

## Bob Aspland Ogres

<b>Ogres (Neutral)</b>							
<b>Berserker Braves</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6) - Staying Stone	6	4+	-	4+	30	-/18	230 5
							Brutal, Crushing Strength (1)
<b>Siege Breakers</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6) - Dwarven Ale	5	3+	-	4+	18	15/17	250 10
							Big Shield, Brutal, Crushing Strength (3), Thunderous Charge (1)
<b>Shooters</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	4+	5+	4+	18	15/17	230
							Brutal, Crushing Strength (1), Heavy Crossbows (Range 36"), Piercing (2), Reload!
<b>Boomers</b>							<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	4+	-	4+	18	15/17	230
							Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)
Horde(6)	6	4+	-	4+	18	15/17	230
							Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)
Horde(6)	6	4+	-	4+	18	15/17	230
							Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)
<b>Army Standard</b>							<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	3+	-	4+	3	11/13	70
							Hero (LrgInf), Brutal, Crushing Strength (1), Inspiring, Nimble
<b>Warlock</b>							<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1) - Black Iron Crown	6	4+	-	4+	2	12/14	100 25
							Hero (LrgInf), Brutal, Crushing Strength (1), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock
<b>Boomer Sergeant</b>							<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1) - Inspiring Talisman	6	4+	-	4+	4	11/13	90 20
							Hero (LrgInf), Breath Attack (8), Brutal, Crushing Strength (1), Nimble, Piercing (1)
(1)	6	4+	-	4+	4	11/13	90
							Hero (LrgInf), Breath Attack (8), Brutal, Crushing Strength (1), Nimble, Piercing (1)
<b>Giant</b>							<b>Monster</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	7	4+	-	5+	(D 6+)	17/19	190
							Brutal, Crushing Strength (3), Fury, Strider



6)\*



2000

- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- Black Iron Crown** This artefact can only be used by units who already possess or can be upgraded to have a spell. The unit increases all of its spell (n) value by 1. For example, Heal (2) becomes Heal (3).
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Dwarven Ale** The unit has the Headstrong special rule.
- Fury** While wavered, this unit may declare a Counter-Charge.
- 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.
- Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
- 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+.
- 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".
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- Strider** The unit never suffers the penalty for Hindered charges.
- Thunderous** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is

**Charge** 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.