



OGRE KINGDOMS

ROYAUME OGRE - 1 965 POINTS



345 pts (17.00 %) 149 pts (7.00 %) 655 pts (33.00 %) 646 pts (32.00 %) 170 pts (9.00 %)

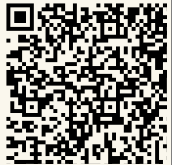
Lords (50 Max) **Hereos** (50 Max) **Core** (25 Least) **Special** (50 Max) **Rare** (25 Max)

Lords



SLAUGHTERMASTER #1
Slaughtermaster - Standard - Infantry - 20x20mm

345 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	Wizard Level 4 • Fencer's Blades • Glittering scales
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Hereos



BRUISER #1
Bruiser - Standard - Infantry - 20x20mm

149 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	Heavy armour • Battle Standard Bearer • Enchanted shield
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Core



IRONGUTS #1
Ironguts x8 - Standard - Infantry - 20x20mm

379 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	Musician • Standard Bearer • Standard of Discipline
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OGRES #1
Ogres x8 - Standard - Infantry - 20x20mm

276 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ogre	6	3	2	4	4	3	2	3	7	Monstrous Infantry
Crusher	6	3	2	4	4	3	2	4	7	Monstrous Infantry
Model Rules	Ogre Charge • Fear • Hand weapon • Light armour									

Options	Musician • Standard Bearer • Ironfist
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Special



LEADBELCHERS #1
Leadbelchers x4 - Standard - Infantry - 20x20mm

182 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Leadbelcher	6	3	3	4	4	3	2	3	7	Monstrous Infantry
Thunderfist	6	3	3	4	4	3	2	4	7	Monstrous Infantry
Model Rules	Ogre Charge • Fear • Hand weapon • Light armour • Leadbelcher Gun									

Options	Musician
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SABRETUSK PACK #1
Sabretusk Pack - Standard - Infantry - 20x20mm

21 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sabretusk	8	4	0	4	4	2	4	3	4	Monstrous Beast
Model Rules	Running With The Pack • Fear • Their Master's Voice									



SABRETUSK PACK #1
Sabretusk Pack - Standard - Infantry - 20x20mm

21 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sabretusk	8	4	0	4	4	2	4	3	4	Monstrous Beast
Model Rules	Running With The Pack • Fear • Their Master's Voice									



SABRETUSK PACK #1
Sabretusk Pack - Standard - Infantry - 20x20mm

21 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sabretusk	8	4	0	4	4	2	4	3	4	Monstrous Beast
Model Rules	Running With The Pack • Fear • Their Master's Voice									



SABRETUSK PACK #2
Sabretusk Pack - Standard - Infantry - 20x20mm

21 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sabretusk	8	4	0	4	4	2	4	3	4	Monstrous Beast
Model Rules	Running With The Pack • Fear • Their Master's Voice									



MOURNFANG CAVALRY #1
Mournfang Cavalry x4 - Standard - Infantry - 20x20mm

290 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ogre	6	3	2	4	4	3	2	3	7	Monstrous Cavalry
Crusher	6	3	2	4	4	3	2	4	7	Monstrous Cavalry
Mounfang	8	3	0	5	4	3	2	4	5	
Model Rules	Thick-Skinned • Fear • Impact Hits(1D3) • Hand weapon • Light armour									

Options	Musician • Heavy armour • Ironfist
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GORDER #1

Gorder - Standard - Infantry - 20x20mm

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gorder	6	3	0	5	5	4	2	4	8	Monstrous Infantry
Model Rules	Killing Blow • Ambushers • Frenzy • Unbreakable • Fear									

Rare



IRONBLASTER #1

Ironblaster - Standard - Infantry - 20x20mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ironclaster	-	-	-	5	6	5	-	-	-	Chariot
Leadbelcher	-	3	3	4	-	-	2	3	7	
Gnoblar Scrapper	-	2	3	2	-	-	3	1	5	
Rhinox	6	3	-	5	-	-	2	3	-	
Model Rules	Large target • Fear									
Model Rules (Ironclaster)	Cannon of the Sky-titans									
Model Rules (Leadbelcher)	Hand weapon									
Model Rules (Gnoblar Scrapper)	Hand weapon									

Magics

Magic items

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.

Enchanted shield: Shield. The bearer counts his armour save as being two points higher than normal, rather than the usual one point that a shield would normally grant.

Magic banners

Standard of Discipline: Models in a unit with the Standard of Discipline have +1 Leadership, but cannot use the General's Inspiring Presence special rule.

Model Rules

Ambushers:

Cannon of the Sky-titans:

Fear:

Frenzy:

Great Weapon:

Hand weapon:

Heavy armour:

Immune To Poison:

Impact Hits:

Killing Blow:

Large target:

Leadbelcher Gun:

Light armour:

Ogre Charge:

Running With The Pack:

Their Master's Voice:

Thick-Skinned:

Unbreakable:

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



Ogres #1



Ironblaster #1



Leadbelchers #1



Sabretusk Pack #1



Sabretusk Pack #1



Sabretusk Pack #1



Sabretusk Pack #2



Mourmfang Cavalry #1



Gorder #1