



## OGRES

NEUTRAL

### Boomers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	4	4	3	2	9	12/14	140
Staying Stone									5
Brutal, Crushing Strength (1) Boomstick (12", Piercing (1), Steady Aim) Keywords: Ogre									[145]

### 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]
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									

### 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
Conjurer's Staff Drain Life (5)									10
Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock Spells: Lightning Bolt (3), Drain Life (5) Keywords: Berserker, Ogre									20
									[125]

### Grokagamok[1]

Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	3	1	7	15/17	[250]
Blast (D3), Brutal, Crushing Strength (3), Nimble, Very Inspiring Keywords: Ogre									

Total Unit Strength: 10  
Total Core: 1000 (100%)

Total Units: 5



## SPECIAL RULES AND SPELLS:

<b>Big Shield</b>	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
<b>Blast</b>	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.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	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.
<b>Inspiring</b>	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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.

<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Nimble</b>	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.
<b>Ogre Warlock</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> <i>Inspiring</i> : 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.