

Ogres Undercroft 25

2300 / 2300 VALID

Ogres [2300]

Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [135] Fire-Oil	7	3+	-	4+	2	9	12/14	3	[130] [5]
Special Rules: Brutal, Crushing Strength(1 / +1 vs. units with Regeneration), Ensnare, Pathfinder, Slayer(Melee D3), Piercing(+1 vs. units with Regeneration) Keywords: Ogre, Tracker, Merc									
Lrg Inf Horde [240] Brew of Haste	8	3+	-	4+	3	18	15/17	3	[220] [20]
Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3) Keywords: Ogre, Tracker, Merc									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [120] Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc	6	3+	-	5+	2	9	12/14	3	[120]
Lrg Inf Regiment [120] Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc	6	3+	-	5+	2	9	12/14	3	[120]
Lrg Inf Regiment [120] Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc	6	3+	-	5+	2	9	12/14	3	[120]
Lrg Inf Horde [205] Liliana's Tear	6	3+	-	5+	3	18	15/17	3	[200] [5]
Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc									

Siege Breakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [260] Chalice of Wrath	5	3+	-	5+	3	18	15/17	3	[245] [15]
Special Rules: Big Shield, Brutal, Crushing Strength(2), Fury Keywords: Ogre									
Lrg Inf Horde [260] Dwarven Ale	5	3+	-	5+	3	18	15/17	3	[245] [15]
Special Rules: Big Shield, Brutal, Crushing Strength(2), Headstrong Keywords: Ogre									

Boomer Chariots*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Troop [165] Black Powder Guns	8	4+	4+	4+	1	8	11/13	4	[125] [25]
Sacred Horn									[15]
Boomstick (12", Piercing(1), Steady Aim)									
Special Rules: Brutal, Crushing Strength(1), Aura(Stealthy) Keywords: Ogre									

Berserker Bully	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [135] Blade of Slashing	6	3+	-	4+	1	8	-/14	3	[130] [5]
Special Rules: Brutal, Command, Crushing Strength(2), Inspiring, Nimble, Wild Charge(D3) Keywords: Berserker, Ogre									
Hero (Lrg Inf) 1 [135] Mace of Crushing	6	3+	-	4+	1	8	-/14	3	[130] [5]
Special Rules: Brutal, Command, Crushing Strength(2), Inspiring, Nimble, Wild Charge(D3) Keywords: Berserker, Ogre									

Ogre Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 1 [120] Lightning Bolt (3)	6	4+	-	4+	1	2	12/14	3	[75] [25]
Drain Life (5)									[20]
Special Rules: Brutal, Command, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									
Hero (Lrg Inf) 1 Spellcaster 1 [120] Lightning Bolt (3)	6	4+	-	4+	1	2	12/14	3	[75] [25]
Drain Life (5)									[20]
Special Rules: Brutal, Command, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									

Nomagarok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [165] Bane Chant (3)	6	4+	-	5+	1	5	12/14	3	[165] [0]
Heal (4)									[0]
Lightning Bolt (4)									[0]
Special Rules: Brutal, Command, Crushing Strength(1), Inspiring, Nimble, Bloodlust, Ogre Warlock (Nomagarok) Keywords: Berserker, Ogre, Warlock									

Total Units:
Total Primary Core Points:

14
2300 (100.0%)

Total Unit Strength:

26

Custom Rule	Description
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.
Ogre Warlock (Nomagarok)	For each Friendly Core unit with the Merc Keyword within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.
Ogre Warlock	For each Friendly Core unit with the Merc Keyword 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.

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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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 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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Ogre Warlock	For each Friendly Core unit with the Merc Keyword 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 (Nomagarok)	For each Friendly Core unit with the Merc Keyword 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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.	
Drain Life Range: 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.	Piercing(1)
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
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Liliana's Tear	The unit is not affected by the Dread, Shattering or Brutal special rules on enemy units.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Brew of Haste	This unit increases its Speed stat by +1.