Ogre 2026

2300 / 2300 VALID

1st Battalion

Matriarch	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	4+	2	5	16	3	[180]
Pipes of Terror									[15]
Special Rules: *Brutal(2),Crushing Strength(2),Rallying, Very Inspiring*									

Ogre Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	-	4+	1	2	14	3	[175]
Shroud of the Saint									[25]
Heal (3)									
Drain Life (5)									[25]
Special Rules: *Brutal(1),Crushing Strength(1),Inspiring, Power of the Plains* ***Traits:*** *Spellcaster*									

Paymaster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	5+	1	3	13	3	[150]
Docamorragrok									[20]
Special Rules: *Brutal(1),Crushing Strength(1),Very Inspiring, Docamorragrok*									

Red Goblins	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	6+	4+	4	20	21	2	[165]
Shortbows (18")									
Special Rules: *Phalanx* ***Traits:*** *Goblin*									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	3+	-	**4+**	2	18	17	3	[185]
Two-handed Weapons									[0]
Special Rules: *Brutal(1),Crushing Strength(2)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	3+	-	**4+**	2	18	17	3	[185]
Two-handed Weapons									[0]
Special Rules: *Brutal(1),Crushing Strength(2)* ***Traits:*** *Tribal Strength*									
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Core Lrg Inf Regiment	6	3+	-	**4+**	2	18	17	3	[185]
Two-handed Weapons									[0]
Special Rules: *Brutal(1),Crushing Strength(2)* ***Traits:*** *Tribal Strength*									

Total Units: 14 **Total Unit Strength:** 24
Total Points: 2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Protect the Tribe	5	Unengaged units, or units that have received a Charge! order this Turn only. The unit gains the Vicious (Combat) special rule. If the target unit is Engaged in a Combat involving another friendly unit

		with the Goblin Trait, add +1 to the dice results when issuing this order.
Smoke Bombs	4	Units with the Tribal Strength or Goblin Trait only. The unit gains the Stealthy special rule until the start of its next Turn.
That's our Stash	4	The unit gains +1 Unit Strength until the start of its next Turn.
Goblin Explosives	5	When this unit makes a non-spell ranged attack in the Ranged Phase this Turn, each successful roll to damage that scores a natural 6, causes 2 damage instead of one.
Marching Orders	4	Large Infantry only. When this unit is issued an At the Double! order, it can make one additional pivot during the move.

Special Rule	**Description**
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Docamorragrok	At the start of Doc’s Turn, one friendly unit within 6” of him gains +2 to its Ne value until the beginning of its next Turn.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Power of the Plains	For each friendly unit with the Tribal Strength Trait within 6”, increase the amount of dice rolled with non-Arcane Library spells by 1 to a maximum bonus of +3.
Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9”. Any rule that affects Inspiring also affects Very Inspiring.

Spell	**Description**
Drain Life Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6” of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.

Artefact	Description
Pipes of Terror	This unit gains the Brutal (+1) special rule.
Shroud of the Saint	The hero gains the Heal (3) spell, or if the hero already has a Heal spell, its value is increased by 2.