

CLASH AT KINGSTON 7 - JEFF HORTON



OGRES

NEUTRAL

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									

Hunters

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	4	3	3	18	15/17	225
Brew of Haste Brutal, Crushing Strength (1), Ensnare, Pathfinder, Slayer (Melee - D3) Keywords: Ogre, Tracker									
									20
									[245]

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
Staying Stone Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre									
									5
									[245]

Crocodog Wrangler

Monster (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	4	2	0	7	11/13	[110]
Crushing Strength (1), Duelist, Individual, Through the Legs, Vicious (Melee), Wild Charge (D3+1) Keywords: Beast, Crocodog, Goblin									

Mammoth

Monster (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	5	1	12	-/18	220
Upgrade to The Big Deal [1] - Increasing to Brutal (2), gain Very Inspiring and Call to Greatness Brutal (2), Crushing Strength (2), Rampage (Melee - D6), Strider, Thunderous Charge (2), Very Inspiring, Call to Greatness Keywords: Beast									
									30
									[250]

Red Goblin Slasher

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	5	5	6	1	10	16/18	[210]
Crushing Strength (2), Strider Sharpstick Thrower (36", Att: 2, Blast (D3), Piercing (2), Steady Aim) Keywords: Beast, Goblin									
1	7	3	5	5	6	1	10	16/18	[210]
Crushing Strength (2), Strider Sharpstick Thrower (36", Att: 2, Blast (D3), Piercing (2), Steady Aim) Keywords: Beast, Goblin									

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, Nimble, Ogre Warlock Spells: Lightning Bolt (3), Drain Life (5) Keywords: Berserker, Ogre									20	
									[125]	

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: 17
 Total Core: 1995 (100%)

Total Units: 10



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+.
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.
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains <i>Vicious</i> (Melee) for the remainder of the Turn.
Brew of Haste	This unit increases its Speed stat by +1.
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.
Call to Greatness	As long as this unit is present and in play on the table, at the start of each of your Melee phases you may select a single friendly Core unit with the Ogre keyword within 12" regardless of Line of Sight. The selected unit is granted the Brutal (+1) special rule until the start of your next Turn.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
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 cast into Melee, the target will not take a Nerve test at the end of the Ranged phase. Modifier: <i>Piercing</i> (1)
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
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.
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	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.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrian.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.

Sharpstick Thrower Slayer	This unit is equipped with a ranged attack. 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.
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.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Through the Legs	Friendly Core units with the Ogre keyword do not block Line of Sight and can be charged through by the Cocodog Wrangler, as long as it ends its movement clear.
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).
Very Inspiring	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> . 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.
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.