



OGRES

NEUTRAL

Red Goblin Scouts*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	-	4	3	1	7	9/11	[100]
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin									

Warrior Chariots

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	3	-	5	4	2	15	15/17	215
Custom name: With Stonehorn Healing Brew									
Brutal, Crushing Strength (1), Thunderous Charge (2) Keywords: Ogre									
Regiment(3)	8	3	-	5	4	2	15	15/17	215
Custom name: With Polar Bear Staying Stone									
Brutal, Crushing Strength (1), Thunderous Charge (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									

Berserker Braves

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	4	3	2	15	-/15	[140]
Brutal, Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Ogre									

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
Custom name: Collapsing Castle banner Chalice of Wrath									
Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre									
Horde(6)	6	3	-	5	3	3	18	15/17	240
Custom name: Ying-Yang Castle Banner Dwarven Ale									
Big Shield, Brutal, Crushing Strength (2) Keywords: 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 30 [100]
The Boomstick									
Brutal, Crushing Strength (1), Inspiring, Nimble Keywords: Ogre									
Berserker Bully									Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	4	3	1	8	-/14	130
Custom name: Flail + Axe Inspiring Talisman									
Brutal, Crushing Strength (2), Inspiring (Berserkers only), Nimble, Wild Charge (D3) Keywords: Berserker, Ogre									
1	6	3	-	4	3	1	8	-/14	[130]
Brutal, Crushing Strength (2), Inspiring (Berserkers only), Nimble, Wild Charge (D3) Keywords: Berserker, Ogre									
1	6	3	-	4	3	1	8	-/14	[130]
Brutal, Crushing Strength (2), Inspiring (Berserkers only), Nimble, Wild Charge (D3) Keywords: Berserker, Ogre									
Nomagarok [1]									Hero (LrgInf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	5	3	1	5	12/14	[140]
Bloodlust, Brutal, Crushing Strength (1), Inspiring, Nimble, Ogre Warlock[1] Spells: Bane Chant (3), Heal (4), Lightning Bolt (4) Keywords: Berserker, Ogre, Warlock									

Total Unit Strength: 24
Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.
Brutal	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 no value is specified, the unit has Brutal (1). 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.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dwarven Ale	The unit gains the <i>Headstrong</i> special rule.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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.
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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
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[1]	For each friendly core Large Infantry Regiment or Large Infantry Horde within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Staying Stone	The unit gains +1 to its Wavering stat value.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.

The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
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 <i>Crushing Strength</i> (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.
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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (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.