

## Ogre Kingdoms - Msu - (2000 pts)

## Main Force (Ogre Kingdoms) (2000 pts)

<b>Characters (969 pts)</b>	
<b>Bruiser (1)</b> (320 pts)	<ul style="list-style-type: none"> <li>• Bruiser: Deathcheater, Thundertusk, Spangleshard, Great Weapon, Light Armour</li> </ul> <p>Model: Bruiser, Thundertusk            Weapon: Chill breath, Great tusks, Great Weapon, Hand Weapon            Armour: Heavy Armour, Light Armour            Base: Base[1], Base[2]            Talismans: Spangleshard            Big Name: Deathcheater            Unit: Bruiser, Thundertusk            Special Rule: Armour Bane (1), Bull Charge, Close Order, Fear, First Charge, Impact Hits (2), Impact Hits (D3), Large Target, Numbing Chill, Ogre Charge, Stomp Attacks (3), Swiftstride, Terror</p>
<b>Butcher (1)</b> (185 pts)	<ul style="list-style-type: none"> <li>• Butcher: Deathcheater, Grut's Sickle, Battle Magic, Wizard Level 2</li> </ul> <p>Model: Butcher            Weapon: Hand Weapon            Base: Base[1]            Arcane Items: Grut's Sickle            Spell: Hammerhand, Fireball, Toothcracker, Curse of Arrow Attraction, Trollguts, Pillar of Fire, Arcane Urgency, Oaken Shield, Curse of Cowardly Flight            Big Name: Deathcheater            Unit: Butcher            Special Rule: Armour Bane (1), Fear, Impact Hits (2), Lore Of The Great Maw, Ogre Charge</p>
<b>Tyrant (1)</b> (464 pts)	<ul style="list-style-type: none"> <li>• Tyrant: Talisman Of Protection, Tenderiser, Deathcheater, Thundertusk, Heavy Armour, Ironfist, General</li> </ul> <p>Model: Thundertusk, Tyrant            Weapon: Chill breath, Great tusks, Hand Weapon, Ironfist            Armour: Heavy Armour            Base: Base[1], Base[2]            Magic Weapons: Tenderiser            Talismans: Talisman Of Protection            Big Name: Deathcheater            Unit: Thundertusk, Tyrant            Special Rule: Armour Bane (1), Bull Charge, Close Order, Fear, First Charge, General, Impact Hits (2), Impact Hits (D3), Large Target, Numbing Chill, Ogre Charge, Stomp Attacks (3), Swiftstride, Terror</p>
<b>Core (508 pts)</b>	
<b>Gnoblar Fighters (20)</b> (40 pts)	<ul style="list-style-type: none"> <li>• 20x Gnoblar Fighter</li> </ul> <p>Model: Gnoblar Fighter            Weapon: Hand Weapon, Throwing Weapon            Base: Base[3]            Unit: Gnoblar Fighters            Special Rule: Close Order, Horde, Largely Insignificant</p>
<b>Ironguts (3)</b> (123 pts)	<p>Veteran</p> <ul style="list-style-type: none"> <li>• 3x Irongut</li> </ul> <p>Model: Irongut            Weapon: Great Weapon, Hand Weapon            Armour: Heavy Armour            Base: Base[1]            Unit: Ironguts            Special Rule: Close Order, Fear, Impact Hits (1), Ogre Charge, Veteran</p>
<b>Ironguts (3)</b> (123 pts)	<p>Veteran</p> <ul style="list-style-type: none"> <li>• 3x Irongut</li> </ul> <p>Model: Irongut            Weapon: Great Weapon, Hand Weapon            Armour: Heavy Armour            Base: Base[1]            Unit: Ironguts            Special Rule: Close Order, Fear, Impact Hits (1), Ogre Charge, Veteran</p>
<b>Ironguts (3)</b> (117 pts)	<ul style="list-style-type: none"> <li>• 3x Irongut</li> </ul> <p>Model: Irongut            Weapon: Great Weapon, Hand Weapon            Armour: Heavy Armour            Base: Base[1]            Unit: Ironguts            Special Rule: Close Order, Fear, Impact Hits (1), Ogre Charge</p>

