

Ogre Armies

Ogre Army Special Rules

Alignment: Neutral

Hammer Blow

All units in this list have the Brutal special rule, unless specified otehrwise.

Note: Red Goblin units are not Brutal, but on the other hand neither are they ‘Yellow Bellied’ – it’s the thought of what would happen to them if they disobeyed their Ogre masters.

Warriors Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	3+	-	5+	9	12/14	130
Horde (6)	6	3+	-	5+	18	15/17	200
Legion (12)	6	3+	-	5+	36	22/24	350

Special

Crushing Strength (1)

Options

- Exchange shields with two-handed weapons for free (lower Defence to 4+, but gain Crushing Strength (2))

Berserker Braves Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	-	4+	15	-/15	150
Horde (6)	6	4+	-	4+	30	-/18	230

Special

Crushing Strength (1)

Shooters Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	5+	4+	9	12/14	150
Horde (6)	6	4+	5+	4+	18	15/17	230

Special

Heavy crossbows, Crushing Strength (1), Piercing (2), Reload!

Boomers Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	-	4+	9	12/14	150
Horde (6)	6	4+	-	4+	18	15/17	230

Special

Breath Attack (Att), Crushing Strength (1), Piercing (1)

Chariots Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	7	3+	-	5+	12	12/14	170
Horde (6)	7	3+	-	5+	24	15/17	265

Special

Base Size: 50x100mm, Crushing Strength (1), Thunderous Charge (2)

Red Goblins* Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	6+	5+	3+	10	12/14	85
Horde (40)	5	6+	5+	3+	20	19/21	140

Special

Bows

Red Goblin Scouts* Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	10	4+	-	4+	7	9/11	100
Regiment (10)	10	4+	-	4+	14	12/14	155

Special

Thunderous Charge (1), Nimble

Red Goblin Blaster

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	-	5+	*	8/10	65

Special

Base Size: 50x100mm, Height 3

The Red Goblin operator (whose model, by the way, is always ignored) can trigger the Blaster explosion at any point during any of its Shoot phases, even if it has moved At The Double or is Disordered that turn – all units (friend and foe) within D6" of the Blaster model suffer 2D6 hits with Piercing (4), and then the Blaster model is immediately Routed. Roll the number of hits once, but then roll to damage individually for each unit hit. Friendly units taking damage as a result do not have to take Nerve tests, but enemy units will do as normal.

If a Blaster routs as a result of a Nerve test, it explodes as above.

*If a Blaster charges an enemy unit, it will simply detonate in the Shoot phase as above.

Captain

Hero (Lrg Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	5+	5+	5	13/15	135

Special

Crushing Strength (2), Inspiring, Nimble

Options

- Exchange shield with two-handed weapon for free (lower Defence to 4+, but gain Crushing Strength (3)).
- Exchange shield with heavy crossbow (gain Reload! and Piercing (2), but lower Defence to 4+), for +10pts.
- Mount on chariot for +15 pts, gaining Thunderous Charge (2) and Speed 7, but losing Nimble and changing to Hero (Large Cav) on a 50x100mm base.

Army Standard

Hero (Lrg Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	4+	3	11/13	70

Special

Crushing Strength (1), Inspiring, Nimble

Options

- Mount on chariot for +15 pts (gain Thunderous Charge (2), Defence 5+ and Speed 7, but losing Nimble) and changing to Hero (Large Cav) on a 50x100mm base.

Warlock

Hero (Lrg Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	2	12/14	100

Special

Crushing Strength (1), Inspiring (Berserker Braves only), Lightning Bolt (3), Nimble.

In addition, the Warlock gains an additional dice for spells for each unit of Berserker Braves within 6".

Options

Fireball (12) for +30pts

Wind Blast (5) for +30pts

Boomer Sergeant

Hero (Lrg Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	4	11/13	90

Special

Breath Attack (Att), Crushing Strength (1), Nimble, Piercing (1)

Red Goblin Biggit

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	4+	4+	3	9/11	60

Special

Bow, Individual, Inspiring (Red Goblin units only)

Options

- Mount on a Fleabag, increasing Speed to 10 (+15 pts and changing to Hero (Cav)