

# OGRES OF ORCTOWN CORY W



## OGRES

NEUTRAL

### Red Goblin Scouts\*

Cavalry

| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |
|---|----|----|----|----|---|----|----|-------|-------|
| Troop(5)  | 10 | 4  | -  | 4  | 3 | 1  | 7  | 10/12 | [100] |
| Nimble, Thunderous Charge (1), Vicious (Melee)<br>Keywords: Beast, 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] |
| Brutal, Crushing Strength (1), Thunderous Charge (2)<br>Keywords: Ogre |    |    |    |    |   |    |    |       |       |

### Boomers

Large Infantry

| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |
|--|----|----|----|----|---|----|----|-------|-------|
| Horde(6)   | 6  | 4  | 4  | 4  | 3 | 3  | 18 | 15/17 | [230] |
| Brutal, Crushing Strength (1)<br>Boomstick (12", Piercing (1), Steady Aim)<br>Keywords: Ogre |    |    |    |    |   |    |    |       |       |

### Hunters

Large Infantry

| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |
|--|----|----|----|----|---|----|----|-------|-------|
| Horde(6)   | 7  | 3  | -  | 4  | 3 | 3  | 18 | 15/17 | 225   |
| Brew of Haste  |    |    |    |    |   |    |    |       |       |
| Brutal, Crushing Strength (1), Ensnare, Pathfinder, Slayer (Melee - D3)<br>Keywords: Ogre, Tracker |    |    |    |    |   |    |    |       |       |
| Horde(6)   | 7  | 3  | -  | 4  | 3 | 3  | 18 | 15/17 | [225] |
| Brutal, Crushing Strength (1), Ensnare, Pathfinder, Slayer (Melee - D3)<br>Keywords: Ogre, Tracker |    |    |    |    |   |    |    |       |       |

### 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 |
| Chalice of Wrath  |    |    |    |    |   |    |    |       |     |
| Big Shield, Brutal, Crushing Strength (2)<br>Keywords: Ogre |    |    |    |    |   |    |    |       |     |
| Horde(6)  | 6  | 3  | -  | 5  | 3 | 3  | 18 | 15/17 | 240 |
| Staying Stone   |    |    |    |    |   |    |    |       |     |
| Big Shield, Brutal, Crushing Strength (2)<br>Keywords: Ogre |    |    |    |    |   |    |    |       |     |

### Crocodog Wrangler

Monster (Cav)


| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |
|--|----|----|----|----|---|----|----|-------|-------|
| 1  | 6  | 3  | -  | 4  | 2 | 0  | 7  | 11/13 | [110] |
| Crushing Strength (1), Duelist, Individual, Through the Legs, Vicious (Melee), Wild Charge (D3+1)<br>Keywords: Beast, Crocodog, Goblin |    |    |    |    |   |    |    |       |       |

| <b>Ogre Warlock</b>   |    |    |    |    |   |    |    |       |     | Hero (LrgInf)<br>Spellcaster: 1 |
|---|----|----|----|----|---|----|----|-------|-----|---------------------------------|
| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne    | Pts |                                 |
| 1   | 6  | 4  | -  | 4  | 3 | 1  | 2  | 12/14 | 95  |                                 |
| Conjurer's Staff<br>Library Scorched Earth (2)  |    |    |    |    |   |    |    |       | 10  |                                 |
| Brutal, Crushing Strength (1), Inspiring, Nimble, Ogre Warlock<br>Spells: Lightning Bolt (3), Scorched Earth (2)<br>Keywords: Berserker, Ogre |    |    |    |    |   |    |    |       | 20  |                                 |
|   |    |    |    |    |   |    |    |       |     | [125]                           |

| <b>Sergeant</b>   |    |    |    |    |   |    |    |       |     | Hero (LrgInf) |
|---|----|----|----|----|---|----|----|-------|-----|---------------|
| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne    | Pts |               |
| 1   | 6  | 3  | 5  | 4  | 3 | 1  | 5  | 13/15 | 110 |               |
| Exchange shield for Heavy Crossbow, lowering Defence to 4+ and gaining the ranged attack - Heavy Crossbow: 30", Ra 5+, Piercing (2) - cannot be taken with Exchange shield for two-handed weapon. |    |    |    |    |   |    |    |       | 10  |               |
| Brutal, Crushing Strength (2), Elite, Inspiring, Nimble, Steady Aim<br>Heavy Crossbows (30", Ra 5+, Piercing (2))<br>Keywords: Ogre   |    |    |    |    |   |    |    |       |     |               |
|   |    |    |    |    |   |    |    |       |     | [120]         |

| <b>Kuzlo &amp; Madfall[1]</b>  |    |    |    |    |   |    |    |       |       | Hero (LrgCav)<br>Spellcaster: 1 |
|--|----|----|----|----|---|----|----|-------|-------|---------------------------------|
| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |                                 |
| 1  | 8  | 3  | -  | 4  | 3 | 1  | 5  | 13/15 | [145] |                                 |
| Crushing Strength (2), Inspiring (Self only), Nimble, Pathfinder, Ravenous Lizard, Regeneration (4+), Sticky Tongue, Vicious (Melee)<br>Spells: Enthral (5), Hex (3)<br>Keywords: Goblin |    |    |    |    |   |    |    |       |       |                                 |

| <b>Nomagarok [1]</b>   |    |    |    |    |   |    |    |       |       | Hero (LrgInf)<br>Spellcaster: 2 |
|--|----|----|----|----|---|----|----|-------|-------|---------------------------------|
| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |                                 |
| 1  | 6  | 4  | -  | 5  | 3 | 1  | 5  | 12/14 | [140] |                                 |
| Bloodlust, Brutal, Crushing Strength (1), Inspiring, Nimble, Ogre Warlock[1]<br>Spells: Bane Chant (3), Heal (4), Lightning Bolt (4)<br>Keywords: Berserker, Ogre, Warlock |    |    |    |    |   |    |    |       |       |                                 |