<b>Ogre Bulls (3)</b> <b>(105 pts)</b>	<p>Ironfist  • 3x Ogre</p> <p>Model: Ogre[1]  Weapon: Hand Weapon, Ironfist  Armour: Light Armour  Base: Base[1]  Unit: Ogre Bulls  Special Rule: Armour Bane (1), Close Order, Fear, Impact Hits (1), Ogre Charge</p>
<b>Special (523 pts)</b>	
<b>Ironblaster (1)</b> <b>(185 pts)</b>	<p>• Ironblaster</p> <p>Model: Gnoblar Scrapper, Ironblaster, Leadbelcher, Rhinox  Weapon: Cannon of the Sky-Titans - Solid shot, Hand Weapon, Horns of stone, Throwing Weapon, Weapon - Monstrous tusks  Armour: Armour Value : 4+  Base: Base[4]  Unit: Ironblaster  Special Rule: Armour Bane (2), Close Order, Fear, First Charge, Impact Hits (D6+1), Large Target</p>
<b>Mournfang Cavalry (2)</b> <b>(142 pts)</b>	<p>Great Weapon  • 2x Ogre: Heavy Armour</p> <p>Model: Mournfang, Ogre[2]  Weapon: Great Weapon, Hand Weapon, Weapon - Monstrous tusks  Armour: Heavy Armour  Base: Base[5]  Unit: Mournfang Cavalry  Special Rule: Armoured Hide (1), Close Order, Fear, Impact Hits (D3), Mournfang Charge, Swiftstride</p>
<b>Yhetees (4)</b> <b>(196 pts)</b>	<p>Scouts  • 4x Yhetees</p> <p>Model: Yhetees  Weapon: Grimfrost weapon  Base: Base[1]  Unit: Yhetees  Special Rule: Armoured Hide (1), Fear, Flammable, Loner, Move Through Cover, Numbing Chill, Open Order, Scouts, Swiftstride</p>

<b>Model</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
<b>Bruiser</b>	6	5	3	5	5	4	4	4	8
<b>Butcher</b>	6	3	2	4	5	4	2	3	7
<b>Gnoblar Fighter</b>	4	2	3	2	3	1	3	1	5
<b>Gnoblar Scrapper</b>	-	2	3	2	-	-	3	1	5
<b>Ironblaster</b>	-	-	-	5	6	5	-	-	-
<b>Irongut</b>	6	3	2	4	4	3	2	3	8
<b>Leadbelcher</b>	-	3	3	4	-	-	2	3	7
<b>Mournfang</b>	8	3	-	5	-	-	2	3	-
<b>Ogre[1]</b>	6	3	2	4	4	3	2	3	7
<b>Ogre[2]</b>	-	3	2	4	4	4	2	3	7
<b>Rhinox</b>	6	3	-	5	-	-	2	3	-
<b>Thundertusk</b>	6	3	-	6	(+1)	(+4)	2	4	-
<b>Tyrant</b>	6	6	4	5	5	5	5	5	9
<b>Yhetee</b>	7	3	0	5	4	3	4	3	7

<b>Weapon</b>	<b>R</b>	<b>S</b>	<b>AP</b>
<b>Cannon of the Sky-Titans - Solid shot</b>	36"	10	-3
Armour Bane (2), Cannon Fire, Cumbersome, Multiple Wounds (D3+1)			
-			
<b>Chill breath</b>	N/A	2	-1
Breath Weapon, Multiple Wounds (D3)			
-			
<b>Great tusks</b>	Combat	S	-1
Armour Bane (2)			
-			
<b>Great Weapon</b>	Combat	S+2	-2
Armour Bane (1), Requires Two Hands, Strike Last			
-			
<b>Grimfrost weapon</b>	Combat	S	-1
Armour Bane (1), Magical Attacks			
-			
<b>Hand Weapon</b>	Combat	S	-
-			
Unless specified otherwise, all models are assumed to be equipped with a hand weapon.			
<b>Horns of stone</b>	Combat	S	-2
-			
-			
<b>Ironfist</b>	Combat	S	-
Extra Attacks (1), Requires Two Hands			
An Ironfist is an additional hand weapon. In addition, a model equipped with an Ironfist improves its armour value by 1. An Ironfist cannot be used alongside a magic weapon to gain an extra attack, or to improve the wielder's armour value.			
<b>Throwing Weapon</b>	9"	S	-
Multiple Shots (2), Move & Shoot, Quick Shot			
-			
<b>Weapon - Monstrous tusks</b>	Combat	S	-1
Armour Bane (1)			
-			

