

OGRES OF THE MOONLIT HUNT - ORCTOWN 2022



OGRES

NEUTRAL

Red Goblin Sharpsticks*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	4	2	3	30	19/21	[155]

Custom name: The Crescent King's Conscripts

Phalanx

Keywords: Goblin

Horde(40)	5	5	-	4	2	3	30	19/21	[155]
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Custom name: The Crescent King's Retinue

Phalanx

Keywords: Goblin

Red Goblin Scouts*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	-	4	3	1	7	10/12	[100]

Custom name: Heralds of the Waning Crescent

Nimble, Thunderous Charge (1), Vicious (Melee)

Keywords: Beast, Goblin

Troop(5)	10	4	-	4	3	1	7	10/12	[100]
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Custom name: Heralds of the Waning Gibbous

Nimble, Thunderous Charge (1), Vicious (Melee)

Keywords: Beast, Goblin

Troop(5)	10	4	-	4	3	1	7	10/12	[100]
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Custom name: Heralds of the Waxing Crescent

Nimble, Thunderous Charge (1), Vicious (Melee)

Keywords: Beast, Goblin

Boomers

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	4	4	3	2	9	12/14	[140]

Custom name: Sentinels of the Sacred Spore

Brutal, Crushing Strength (1)

Boomstick (12", Piercing (1), Steady Aim)

Keywords: Ogre

Regiment(3)	6	4	4	4	3	2	9	12/14	[140]
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Custom name: Sentinels of the Sacred Spore

Brutal, Crushing Strength (1)

Boomstick (12", Piercing (1), Steady Aim)

Keywords: Ogre

Hunters

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	4	3	3	18	15/17	225

Custom name: Order of the Wicked Sickle

Staying Stone

Crocodog

5

5

[235]

Brutal, Crushing Strength (1), Ensnare, Pathfinder, Slayer (Melee - D3)

Keywords: Ogre, Tracker

Horde(6)	7	3	-	4	3	3	18	15/17	225
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Custom name: Order of the Fearless Foragers

Helm of Confidence

Crocodog

15

5

[245]

Brutal, Crushing Strength (1), Ensnare, Pathfinder, Slayer (Melee - D3)

Keywords: Ogre, Tracker

Siege Breakers								Large Infantry	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	5	3	3	18	15/17	240
Custom name: The Shroom-fueled Lunatics Chalice of Wrath									15
Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre									[255]
Crocodog Wrangler								Monster (Cav)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	4	2	0	7	11/13	[110]
Custom name: Spores in the Wind Crushing Strength (1), Duelist, Individual, Through the Legs, Vicious (Melee), Wild Charge (D3+1) Keywords: Beast, Crocodog, Goblin									
Red Goblin Blaster								Monster (Cht)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	5	5	3	1	3	-/10	[65]
Custom name: The Crescent King's Mushroom Soup Blast (D6), Boom!, Brutal, Crushing Strength (3) Makeshift Grenades (12", Blast (D3), Piercing (1)) Keywords: Gizmo, Goblin									
1	5	3	5	5	3	1	3	-/10	[65]
Custom name: The Crescent King's Mushroom Soup Blast (D6), Boom!, Brutal, Crushing Strength (3) Makeshift Grenades (12", Blast (D3), Piercing (1)) Keywords: Gizmo, Goblin									
Ogre Warlord								Hero (LrgInf)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	4	3	1	7	15/17	155
Custom name: Papa Moonshine Mead of Madness									10
Exchange shield with two-handed weapon (lower Defence to 4+, but gain Crushing Strength (3))									0
Crocodog									5
Brutal, Crushing Strength (3), Inspiring, Nimble Keywords: Ogre									[170]
Kuzlo & Madfall[1]								Hero (LrgCav) Spellcaster: 1	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	4	3	1	5	13/15	[145]
Crushing Strength (2), Inspiring (Self only), Nimble, Pathfinder, Ravenous Lizard, Regeneration (4+), Sticky Tongue, Vicious (Melee) Spells: Enthral (5), Hex (3) Keywords: Goblin									
Nomagarok [1]								Hero (LrgInf) Spellcaster: 2	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	5	3	1	5	12/14	[140]
Bloodlust, Brutal, Crushing Strength (1), Inspiring, Nimble, Ogre Warlock[1] Spells: Bane Chant (3), Heal (4), Lightning Bolt (4) Keywords: Berserker, Ogre, Warlock									

Morax							Heavy Infantry			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	3	-	4	2	3	20	-/15	[175]	
Custom name: Madcap Warriors Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc										
Morax Mansplitter							Hero (Hv Inf)			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	4	4	2	0	6	-/14	[105]	
Custom name: Madcap Mansplitter Aura (Thunderous Charge (1) - Berserker only), Crushing Strength (1), Individual, Inspiring, Wild Charge (D3) Throwing Ax (12", Att: 1, Piercing (1)) Keywords: Berserker, Orc										

Total Unit Strength: 30
 Total Core: 2320 (89.2%)
 Total Ally: 280 (10.8%)

Total Units: 18



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Bloodlust	Any friendly core unit hit with Nomagarok's Heal spell gains <i>Vicious</i> (Melee) for the remainder of the Turn.
Boom!	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crocodog	Once per game, when the unit rolls to hit in melee, you may choose to reroll up to 3 dice that score a natural, unmodified 1. The unit's Crocodog is then destroyed and cannot be used again for the remainder of the game.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Entrhal	Spell: 18", Enemy - For each hit scored, the target Enemy unit is pulled 1" directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Helm of Confidence	The unit gains the <i>Inspiring</i> (Self) special rule.
Hex	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) special rule.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.

Ogre Warlock[1]	For each friendly core Large Infantry Regiment or Large Infantry Horde within 6", increase the amount of dice rolled with Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Ravenous Lizard	White within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
Staying Stone	The unit gains +1 to its Wavering stat value.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Sticky Tongue	This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.
Through the Legs	Friendly Core units with the Ogre keyword do not block Line of Sight and can be charged through by the Cocodog Wrangler, as long as it ends its movement clear.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.