

Bob Nelson

Ogres (Neutral)

Siege Breakers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	5	3	3	18	15/17	240
									15
Sir Jesse's Boots of Striding									
Big Shield, Brutal, Crushing Strength (2)									
Keywords: Ogre									
Horde(6)	6	3	-	5	3	3	18	15/17	240
Big Shield, Brutal, Crushing Strength (2)									
Keywords: Ogre									
Horde(6)	6	3	-	5	3	3	18	15/17	240
Big Shield, Brutal, Crushing Strength (2)									
Keywords: Ogre									

Boomers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	4	4	3	3	18	15/17	230
Brutal, Crushing Strength (1)									
Boomstick (12", Piercing (1), Steady Aim)									
Keywords: Ogre									
Horde(6)	6	4	4	4	3	3	18	15/17	230
Brutal, Crushing Strength (1)									
Boomstick (12", Piercing (1), Steady Aim)									
Keywords: Ogre									

Red Goblin Scout Sniffs*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	5	3	3	1	7	9/11	105
Nimble, Vicious (Melee)									
Shortbows (18", Steady Aim)									
Keywords: Beast, Goblin									
Troop(5)	10	4	5	3	3	1	7	9/11	105
Nimble, Vicious (Melee)									
Shortbows (18", Steady Aim)									
Keywords: Beast, Goblin									

Berserker Bully

Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	4	3	1	8	-/14	130
									5
Blade of Slashing									
Brutal, Crushing Strength (2), Inspiring (Berserkers only), Nimble, Wild Charge (D3)									
Keywords: Berserker, Ogre									
1	6	3	-	4	3	1	8	-/14	130
									5
Mace of Crushing									
Brutal, Crushing Strength (2), Inspiring (Berserkers only), Nimble, Wild Charge (D3)									
Keywords: Berserker, Ogre									

Ogre Warlock

Hero (LrgInf) Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	4	3	1	2	12/14	95
									20
Drain Life (5)									
Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock									
Spells: Lightning Bolt (3), Drain Life (5)									
Keywords: Berserker, Ogre									

Army Standard

Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	3	1	3	11/13	70
									5
War-Bow of Kaba									
Brutal, Crushing Strength (1), Inspiring, Nimble									
Keywords: Ogre									
1	6	3	-	5	3	1	3	11/13	70
Brutal, Crushing Strength (1), Inspiring, Nimble									
Keywords: Ogre									

Red Goblin Blaster**Monster (Cht)**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	5	5	3	1	3	-/10	65

Blast (D6), Boom!, Brutal, Crushing Strength (3)
 Makeshift Grenades (12", Blast (D3), Piercing (1))
 Keywords: Gizmo, Goblin

Hero**Monster****Big Shield**

All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.

Blade of Slashing

Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.

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.

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.

Boomstick**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 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.

Drain Life

Spell: 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 case into Melee, the target will not take a Nerve test at the end of the Ranged phase.

Inspiring

If this unit, or any Friendly Core unit within 6" 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.

Lightning Bolt

Spell: 24", Enemy - Roll to damage as normal. Modifiers: *Piercing* (1), Hits on a 5+ against unit in Cover.

Mace of Crushing

Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.

Makeshift Grenades**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.

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.

Shortbows**Sir Jesse's Boots of Striding**

Once per game, this unit gains the *Strider* special rule until the end of the Turn.

Vicious

Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

War-Bow of Kaba

The unit gains the following Ranged attack: War-Bow of Kaba: 24", Att: 1, Ra: 4+, *Piercing* (1), *Steady Aim*.

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.