ORCS
EVIL

| <b>Morax</b>  |    |    |    |    |   |    |    |      |     | Heavy Infantry |
|---|----|----|----|----|---|----|----|------|-----|----------------|
| Unit Size   | Sp | Me | Ra | De | H | US | At | Ne   | Pts |                |
| Regiment(20)  | 5  | 3  | -  | 4  | 2 | 3  | 20 | -/15 | 175 |                |
| Orcish Skullpole  |    |    |    |    |   |    |    |      | 5   |                |
| Crushing Strength (1), Wild Charge (D3)<br>Keywords: Berserker, Orc |    |    |    |    |   |    |    |      |     |                |
|   |    |    |    |    |   |    |    |      |     | [180]          |

| <b>Greatax</b>                         |    |    |    |    |   |    |    |       |     | Heavy Infantry |
|--|----|----|----|----|---|----|----|-------|-----|----------------|
| Unit Size                              | Sp | Me | Ra | De | H | US | At | Ne    | Pts |                |
| Regiment(20)                           | 5  | 3  | -  | 4  | 2 | 3  | 12 | 14/16 | 150 |                |
| Orcish Skullpole                       |    |    |    |    |   |    |    |       | 5   |                |
| Crushing Strength (2)<br>Keywords: Orc |    |    |    |    |   |    |    |       |     |                |
|  |    |    |    |    |   |    |    |       |     | [155]          |

| <b>Troll Bruiser</b>   |    |    |    |    |   |    |    |       |       | Hero (LrgInf) |
|--|----|----|----|----|---|----|----|-------|-------|---------------|
| Unit Size  | Sp | Me | Ra | De | H | US | At | Ne    | Pts   |               |
| 1  | 6  | 3  | -  | 5  | 3 | 1  | 5  | 12/15 | [110] |               |
| Crushing Strength (2), Inspiring, Nimble, Regeneration (5+)<br>Keywords: Troll |    |    |    |    |   |    |    |       |       |               |



## SPECIAL RULES AND SPELLS:

|                          |   |
|--------------------------|---|
| <b>Bane Chant</b>        | Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.   |
| <b>Big Shield</b>        | All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.  |
| <b>Bloodlust</b>         | Any friendly core unit hit with Nomagarok's Heal spell gains Vicious (Melee) for the remainder of the Turn.   |
| <b>Brew of Haste</b>     | This unit increases its Speed stat by +1.   |
| <b>Brutal</b>            | 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.  |
| <b>Chalice of Wrath</b>  | The unit gains the <i>Fury</i> special rule.  |
| <b>Conjurer's Staff</b>  | Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.   |
| <b>Crushing Strength</b> | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.  |
| <b>Duelist</b>           | While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.   |
| <b>Elite</b>             | Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.  |
| <b>Ensnare</b>           | Melee attacks against the target unit's front suffer an additional -1 to hit.   |
| <b>Entrhal</b>           | Spell: 18", Enemy - For each hit scored, the target Enemy unit is pulled 1" 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>Heal</b>              | Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.   |
| <b>Hex</b>               | Spell: 30", Enemy - 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 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>Individual</b>        | See page 34 (page 30 in gamers edition)   |
| <b>Inspiring</b>         | 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.  |
| <b>Lightning Bolt</b>    | Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.   |
| <b>Nimble</b>            | 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.  |
| <b>Ogre Warlock</b>      | 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.   |
| <b>Ogre Warlock[1]</b>   | For each friendly core Large Infantry Regiment or Large Infantry Horde within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.  |
| <b>Orcish Skullopole</b> | Once per game, before the unit rolls to damage in melee, you may choose to give the unit the <i>Brutal</i> special rule for the remainder of the Turn. The unit's Orcish Skullopole is then destroyed and cannot be used again for the remainder of the game.   |
| <b>Pathfinder</b>        | The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.   |
| <b>Piercing</b>          | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.  |
| <b>Ravenous Lizard</b>   | White within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.   |
| <b>Regeneration</b>      | 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.   |
| <b>Scorched Earth</b>    | Spell: 18", Enemy - If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.   |
| <b>Slayer</b>            | 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.   |
| <b>Staying Stone</b>     | The unit gains +1 to its Wavering stat value.   |
| <b>Steady Aim</b>        | The unit does not suffer from the -1 Moving modifier when making Ranged attacks.  |
| <b>Sticky Tongue</b>     | This unit's Entrhal spell only has a range of 12". While casting Entrhal, in addition to moving the target, roll to damage for each hit scored.   |
| <b>Through the Legs</b>  | Friendly Core units with the <b>Ogre</b> keyword do not block Line of Sight and can be charged through by the Cocodog Wrangler, as long as it ends its movement clear.  |

---

|                          |   |
|--------------------------|---|
| <b>Thunderous Charge</b> | 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).  |
| <b>Vicious</b>           | Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.  |
| <b>Wild Charge</b>       | 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.<br>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. |

---