

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [120]	6	3+	-	5+	2	9	12/14	3	[120]
<i>Special Rules:</i> Brutal, Crushing Strength(1) <i>Keywords:</i> Ogre, Merc									
Lrg Inf Regiment [120]	6	3+	-	5+	2	9	12/14	3	[120]
<i>Special Rules:</i> Brutal, Crushing Strength(1) <i>Keywords:</i> Ogre, Merc									
Lrg Inf Regiment [120]	6	3+	-	5+	2	9	12/14	3	[120]
<i>Special Rules:</i> Brutal, Crushing Strength(1) <i>Keywords:</i> 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]
Sir Jesse's Boots of Striding [15]									
<i>Special Rules:</i> Big Shield, Brutal, Crushing Strength(2) <i>Keywords:</i> Ogre									
Lrg Inf Horde [250]	6	3+	-	5+	3	18	15/17	3	[250]
<i>Special Rules:</i> Big Shield, Brutal, Crushing Strength(2) <i>Keywords:</i> Ogre									
Lrg Inf Horde [250]	6	3+	-	5+	3	18	15/17	3	[250]
<i>Special Rules:</i> Big Shield, Brutal, Crushing Strength(2) <i>Keywords:</i> Ogre									
Lrg Inf Horde [250]	6	3+	-	5+	3	18	15/17	3	[250]
<i>Special Rules:</i> Big Shield, Brutal, Crushing Strength(2) <i>Keywords:</i> Ogre									

Berserker Bully	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [140]	6	3+	-	4+	1	8	-/14	3	[130]
Mead of Madness [10]									
<i>Special Rules:</i> Brutal, Crushing Strength(2),Inspiring, Nimble, Wild Charge(D3 + 1) <i>Keywords:</i> Berserker, Ogre									
Hero (Lrg Inf) 1 [130]	6	3+	-	4+	1	8	-/14	3	[130]
<i>Special Rules:</i> Brutal, Crushing Strength(2),Inspiring, Nimble, Wild Charge(D3) <i>Keywords:</i> Berserker, Ogre									
Hero (Lrg Inf) 1 [130]	6	3+	-	4+	1	8	-/14	3	[130]
<i>Special Rules:</i> Brutal, Crushing Strength(2),Inspiring, Nimble, Wild Charge(D3) <i>Keywords:</i> Berserker, Ogre									

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

Total Units:14Total Unit Strength:25

Total Primary Core Points:2300 (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 (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
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.
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.
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.	
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.	

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) 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.