

2200 Pts - Ogre Kingdoms

Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Mgc	Cost
Slaughtermaster (1 ⚔, 370 pts)															
Slaughtermaster	1	MI	6	4/10	3	4	5	5	3	4/5	8	6+		4	370
		Composition: Lord General ; Ogre Charge; Level 4 Wizard; Hand Weapon; Fear; Immune to Poison; Impact Hits (*); Stomp													
Fencer's Blades	1	Paired Weapons. Grant Weapon Skill 10.													[35]
		Extra Attack													
Glittering Scales	1	Light armour. Enemies suffer a -1 To Hit penalty when attempting to strike the wearer in close combat.													[25]
Dispel Scroll	1	One use only. Read instead of attempting to dispel. Automatically dispels an enemy spell.													[25]
The Lore of the Great Maw	1	Must choose spells from the Lore of the Great Maw.													[0]
Butcher (1 ⚔, 150 pts)															
Butcher	1	MI	6	3	2	4	5	4	2	3	7			1	150
		Composition: Hero Ogre Charge; Level 1 Wizard; Hand Weapon; Fear; Immune to Poison; Impact Hits (*); Stomp													
Hellheart	1	One use only. Use at start of opposing player's Magic Phase, after rolling Winds of Magic. All enemy Wizards within D6x5" must roll on Miscast Table. Add Dispel dice for each wizard forced to roll.													[50]
The Lore of Beasts	1	Must choose spells from the Lore of Beasts.													[0]
Bruiser (1 ⚔, 165 pts)															
Bruiser	1	MI	6	5	3	5	5	4	3	4	8	6+			165
		Composition: Hero Ogre Charge; Battle Standard Bearer ; Hand Weapon; Light Armour; Fear; Impact Hits (*); Stomp													
Crown of Command	1	Grants Stubborn.													[35]
		Stubborn													
Ironguts (8 ⚔, 419 pts)															
Ironguts	7	MI	6	3	2	4/6	4	3	2	3	8	5+			419
		Composition: Core Ogre Charge; Bellower ⚔; Standard Bearer ⚔; Great Weapon; Heavy Armour; Fear; Impact Hits (*); Stomp; Always Strikes Last													
Gutlord	1	MI	6	3	2	4/6	4	3	2	4	8	5+			[53]
		Ogre Charge; Great Weapon; Heavy Armour; Fear; Impact Hits (*); Stomp; Always Strikes Last													
Razor Standard	1	The unit gains Armour Piercing.													[45]
		Armour Piercing													
Ironguts (7 ⚔, 321 pts)															
Ironguts	7	MI	6	3	2	4/6	4	3	2	3	8	5+			321
		Composition: Core Ogre Charge; Bellower ⚔; Standard Bearer ⚔; Great Weapon; Heavy Armour; Fear; Impact Hits (*); Stomp; Always Strikes Last													
Mournfang Cavalry (4 ⚔, 321 pts)															
Ogre Mournfang Cavalry	3	MC	6	3	2	4	4	3	2	3	7	2+ 6)+			321
		Composition: Special Bellower ⚔; Standard Bearer ⚔; Hand Weapon; Heavy Armour; Ironfist; Fear; Impact Hits (D3); Stomp													
Crusher	1	MC	6	3	2	4	4	3	2	4/5	7	2+ 6)+			[86]
		Hand Weapon; Brace of Ogre Pistols; Heavy Armour; Ironfist; Stomp; Armour Piercing; Extra Attack; Multiple Shots (2); Quick to Fire													
Mournfang	4	-	8	3	-	5	4	3	2	4	5				[0]
		Thick-skinned; Fear; Stomp													
Gleaming Pennant	1	One use only. May re-roll first failed Leadership test.													[5]
Sabertusks (1 ⚔, 21 pts)															
Sabretusks	1	WB	8	4	-	4	4	2	4	3	4				21
		Composition: Special Their Master's Voice; Fear													

Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Mgc	Cost
Sabertusks (1 $\frac{1}{2}$, 21 pts)															
Sabretusks	1	WB	8	4	-	4	4	2	4	3	4				21
Composition: Special Their Master's Voice; Fear															
Sabertusks (1 $\frac{1}{2}$, 21 pts)															
Sabretusks	1	WB	8	4	-	4	4	2	4	3	4				21
Composition: Special Their Master's Voice; Fear															
Ironblaster (3 $\frac{1}{2}$, 170 pts)															
Ironblaster	1	Ch				5	6	5				4+			170
Composition: Rare Cannon of the Sky-titans: R36", Strength 10, Multiple Wounds (D6), Move and Fire, Slow to Fire Massive Grapeshot: Strength 10 Volley of Cannonballs: When rolling for bounce, roll Artillery dice twice and use highest. Will only fail to bounce if both are Misfire.; Fear; Impact Hits (D6); Large Target; Swiftstride															
Gnoblar Scrappers	1	-	-	2	3	2	-	-	3	1	5				[0]
Hand Weapon															
Leadbelcher	1	-	-	3	3	4	-	-	2	3	7				[0]
Rhinox	1	-	6	3	-	5	-	-	2	3	-				[0]
Fear															
Ironblaster (3 $\frac{1}{2}$, 170 pts)															
Ironblaster	1	Ch				5	6	5				4+			170
Composition: Rare Cannon of the Sky-titans: R36", Strength 10, Multiple Wounds (D6), Move and Fire, Slow to Fire Massive Grapeshot: Strength 10 Volley of Cannonballs: When rolling for bounce, roll Artillery dice twice and use highest. Will only fail to bounce if both are Misfire.; Fear; Impact Hits (D6); Large Target; Swiftstride															
Gnoblar Scrappers	1	-	-	2	3	2	-	-	3	1	5				[0]
Hand Weapon															
Leadbelcher	1	-	-	3	3	4	-	-	2	3	7				[0]
Rhinox	1	-	6	3	-	5	-	-	2	3	-				[0]
Fear															
Gnoblars (10 $\frac{1}{2}$, 50 pts)															
Gnoblar	10	In	4	2	3	2	3	1	3	1	5				50
Composition: Core Beneath Contempt; Gnoblar Trappers; Hand Weapon; Throwing Weapons; Quick to Fire															
Total Cost:															2199

Option Footnotes

Options	
Battle Standard Bearer	Hold your Ground! : If not fleeing, friendly models within 12" may re-roll failed Leadership tests.
Bellow	+1 to combat resolution in a tie
Brace of Ogre Pistols	(Shooting) Range 24", Strength 4, Multiple Shots (2), Armour Piercing, Quick to Fire. (Combat) (Foot) Extra Attack, Requires Two Hands.
General	Inspiring Presence : If not fleeing, friendly units within 12" may use this model's Leadership.
Gnoblar Trappers	Every model in an enemy unit that successfully charges the Gnoblar's front must take a Dangerous Terrain test as soon as charge is completed.
Great Weapon	+2 Strength, Always Strikes Last, Requires Two Hands.
Hand Weapon	6+ Parry Save in Close Combat if footed while fighting with a shield vs. models to the front.
Heavy Armour	5+ armour save.
Ironfist	+1 armour save bonus. 6+ Parry Save (even when mounted).
Level 1 Wizard	Can channel Power and Dispel dice. Adds +1 to all attempts to cast and dispel. Knows 1 spell.
Level 4 Wizard	Can channel Power and Dispel dice. Adds +4 to all attempts to cast and dispel. Knows 4 spells.
Light Armour	6+ armour save.
Standard Bearer	+1 to Combat Resolution, Standard can be captured if unit Flees.
Throwing Weapons	Range 6", Strength as user, Quick to Fire.
Special Rules	
Armour Piercing	Wounds caused in close combat by a model with this rule (or by a weapon with this rule) inflict a further -1 armour save modifier.

