

Ogres [2000]

[Has red croc and diagonal wall] Hunters									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[230]	7	3+	-	4+	3	18	15/17	3	[225]
Crocodog									
Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3), Crocodog									
Keywords: Ogre, Tracker									
Horde (6)[225]	7	3+	-	4+	3	18	15/17	3	[225]
Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3)									
Keywords: Ogre, Tracker									
Siege Breakers									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[245]	6	3+	-	5+	3	18	16/17	3	[240]
Staying Stone									
Special Rules: Big Shield, Brutal, Crushing Strength(2)									
Keywords: Ogre									
Red Goblin Scout Sniffs*									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5)[105]	10	4+	5+	3+	1	7	9/11	2	[105]
Bows (18", Steady Aim)									
Special Rules: Nimble, Vicious(Melee)									
Keywords: Beast, Goblin									
Troop (5)[105]	10	4+	5+	3+	1	7	9/11	2	[105]
Bows (18", Steady Aim)									
Special Rules: Nimble, Vicious(Melee)									
Keywords: Beast, Goblin									
Boomer Chariots*									Chariot
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (2)[145]	8	4+	4+	4+	1	8	11/13	4	[145]
Boomstick (12", Piercing(1), Steady Aim)									
Special Rules: Aura(Stealthy), Brutal, Crushing Strength(1)									
Keywords: Ogre									
Berserker Bully									Hero (Large Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[130]	6	3+	-	4+	1	8	-/14	3	[130]
Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble, Wild Charge(D3)									
Keywords: Berserker, Ogre									
Nomagarok [1]									Hero (Large Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [140]	6	4+	-	5+	1	5	12/14	3	[140]
Bane Chant (3)									
Heal (4)									
Lightning Bolt (4)									
Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock, Bloodlust									
Keywords: Berserker, Ogre, Warlock									

[Two chariots] [F] Warrior Chariots (Hell on Wheels) [1]									Chariot
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3)[240]	8	3+	-	5+	2	15	15/17	4	[220]
Maccwar's Potion of the Caterpillar									[20]
Special Rules: Brutal, Crushing Strength(1),Rampage(D3),Thunderous Charge(2),Pathfinder									
Keywords: Ogre									

[Three chariots] [F] Warrior Chariots (Hell on Wheels) [1]									Chariot
Unit Size	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									[15]
Special Rules: Brutal, Crushing Strength(1),Rampage(D3),Thunderous Charge(2)									
Keywords: Ogre									

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

Total Units:	11	Total Unit Strength:	19
Total Primary Core Points:	2000		
	(100.0%)		
Artefacts Points:	40		
Troops & Irregulars:	3		
Regiments:	2		
Large Infantry Hordes:	3		
Heros:	3		
Slots: Any(2),Hero Only(0),War Engine Only(0),Monster/Titan Only(0),Large+ Horde Unlocks(6),Large+ Legion Unlocks(0)			

Custom Rule	Description
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.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
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 values. This is cumulative to a maximum total of +2 if multiple units with Rallying are in range. 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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.
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.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once - multiple castings on the same target have no additional effect.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Artefact	Description	
Staying Stone	The unit gains +1 to its Wavering stat value.	
Sir Jesse's Boots of Striding	Once per game, this unit gains the Strider special rule until the end of the Turn.	
Maccwar's Potion of the Caterpillar	This unit gains the Pathfinder special rule.	