Charge(2) Keywords: Ogre</i>									

[F] Ogre Warlord (Hell on Wheels) [1] Hero (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [205] Crocodog <i>Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble, Rallying(1 - Chariot Only), Rampage(D3), Thunderous Charge(1), Crocodog</i> <i>Keywords: Ogre</i>	8	3+	-	5+	1	7	15/17	4	[200] [5]

Total Units: 13 **Total Unit Strength:** 21
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Boom!	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
Ravenous Lizard	While within 6" of this unit, both Friendly and Enemy units 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.
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+.
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.
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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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.

Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

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)
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1 inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Scorched Earth Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.	

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
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.
Blessing of the Gods	The unit gains the Elite special rule.