

Ogre cogs

Ogres [1995]

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

Boomers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235]	6	4+	4+	4+	3	18	15/17	3	[230]
Fire-Oil									[5]
Boomstick (12", Piercing(1),Steady Aim)									
Special Rules: Brutal, Crushing Strength(1 / +1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) Keywords: Ogre, Merc									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Legion [390]	6	3+	-	5+	4	36	22/24	3	[350]
Brew of Strength									[40]
Special Rules: Brutal, Crushing Strength(2) Keywords: Ogre, Merc									

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

Sergeant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Stevorok the Pirate ?] Hero (Lrg Inf)	6	3+	-	4+	1	5	13/15	3	[110]
1 [135]									
Heavy Crossbow									[10]
The Paymaster									[15]
Heavy Crossbow (30", Ra: 5+, Piercing(2),Steady Aim)									
Special Rules: Brutal, Command, Crushing Strength(2),Elite, Inspiring, Nimble, Rallying(Merc Only) Keywords: Ogre									
[Guitar ?] Hero (Lrg Inf) 1 [120]	6	3+	-	4+	1	5	13/15	3	[110]
Heavy Crossbow									[10]
Heavy Crossbow (30", Ra: 5+, Piercing(2),Steady Aim)									
Special Rules: Brutal, Command, Crushing Strength(2),Elite, Inspiring, Nimble Keywords: Ogre									

Ogre Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Bagpipes] Hero (Lrg Inf) 1 Spellcaster	6	4+	-	4+	1	2	12/14	3	[75]
1 [120]									
Lightning Bolt (3)									[25]
Drain Life (5)									[20]
Special Rules: Brutal, Command, Crushing Strength(1),Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre									
[Bagpipes] Hero (Lrg Inf) 1 Spellcaster	6	4+	-	4+	1	2	12/14	3	[75]
1 [120]									
Lightning Bolt (3)									[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]	6	4+	-	5+	1	5	12/14	3	[165]
Bane Chant (3)									[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:	10	Total Unit Strength:	21
Total Primary Core Points:	1995 (100.0%)		

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	For each Friendly Core unit with the Merc Keyword within 6", increase the amount of dice rolled with Bane Chant,

(Nomagarok)	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
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.
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.
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.
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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.

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
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).
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.