



OGRE KINGDOMS

TRIBU OGRE - 2 000 POINTS



302 pts (15.00 %) 182 pts (9.00 %) 502 pts (25.00 %) 884 pts (44.00 %) 130 pts (7.00 %)

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

Lords



SLAUGHTERMASTER #1

Slaughtermaster - Standard - Infantry - 20x20mm

302 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	Additional hand weapon
Magic items	Glittering scales • Dispell scroll

Hereos



BRUISER #1

Bruiser - Standard - Infantry - 20x20mm

182 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	Additional hand weapon • Heavy armour • Battle Standard Bearer
Magic items	Talisman of Preservation

Core



OGRES #1

Ogres x5 - Standard - Infantry - 20x20mm

180 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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OGRES #2

Ogres x6 - Standard - Infantry - 20x20mm

222 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	Champion • Musician • Standard Bearer • Ironfist
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GNOBLARS #1

Gnoblar x24 - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnoblar	4	2	3	2	3	1	3	1	5	Infantry
Groinbiter	4	2	3	2	3	1	3	2	5	Infantry
Model Rules	Insignifiants • Hand weapon • Throwing weapons									

Options

Champion • Musician • Unit can include Gnoblar Trappers

Special



LEADBELCHERS #1

Leadbelchers x4 - Standard - Infantry - 20x20mm

172 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									



MANEATERS #1

Maneaters x5 - Standard - Infantry - 20x20mm

327 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Maneater	6	4	4	5	4	3	3	4	8	Monstrous Infantry
Maneater Captain	6	4	4	5	4	3	3	5	8	Monstrous Infantry
Model Rules	Ogre Charge • Motley Crew • Fear • Been There, Done That • Hand weapon • Light armour									

Options

Musician • Standard Bearer • Great Weapon x2 • Heavy armour

Magic banners

Standard of Discipline (Banner Enchantment)



MOURNFANG CAVALRY #1

Mournfang Cavalry x4 - Standard - Infantry - 20x20mm

343 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
Mournfang	8	3	0	5	4	3	2	4	5	
Model Rules	Thick-Skinned • Fear • Impact Hits(1D3) • Hand weapon • Light armour									

Options

Champion • A brace of Ogre pistols • Musician • Standard Bearer • Heavy armour • Great Weapon

Magic banners

Banner of Swiftmess (Banner Enchantment)



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									

Rare



GNOBLAR SCRAPLAUNCHER #1

Gnoblar Scraplauncher - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Scraplauncher	-	-	-	5	5	5	-	-	-	Chariot
Gnoblar Scrapper	-	2	3	2	-	-	3	1	5	
Rhinox	6	3	-	5	-	-	2	3	-	
Model Rules	Large target • Fear									
Model Rules (Scraplauncher)	Scraplauncher catapult									
Model Rules (Gnoblar Scrapper)	Hand weapon									

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.

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

Talisman of Preservation: The Talisman of Preservation grants the bearer a 4+ ward save.

Magic banners

Banner of Swiftnes: Models in a unit with the Banner of Swiftnes have +1 to their Movement characteristic.

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

Been There, Done That:

Fear:

Hand weapon:

Immune To Poison:

Impact Hits:

Insignifiants:

Large target:

Leadbelcher Gun:

Light armour:

Motley Crew:

Ogre Charge:

Running With The Pack:

Scraplauncher catapult:

Their Master's Voice:

Thick-Skinned:

Throwing weapons:

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



Ogres #1



Ogres #2



Gnoblars #1



Gnoblar Scraplauncher #1



Leadbelchers #1



Maneaters #1



Mournfang Cavalry #1



Sabretusk Pack #1



Sabretusk Pack #2

