

OGRE WARBAD SPECIAL ABILITY

BRUTAL ROAR (1) – Use this ability when an OGRE model charges. When the model becomes engaged, the target must make a Nerve test. If it fails, place a Fatigue counter on it.

Ogre warband selection rule

An Ogre Warband has no limits on the number of Large OGRE models it can have. The normal limit still applies to any other Large models the warband might take.

Name	Warrior		Pts	17	40mm	
Race	Ogre	Type	Large, Warrior			
Sp	Ra	Me	Ar	Ne	Wn	H
6	-	4+	5+	5+	3	3
<i>Crushing Strength (1)</i>						
Ranged	-	Equipment				
Melee	4D8					
NOTES						

Name	Siege Breaker		Pts	24	40mm	
Race	Ogre	Type	Large, Support			
Sp	Ra	Me	Ar	Ne	Wn	H
5	-	4+	4+	5+	4	3
<i>Crushing Strength (3), Smash</i>						
Ranged	-	Equipment				
Melee	4D8					
NOTES						

Name	Brave		Pts	15	40mm	
Race	Ogre	Type	Large, Grunt			
Sp	Ra	Me	Ar	Ne	Wn	H
6	-	5+	5+	5+	3	3
<i>Crushing Strength (1)</i>						
Ranged	-	Equipment				
Melee	3D8					
NOTES						
Body Guard - Ogre Brave models have a +1 modifier to their Melee attacks while within 6" of a friendly Ogre Warlock.						

Name	Captain		Pts	30	40mm	
Race	Ogre	Type	Large, Command			
Power Dice 1 x B						
Sp	Ra	Me	Ar	Ne	Wn	H
5	-	3+	4+	5+	5	3
<i>Crushing Strength (2), Headstrong, Vicious</i>						
Ranged	-	Equipment				
Melee	4D8					
SPECIAL ABILITIES						
DEFENSIVE SLAM (2) - use this ability when the Captain attacks a model in Melee. That model cannot Retaliate against any Melee attacks made by the Captain this Turn.						

Name	Rabble		Pts	4	20mm	
Race	Goblin	Type	Grunt			
Sp	Ra	Me	Ar	Ne	Wn	H
5	7+	5+	5+	6+	1	2
<i>Sneaky</i>						
Ranged	1D8	Equipment				
Melee	1D8	May take a spear for +1pt.				
Spear - Models with spears not Engaged with an enemy model but within 2" of a friendly model that is, grant the Engaged model one bonus die for its Melee attacks. Only 1 bonus die may be given to a model in this way, regardless of the number of spears in range. Models with spears participating in a Group Charge Action to do not have to engage enemy models but must end their move within 2" of a model in the						

Name	Biggit		Pts	11	20mm	
Race	Goblin	Type	Support			
Power Dice 1 x R						
Sp	Ra	Me	Ar	Ne	Wn	H
5	5+	5+	5+	5+	3	2
<i>Sneaky, Inspiring, (Goblin models only), Crushing Strength (1)</i>						
Ranged	2D8	Equipment				
Melee	3D8					

Name	Boomer		Pts	16	40mm	
Race	Ogre	Type	Large, Support			
Sp	Ra	Me	Ar	Ne	Wn	H
6	5+	6+	5+	5+	3	3
<i>Crushing Strength (1)</i>						
Ranged	1D8	Equipment				
Melee	2D8	Boomer (Range: 9", 4D8, Piercing (1). Area Effect (3" / 2D8, Piercing (1)), Reload.)				
NOTES						

Name	Warlock		Pts	21	40mm	
Race	Ogre	Type	Large, Spellcaster			
Power Dice 1 x R						
Sp	Ra	Me	Ar	Ne	Wn	H
6	-	5+	5+	5+	3	3
Spells	Fireball (short), Windblast (long), Tribal Assault (short)					
Ranged	3D8	Equipment				
Melee	2D8					
SPECIAL ABILITIES						
CACKLE! (1) – Use when the model activates. The model may cast the same spell twice this Turn if it has enough actions.						
TRIBAL ASSAULT (1) - use this ability as a spell. Choose an enemy model within 9" and LOS of the Warlock. The chosen model must roll 2D8, plus one extra dice for each friendly Brave within 6" of the Warlock. If any dice roll an 8, the target takes one wound with no armour roll possible.						