

# Richard Tomlinson 2k Ogres

1995 / 2000 (5 Remaining) VALID

## Ogres [1995]

Siege Breakers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [265] Chalice of Wrath	6	3+	-	5+	3	18	15/17	3	[250] [15]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2), Fury Keywords: Ogre</i>									
Horde (6) [255] Staying Stone	6	3+	-	5+	3	18	16/17	3	[250] [5]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(2) Keywords: Ogre</i>									

Red Goblin Scouts* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [100] <i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin</i>	10	4+	-	4+	1	7	10/12	3	[100]
Troop (5) [100] <i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin</i>	10	4+	-	4+	1	7	10/12	3	[100]

Warrior Chariots Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [230] Sir Jesse's Boots of Striding	8	3+	-	5+	2	15	15/17	4	[215] [15]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Ogre</i>									
Regiment (3) [235] Blessing of the Gods	8	3+	-	5+	2	15	15/17	4	[215] [20]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2), Elite Keywords: Ogre</i>									

Red Goblin Blaster Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [65] Makeshift Grenades (12", Blast(D3), Piercing(1))	5	3+	5+	5+	1	3	-/10	3	[65]
<i>Special Rules: Blast(D6), Brutal, Crushing Strength(3), Boom! Keywords: Gizmo, Goblin</i>									

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

Sergeant Hero (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [145] Chariot Mount Mace of Crushing	8	3+	-	5+	1	5	13/15	4	[110] [30] [5]
<i>Special Rules: Brutal, Crushing Strength(2), Elite, Inspiring, Nimble, Thunderous Charge(1) Keywords: Ogre</i>									

Ogre Warlock Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [115] Lightning Bolt (3) Drain Life (5)	6	4+	-	4+	1	2	12/14	3	[95] [0] [20]
<i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>									
1 Spellcaster 1 [115] Lightning Bolt (3) Drain Life (5)	6	4+	-	4+	1	2	12/14	3	[95] [0] [20]
<i>Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble, Ogre Warlock Keywords: Berserker, Ogre</i>									

Kuzlo & Madfall [1] Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [145] Enthral (5) Hex (3)	8	3+	-	4+	1	5	13/15	3	[145] [0] [0]
<i>Special Rules: Crushing Strength(2), Inspiring(Self only), Nimble, Pathfinder, Regeneration(4+), Vicious(Melee), Ravenous Lizard, Sticky Tongue Keywords: Goblin</i>									

Total Units:

12

Total Unit Strength:

18

Total Primary Core Points:

1995 (100.0%)

Custom Rule	Description
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.
Ravenous Lizard	While within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
Sticky Tongue	This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.
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
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.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fury	While Wavering, this unit may still declare a Counter Charge.
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Drain Life</b> 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)
<b>Enthral</b> Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1 inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
<b>Hex</b> Range: 30"	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next	

Enemy	Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.