<b>Armour</b>	<b>Description</b>
<b>Armour Value : 4+</b>	Base Armour value
<b>Heavy Armour</b>	Armour Value 5+
<b>Light Armour</b>	Armour Value 6+

Base	Base Size
Base[1]	40x40
Base[2]	100x150
Base[3]	25x25
Base[4]	60x100
Base[5]	50x100

#### Arcane Items

#### Grut's Sickle

After making a Casting roll, the bearer of Grut's Sickle may use it to roll an additional D3 and add its result to their Casting roll. However, a single friendly model within 3" of the bearer immediately loses a single Wound.

Note that the result of this additional D3 cannot cause a miscast or a perfect invocation.

Spell	Number	Type	Casting Value	Range
<b>Hammerhand</b>	-	Assailment	7+	Combat
A single enemy unit the caster is engaged in combat with suffers 2D3 Strength 4 hits, each with an AP of -2.				
<b>Fireball</b>	1	Magic Missile	8+	24"
The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -. This Spell has the Flaming Attacks special rule.				
<b>Toothcracker</b>	1	Enchantment	7+/10+	12"
If this spell is cast with a casting result of 7 or more, the target friendly unit gains a +1 modifier to its Toughness characteristic (to a maximum of 10). If this spell is cast with a casting result of 10 or more, the target friendly unit gains a +2 modifier to its Toughness characteristic (to a maximum of 10). This spell lasts until the end of this turn.				
<b>Curse of Arrow Attraction</b>	2	Hex	7+	21"
Until your next Start of Turn sub-phase, you may re-roll any rolls To Hit of a natural 1 when shooting at the target enemy unit.				
<b>Trollguts</b>	2	Enchantment	8+/11+	15"
If this spell is cast with a casting result of 8 or more, the target friendly unit gains the Regeneration (6+) special rule. If this spell is cast with a casting result of 11 or more, the target friendly unit gains the Regeneration (5+) special rule. This spell lasts until your next Start of Turn sub-phase.				
<b>Pillar of Fire</b>	3	Magical Vortex	9+	12"
Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a direction of the caster's choosing during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D3+3 Strength 3 hits, each with an AP of -2. These hits have the Flaming Attacks special rule.				
<b>Arcane Urgency</b>	4	Conveyance	10+	15"
If the target friendly unit is not fleeing and has moved during this Movement phase, it may immediately move again.				
<b>Oaken Shield</b>	5	Enchantment	7+	Self
Until your next Start of Turn sub-phase, the caster and any unit they have joined gain 5+ Ward save against any wounds suffered.				
<b>Curse of Cowardly Flight</b>	6	Hex	9+	15"
The target enemy unit must immediately make a Panic test. If the target unit automatically passes any Panic tests it is required to make for any reason, it must still make this test and, should it fail, it will Give Ground.				

Magic Weapons	R	S	AP	Note
<b>Tenderiser</b>	Combat	S+2	-3	-
Extra Attacks (+1), Magical Attacks, Multiple Wounds (D3), Strike Last				

**Talismans****Spangleshard**

The Spangleshard gives its bearer a 4+ Ward save against any wounds suffered. However, if a natural 1 is rolled, the Spangleshard is destroyed and it cannot be used again.

**Talisman Of Protection**

The Talisman of Protection gives its bearer a 5+ Ward save against any wounds suffered.

**Big Name****Deathcheater**

Once per game, you may make your opponent re-roll a single roll To Wound made against this character.

