



OGRE KINGDOMS

TRIBU OGRE - 932 POINTS



335 pts (17.00 %) 173 pts (9.00 %) 424 pts (21.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Lords **Hereos** **Core** **Special** **Rare**
 (50 Max) (50 Max) (25 Least) (50 Max) (25 Max)


Lords



SLAUGHTERMASTER #1

Slaughtermaster - Standard - Infantry - 20x20mm


335 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Slaughtermaster	6	4	3	4	5	5	3	4	8	Monstrous Infantry
Model Rules	Ogre Charge • Immune To Poison • Fear • Wizard(Level 3) • Hand weapon									

Options	Fencer's Blades • Glittering scales • Dispell scroll
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Hereos



BRUISER #1

Bruiser - Standard - Infantry - 20x20mm


173 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bruiser	6	5	3	5	5	4	3	4	8	Monstrous Infantry
Model Rules	Fear • Ogre Charge • Hand weapon • Light armour									

Options	Ironfist • Heavy armour • Battle Standard Bearer • Crown of command
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Core



IRONGUTS #1

Ironguts x8 - Standard - Infantry - 20x20mm

424 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gutlord	6	3	2	4	4	3	2	3	8	Monstrous Infantry
Irongut	6	3	2	4	4	3	2	4	8	Monstrous Infantry
Model Rules	Ogre Charge • Fear • Great Weapon • Heavy armour									

Options	Champion • Musician • Standard Bearer • Dragonhide Banner
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Magics

Magic items

Dispell scroll: One use only. When an enemy spell has been cast, a wizard who has a dispell scroll can read it instead of attempting to dispell the spell by using dispell dice. This automatically dispells the enemy spell; no dice roll is required. Note that even a dispell scroll will not help if the spell has been cast with irresistible force. Note also that a dispell scroll cannot be used to dispell spells that remain in play other than at the moment they are cast.

Fencer's Blades: Paired weapons. The bearer has Weapon Skill 10.

Glittering scales: Light armour. Enemies suffer a -1 to hit penalty when attempting to strike the wearer in close combat.

Crown of command: The bearer of the Crown of Command has the Stubborn special rule.

Magic banners

Dragonhide Banner: Models in a unit with the Dragonhide Banner can re-roll all To Hit, To Wound and saving throw rolls of 1 on the turn they make a successful charge. In addition, the bearer of the banner can use it to unleash an icy blast. This is a Strength 3 Breath Weapon. A unit hit by the icy blast has the Always Strikes Last special rule until the end of its next turn.

Model Rules

Fear:

Great Weapon:

Hand weapon:

Heavy armour:

Immune To Poison:

Light armour:

Ogre Charge:

Wizard:

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Slaughtermaster #1



Bruiser #1



Ironguts #1

