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Ogres (Neutral)							
Red Goblins*							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	6+	5+	3+	10	12/14	85 Bows (Range 24")
Warriors							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	3+	-	5+	18	15/17	200 Brutal, Crushing Strength (1)
- Chalice of Wrath							15
Horde(6)	6	3+	-	5+	18	15/17	200 Brutal, Crushing Strength (1)
Chariots							Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(3)	8	3+	-	5+	12	13/15	170 Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20
Regiment(3)	8	3+	-	5+	12	13/15	170 Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
Warlord							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	8	3+	-	5+	7	15/17	175 Hero (LrgInf), Brutal, Crushing Strength (2), Inspiring, Nimble
- Mount on chariot, gaining Thunderous Charge (1) and Speed 8, changing to Hero (Large Cav) on a 50x100mm base.							15
Captain							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	8	3+	5+	5+	5	13/15	135 Hero (LrgInf), Brutal, Crushing Strength (2), Inspiring, Nimble
- Mount on chariot, gaining Thunderous Charge (1) and Speed 8, changing to Hero (Large Cav) on a 50x100mm base.							15
(1)	8	3+	5+	5+	5	13/15	135 Hero (LrgInf), Brutal, Crushing Strength (2), Inspiring, Nimble
- Mount on chariot, gaining Thunderous Charge (1) and Speed 8, changing to Hero (Large Cav) on a 50x100mm base.							15
Warlock							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	4+	-	4+	2	12/14	100 Hero (LrgInf), Brutal, Crushing Strength (1), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock
- Aura of Heroism (3)							15
Grokagamok[1]							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	3+	-	5+	7	15/17	260 Hero (LrgInf), Brutal, Crushing

Strength (3), Nimble, The Amputator, Very Inspiring

Grokagamok's Finest Braves[1] Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	30	-/19	250	Brutal, Crushing Strength (1), Elite, Iron Resolve

Hell on Wheels[1] Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	25	Formation: Hell on Wheels

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Aura of Heroism (3)	Please refer to the Clash of Kings 2018 book page 63
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Chalice of Wrath	The unit gains the Fury Special Rule.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Formation: Hell on Wheels	Formation must contain: 2x Chariot Regiments 1x Warlord on Chariot Each unit in this formation gains +1 to both their Waver and Rout Nerve values. The Warlord in this formation is granted Rallying (1).
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Iron Resolve	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
Lightning Bolt	Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Maccwar's Potion of the Caterpillar	The unit has the Pathfinder special rule.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
Ogre Warlock	The Warlock gains an additional dice for spells for each unit of Berserker Braves within 6".
The Amputator	The bearer of this massive axe has an increased Crushing Strength (already included in the profile). In addition, the bearer's Melee attacks also have the Blast (D3) special rule.
Thunderous Charge	All melee hits inflicted by the 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 1 (to a minimum of zero) when Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.