<b>Unit</b>	<b>Troop Type</b>	<b>Unit Size</b>
<b>Bruiser</b>	Monstrous infantry (character)	1
<b>Butcher</b>	Monstrous infantry (character)	1
<b>Gnoblar Fighters</b>	Regular infantry	20+
<b>Ironblaster</b>	Heavy Chariot	1
<b>Ironguts</b>	Monstrous infantry	3+
<b>Mournfang Cavalry</b>	Monstrous cavalry	2+
<b>Ogre Bulls</b>	Monstrous infantry	3+
<b>Thundertusk</b>	Behemoth	1
<b>Tyrant</b>	Monstrous infantry (character)	1
<b>Yhetees</b>	Monstrous infantry	3+

<b>Special Rule</b>
<b>Armour Bane (1)</b>
<p>If a model with this special rule rolls a natural 6 when making a roll To Wound, the Armour Piercing characteristic of its weapon is improved by the amount shown in brackets after the name of this special rule.</p> <p>For example, if a natural 6 is rolled when rolling To Wound with a weapon that has an AP of "-" and the Armour Bane (1) special rule its AP counts as being -1 when making an Armour Save roll against that wound.</p>
<b>Armour Bane (2)</b>
<p>If a model with this special rule rolls a natural 6 when making a roll To Wound, the Armour Piercing characteristic of its weapon is improved by the amount shown in brackets after the name of this special rule.</p> <p>For example, if a natural 6 is rolled when rolling To Wound with a weapon that has an AP of "-" and the Armour Bane (1) special rule its AP counts as being -1 when making an Armour Save roll against that wound.</p>
<b>Armoured Hide (1)</b>
<p>The hide of some creatures forms natural armour and improves their armour value ( and that of their rider). By how much armour value is improved varies from model to model, as shown in brackets after the name of this special rule.</p> <p>Note that a model that wears no armour is considered to have an armour value of 7+ for the purposes of rules that improve armour value.</p>
<b>Bull Charge</b>
Impact Hits caused by this model (but not its mount) have an Armour Piercing characteristic of -1.
<b>Close Order</b>
A unit consisting of models with this special rule may adopt a Close Order formation.
<b>Fear</b>
Models with this special rule cause Fear:
<ul style="list-style-type: none"> <li>If a unit wishes to declare a charge against an enemy unit that both causes Fear and has a higher Unit Strength, it must first make a Leadership test. If this test is failed, the unit cannot charge. It does not move and is considered to have made a failed charge. If this test is passed, the unit can charge as normal.</li> <li>If a unit is engaged with an enemy unit that both causes Fear and has a higher Unit Strength when its combat is chosen during any Choose &amp; Fight Combat sub-phase, it must make a Leadership test. If this test is failed, any models in the unit that direct their attacks against the Fear-causing enemy suffer a -1 modifier to their rolls To Hit.</li> </ul> <p>A unit only needs to make one Fear test per turn. Models that cause Fear are immune to Fear. A unit that does not cause Fear does not become immune to Fear when joined by a character that does.</p>
<b>First Charge</b>
If this unit's first charge of the game is successful (i.e., if the unit makes contact with the charge target), the charge target becomes Disrupted until the end of the Combat phase of that turn.
<b>Flammable</b>
A model with this special rule cannot make a Regeneration save against a wound caused by a Flaming attack.
<b>General</b>
Inspiring Presence: Warriors fight all the better under the stern gaze of their General. Unless your General is fleeing, all friendly units within their Command range can use their Leadership characteristic instead of their own (so rally your General first!).
<b>Horde</b>
A unit with this special rule may increase the maximum Rank Bonus it can claim (as determined by its troop type) by one.
<b>Impact Hits (1)</b>
<p>The number of Impact Hits caused varies from model to model, and will be shown in brackets after the name of this special rule. Often, this is determined by the roll of a dice.</p> <p>Resolving Impact Hits: Impact Hits can only be made by a charging model that moved 3" or more and that is in base contact with the enemy. Impact hits are attacks made in combat that always strike at Initiative 10 (regardless of modifiers), and that hit automatically using the unmodified Strength characteristic of the model.</p>
<b>Impact Hits (2)</b>

The number of Impact Hits caused varies from model to model, and will be shown in brackets after the name of this special rule. Often, this is determined by the roll of a dice.

Resolving Impact Hits: Impact Hits can only be made by a charging model that moved 3" or more and that is in base contact with the enemy. Impact hits are attacks made in combat that always strike at Initiative 10 (regardless of modifiers), and that hit automatically using the unmodified Strength characteristic of the model.

