

THE OGRE ARMY

Alignment: Neutral

Army Special Rules

Raaargh!

When an entire army of Ogres gathers together, they get really, really loud – enemy musicians have no effect at all against units of Ogres taken from this list.

Note that units of Red Goblins are not subject to the *Raaargh!* rule, but on the other hand neither are they 'Utterly Spineless' – it's the thought of what would happen to them if they disobeyed their Ogre masters.

Ogre Warriors Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	3+	-	5+	3	10/12	45
Troop (3)	6	3+	-	5+	9	12/14	115
Regiment (6)	6	3+	-	5+	18	15/17	190

Special: *Crushing Strength (1)*

Options

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

Troops and Regiments can have:

- Banner (+15 pts)
- Musician (+10 pts)

Ogre Shooters Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	3+	5+	4+	3	10/12	55
Troop (3)	6	3+	5+	4+	9	12/14	140
Regiment (6)	6	3+	5+	4+	18	15/17	225

Special: *Heavy Crossbows (see below), Reload!, Piercing (2), Crushing Strength (1)*

Ogre Heavy Crossbows have a range of 24" and can punch their way through soft cover easily, so they never suffer the -1 penalty for soft cover on their rolls to hit. They will still suffer a -2 penalty for shooting at targets in or behind hard cover though.

Options

- Exchange heavy crossbows with blunderbusses for free. *Piercing* goes down to (1), but model gains *Breath Attack (5) per model*

Troops and Regiments can have:

- Banner (+15 pts)
- Musician (+10 pts)

Ogre Berserker Braves Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (3)	6	4+	-	4+	15	12/14	140
Regiment (6)	6	4+	-	4+	30	15/17	225

Special: *Headstrong, Crushing Strength (1)*

*You may take up to two units of *Ogre Berserker Braves* for each *Ogre Warlock* in your army. You may not select *Ogre Berserker Braves* if you do not take at least 1 *Ogre Warlock*

Options

- Musician (+10 pts)

Red Goblins Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	5+	3+	10	12/14	95
Horde (40)	5	5+	5+	3+	20	19/21	180

Special: *Bow*

Red Goblin Scouts Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	4+	8	9/11	70
Regiment (10)	10	4+	-	4+	16	12/14	130

Special: *Crushing Strength (1), Nimble*

Ogre Chariots Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (3)	7	3+	-	5+	9	12/14	140
Regiment (6)	7	3+	-	5+	18	15/22	270

Special: *Crushing Strength (3)*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Red Goblin Blaster Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	-	5+	-	8/10	50

The Red Goblin operator (whose model is always ignored) can trigger the Blaster to explode at any point during its own Shoot phase. To do this, the owning player declares the explosion and all units (friend or foe!) within D6" range of the Blaster model suffer 2D6 hits with Piercing (4). Roll the number of hits once but then the damage rolls individually for each unit hit. The Blaster model is then removed from play and counts as Routed. Friendly units taking damage as a result do not have to take Nerve tests but enemy units will do as normal at the end of the Shoot phase.

If the Blaster charges an enemy unit that unit will suffer 2D6 hits with Crushing Strength (4) in the following Melee as the Blaster explodes amongst the enemy lines. After rolling any Nerve test for the enemy unit, the Blaster model is removed from play and counts as Routed.

Ogre Captain Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	5	14/16	125

Special: *Crushing Strength (2), Inspiring*

Options

- Exchange shield with two-handed weapon for free (lower Defence to 4+, but gain *Crushing Strength (3)*)
- Exchange shield with two-handed weapon and mount on chariot for +30 pts (gain *Crushing Strength (4)* and Speed 7, while Defence remains at 5+)

Ogre Army Standard Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	4+	3	11/13	60

Special: *Crushing Strength (1), Inspiring*

Options

- Mount on chariot for +25 pts (gain *Crushing Strength (2)*, Defence 5+ and Speed 7)

Ogre Warlock Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	4+	2	12/14	130

Special: *Crushing Strength (1), Inspiring* (Ogre Berserker Braves only), *Zap! (2), Breath Attack (10)*

Elite and *Vicious* if within 6" of a least one Troop or Regiment of Ogre Berserker Braves