

TOURNEY OGRES



OGRES

NEUTRAL

Red Goblin Rabble*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Goblin									
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Goblin									
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Goblin									
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Goblin									

Warrior Chariots

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	3	-	5	4	2	15	15/17	215
Sir Jesse's Boots of Striding									15
									[230]
Brutal, Crushing Strength (1), Thunderous Charge (2)									
Keywords: Ogre									

Shooters*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	5	4	3	2	18	15/17	230
Piercing Arrow									10
									[240]
Brutal, Crushing Strength (1)									
Heavy Crossbows (30", Piercing (2), Pot Shot)									
Keywords: Ogre									

Berserker Braves

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	4	3	3	30	-/18	[230]
Brutal, Crushing Strength (1), Wild Charge (D3)									
Keywords: Berserker, Ogre									

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]
Big Shield, Brutal, Crushing Strength (2)									
Keywords: Ogre									
Horde(6)	6	3	-	5	3	3	18	15/17	[240]
Big Shield, Brutal, Crushing Strength (2)									
Keywords: Ogre									

Red Goblin Blaster										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	5	3	1	3	-/10	[65]	
Blast (D6), Boom!, Brutal, Crushing Strength (3) Makeshift Grenades (12", Blast (D3), Piercing (1)) Keywords: Gizmo, Goblin										
1	5	3	5	5	3	1	3	-/10	[65]	
Blast (D6), Boom!, Brutal, Crushing Strength (3) Makeshift Grenades (12", Blast (D3), Piercing (1)) Keywords: Gizmo, 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	
The Boomstick										30
Brutal, Crushing Strength (1), Inspiring (Berserkers only), Nimble, Ogre Warlock Spells: Lightning Bolt (3) Keywords: Berserker, Ogre										[125]
Army Standard										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	3	11/13	70	
Lute of Insatiable Darkness										25
Brutal, Crushing Strength (1), Inspiring, Nimble Keywords: Ogre										[95]
1	6	3	-	5	3	1	3	11/13	[70]	
Brutal, Crushing Strength (1), Inspiring, Nimble Keywords: Ogre										
Army Standard										Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	4	1	3	11/13	70	
Mount on Chariot, increasing Speed to 8, gaining Thunderous Charge (1) and changing to Hero (Cht - Height: 4)										30
Brutal, Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (1) Keywords: Ogre										[100]

Total Unit Strength: 27

Total Core: 2000 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

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.
Boom!	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.

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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
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).
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.