#### **Impact Hits (D3)**

The number of Impact Hits caused varies from model to model, and will be shown in brackets after the name of this special rule. Often, this is determined by the roll of a dice.

Resolving Impact Hits: Impact Hits can only be made by a charging model that moved 3" or more and that is in base contact with the enemy. Impact hits are attacks made in combat that always strike at Initiative 10 (regardless of modifiers), and that hit automatically using the unmodified Strength characteristic of the model.

#### **Impact Hits (D6+1)**

The number of Impact Hits caused varies from model to model, and will be shown in brackets after the name of this special rule. Often, this is determined by the roll of a dice.

Resolving Impact Hits: Impact Hits can only be made by a charging model that moved 3" or more and that is in base contact with the enemy. Impact hits are attacks made in combat that always strike at Initiative 10 (regardless of modifiers), and that hit automatically using the unmodified Strength characteristic of the model.

#### **Large Target**

Enemy models never suffer To Hit modifiers for full or partial cover when shooting at models with this special rule. In addition, a model can draw a line of sight to a model with this special rule over or through other models, and vice versa.

#### **Largely Insignificant**

Units with this special rule never cause friendly units to make Panic tests. However, a unit with this special rule cannot be joined by a character without this special rule.

#### **Loner**

A character with this special rule cannot be your General and cannot join a unit without this special rule. A unit with this special rule cannot be joined by a character without this special rule.

#### **Lore Of The Great Maw**

A Wizard with the 'Lore of the Great Maw' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below

- Toothcracker
- Trollguts

#### **Mournfang Charge**

Impact Hits caused by a model with this special rule have the Armour Bane (1) special rule and an Armour Piercing characteristic of -1.

#### **Move Through Cover**

Models with this special rule do not suffer any modifiers to their Movement characteristic for moving through difficult or dangerous terrain. In addition, a model with this special rule may re-roll any rolls of 1 when making Dangerous Terrain tests.

#### **Numbing Chill**

Whilst in base contact with this model, enemy models suffer a -1 modifier to their Weapon Skill and Initiative characteristics, to a minimum of 1.

#### **Ogre Charge**

The Armour Piercing characteristic of any Impact Hits caused by a model with this special rule (but not its mount) is improved by the current Rank Bonus of its unit (or, in the case of characters, the current Rank Bonus of any unit they have joined).

#### **Open Order**

A unit consisting of models with this special rule may adopt an Open Order formation.

#### **Scouts**

Units with this special rule may be deployed after all other units from both armies. They can be deployed anywhere on the battlefield that is more than 12" away from an enemy model. If deployed in this way, Scouts cannot declare a charge during their first turn.

If both armies contain Scouts, a roll-off should determine which player deploys Scouts first. The players then alternate deploying their scouting units one at a time, starting with the player who won the roll-off.

#### **Stomp Attacks (3)**



The number of Stomp Attacks caused varies from model to model and will be shown in brackets after the name of this special rule. Often, this is determined by the roll of a dice.

Resolving Stomp Attacks: Stomp Attacks can only be made by a model that is in base contact with the enemy. Stomp Attacks are attacks made in combat that always strike at Initiative 1 (regardless of modifiers) and that hit automatically using the unmodified Strength characteristic of the model.

#### **Swiftstride**

A unit with this special rule increases its maximum possible charge range by 3" and, when it makes a Charge, Flee or Pursuit roll, may apply a +D6 modifier to the result.

#### **Terror**

Models with this special rule cause Terror. Models that cause Terror also cause Fear:

- When a unit that causes Terror declares a charge, the charge target must immediately make a Leadership test. If this test is failed, it must Flee. If this test is passed, it can declare its charge reaction normally.
- If the winning side of a combat includes one or more units that cause Terror, each unit that belongs to the losing side must apply a -1 modifier to its Leadership characteristic when making its Break test.

Note that if a charged unit cannot choose to Flee, it does not make this Leadership test.

Models with the Fear special rule Fear models that cause Terror. Models that cause Terror are immune to Terror. A unit that does not cause Terror does not become immune to Terror when joined by a character that does.

#### **Veteran**

If the majority of the models in a unit have this special rule, the unit may re-roll any failed Leadership test.

Note that a Break test is not a Leadership test.