

 Ogres [2500]

Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [230]	7	3+	-	4+	3	18	15/17	3	[220]
Mead of Madness									[10]
Special Rules: Brutal, Crushing Strength(1), Ensnare, Pathfinder, Slayer(Melee D3), Wild Charge(1) Keywords: Ogre, Tracker, Merc									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [120]	6	3+	-	5+	2	9	12/14	3	[120]
Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc									
Lrg Inf Regiment [120]	6	3+	-	5+	2	9	12/14	3	[120]
Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc									
Lrg Inf Horde [215]	6	3+	-	5+	3	18	15/17	3	[200]
Sir Jesse's Boots of Striding									[15]
Special Rules: Brutal, Crushing Strength(1) Keywords: Ogre, Merc									

Siege Breakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [265]	6	3+	-	5+	3	18	15/17	3	[250]
Chalice of Wrath									[15]
Special Rules: Big Shield, Brutal, Crushing Strength(2), Fury Keywords: Ogre									
Lrg Inf Horde [265]	6	3+	-	5+	3	18	15/17	3	[250]
Dwarven Ale									[15]
Special Rules: Big Shield, Brutal, Crushing Strength(2), Headstrong Keywords: Ogre									

Boomer Chariots*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [190]	8	4+	4+	4+	2	12	13/15	4	[150]
Black Powder Guns									[25]
Sacred Horn									[15]
Boomstick (12", Piercing(1), Steady Aim)									
Special Rules: Brutal, Crushing Strength(1), Aura(Stealthy) Keywords: Ogre									

Crocodog Wrangler	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Cavalry) 1 [110]	6	3+	-	4+	0	7	11/13	2	[110]
Special Rules: Crushing Strength(1), Duelist, Individual, Vicious(Melee), Wild Charge(D3+1), Through the Legs Keywords: Beast, Crocodog, Goblin									

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225]	7	4+	-	5+	2	D6+8	18/20	6	[225]
Giant Club									[0]
Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Rampage(Melee D6) Keywords: Giant									

Sergeant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [115]	6	3+	-	5+	1	5	13/15	3	[110]
Blade of Slashing									[5]
Special Rules: Brutal, Crushing Strength(2), Elite, Inspiring, Nimble Keywords: Ogre									
Hero (Lrg Inf) 1 [110]	6	3+	-	5+	1	5	13/15	3	[110]
Special Rules: Brutal, Crushing Strength(2), Elite, Inspiring, Nimble Keywords: Ogre									

Ogre Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 1 [130]	6	4+	-	4+	1	2	12/14	3	[75]
Conjurer's Staff									[10]
Lightning Bolt (3)									[25]
Drain Life (5)									[20]
Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									
Hero (Lrg Inf) 1 Spellcaster 1 [120]	6	4+	-	4+	1	2	12/14	3	[75]
Lightning Bolt (3)									[25]
Drain Life (5)									[20]
Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									
Hero (Lrg Inf) 1 Spellcaster 1 [120]	6	4+	-	4+	1	2	12/14	3	[75]
Lightning Bolt (3)									[25]
Drain Life (5)									[20]
Special Rules: Brutal, 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) Heal (4) Lightning Bolt (4) Special Rules: <i>Brutal, Crushing Strength(1), Inspiring, Nimble, Bloodlust, Ogre Warlock (Nomagarok)</i> Keywords: <i>Berserker, Ogre, Warlock</i>	6	4+	-	5+	1	5	12/14	3	[165] [0] [0] [0]

Total Units: 15 **Total Unit Strength:** 26
Total Primary Core Points: 2500 (100.0%)

Custom Rule	Description
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.
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 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.
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.

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+.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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, 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.
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.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.