Beneath Contempt	Units of Gnoblar do not cause Panic. Ogre characters may not join units.
Extra Attack	Grants +1 Attack.
Fear	Enemy units in base contact must take a Leadership test before blows are struck in Close Combat. If failed, their Weapon Skill is reduced to 1 for that round of Combat. Models that cause fear are themselves immune to Fear, and treat Terror-causing models as causing Fear instead.
Immune to Poison	Poisoned Attacks cannot wound a model with this rule automatically - they must always roll To Wound.
Impact Hits (*)	Impact Hits are resolved at the very beginning of combat, only if this model charged and is in base contact with the enemy. Those hits hit automatically, and roll to wound using the Strength of the model.
Impact Hits (D3)	Impact Hits are resolved at the very beginning of combat, only if this model charged and is in base contact with the enemy. Those hits hit automatically, and roll to wound using the Strength of the model.
Impact Hits (D6)	Impact Hits are resolved at the very beginning of combat, only if this model charged and is in base contact with the enemy. Those hits hit automatically, and roll to wound using the Strength of the model.
Large Target	Cannot claim cover modifiers for obstacles. Also, this model's <i>Inspiring Presence</i> or <i>Hold your Ground!</i> ability range is increased to 18".
Ogre Charge	Monstrous Infantry units on foot with this rule have the Impact Hits (1) special rule. This is increased to Impact Hits (D3) if, when calculating for charge range you roll 10 or more. Add the unit's current Rank Bonus to the Strength of any Impact Hits they inflict.
Stomp	Deals 1 automatic hit at creature's Strength with the Always Strikes Last special rule. Applies only against Infantry, War Beasts or Swarms in base contact.
Stubborn	The unit always takes break tests on its unmodified Leadership.
Swiftstride	When charging / fleeing / pursuing, units made entirely of models with this rule roll 3D6 and discard the lowest instead of 2D6 for distance.
Their Master's Voice	Cannot be joined by characters other than Hunters. Neither Sabretusks, or the Hunter, may use Inspiring Presence or Hold Your Ground.
Equipment Special Rules	
Always Strikes Last	A model with this special rule always strikes last in close combat, regardless of Initiative. If the model's enemy has this rule too, the Attacks are made simultaneously. If a model has both this rule and Always Strikes First, the two cancel out and neither applies.
Armour Piercing	Wounds caused in close combat by a model with this rule (or by a weapon with this rule) inflict a further -1 armour save modifier.
Extra Attack	Grants +1 Attack.
Multiple Shots (2)	Can either shoot once as normal or all the times indicated with a -1 To Hit penalty.
Quick to Fire	Does not suffer -1 To Hit for moving and shooting. May always Stand and Shoot.
Roster Notes	
Miscast Table	<p>2-4) Dimensional Cascade : Put large template on the Wizard. Every model (including Wizard) takes a Strength 10 hit. Roll a D6: (1-3) Remove Wizard, (4-6) Remove D6 dice from Power Pool.</p> <p>5-6) Calamitous Detonation : Put the small template on the Wizard. Every model (including the Wizard) takes a Strength 10 hit. Remove D6 dice from Power Pool.</p> <p>7) Detonation : Models in contact with the Wizard (but not the Wizard) take a Strength 10 hit. Remove D6 dice from Power Pool.</p> <p>8-9) Magical Feedback : The Wizard and every other friendly Wizard takes a Strength 6 hit. Remove D6 dice from Power Pool.</p> <p>10-12) Power Drain : Wizard Level -D3, minimum 0. For every level lost, randomly forget spell. First spell lost is spell that caused miscast. Wizard cannot cast any more spells this turn.</p>

Validation Report

Edition: 8th Edition; Game Type: Pre-The End Times Game; Army Subtype: Ogre Kingdoms Army; Special Rules: Forbid Chaos Dwarfs in WoC, Forbid Regiments of Renown, Forbid Special Characters; File Version: 2.85

Roster satisfies all enforced validation rules

Roster Statistics

Fortitude: 6
General's Ld: 8
Models: 41
Total Characters: 685
Total Core: 790
Total Magic Items: 220
Total Rare: 340
Total Special: 384
% Characters: 31.2
% Core: 35.9
% Magic Items: 10
% Rare: 15.5

% Special: 17.5

Group	Min	Max	Used
Points of Lords	0	550	370
Points of Heroes	0	550	315
Points of Core	550	Unlimited	790
Points of Special	0	1100	384
Points of Rare	0	550	340