

## 2250 PTS - OGRE KINGDOMS - THE OGRES OF ORANGE MOUNTAIN

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
<b>Tyrant (1x, 306 Pts)</b>																	
Tyrant	1	6	6	4	5/7	6	5	4	5	9	4+		3				306
Composition: Lord Bull Charge; <b>General</b> ; Ogre Club; Heavy Armour; Luck-Gnoblar (x1); Causes Fear																	
<i>The Tenderiser</i>	1	Great Weapon. Each wound causes D3 wounds.															[50]
<i>Greatskull</i>	1	6+ Armor Save. Spellcasters miscast on 1-1, 2-2 or 3-3.															[35]
<i>Mawseeker</i>	1	+1 Toughness. Suffers from Stupidity.															[10]
<b>Butcher (1x, 180 Pts)</b>																	
Butcher	1	6	3	2	4	5	4	2	3	7	-		3	2	2	1	180
Composition: Hero Bull Charge; Immune to Poison; May not allocate more than 2 dice to any spell; Hand Weapon; Causes Fear																	
<i>Bangstick</i>	1	Bound Spell (Power 3). Magic Missile, 24" Range, D6 S4 hits.															[25]
<i>Dispel Scroll</i>	1	Once per battle, automatically dispels an enemy spell.															[25]
<i>Gut Magic Recipes</i>	1	All Butchers know all spells. For a second Butcher to cast a spell that another Butcher already cast during that phase, double the casting value. For a third Butcher to cast that same spell that phase, triple the casting value, etc.															0
<i>Bloodgruel</i>	1	<b>3+ Cast.</b> On a 2+ regains a wound, on a 1 take a S6 hit.															[0]
<i>Bonecruncher</i>	1	<b>3+ Cast.</b> Magic Missile, 18" Range, 2D6 S2 hits (no armor save).															[0]
<i>Braingobbler</i>	1	<b>3+ Cast.</b> Enemy within 18" and in LoS takes a Panic test.															[0]
<i>Bullgorger</i>	1	<b>3+ Cast.</b> Unit within 6/12" gains +1 Strength.															[0]
<i>Toothcracker</i>	1	<b>3+ Cast.</b> Unit within 6/12" has +1 Toughness and Stubborn.															[0]
<i>Trollguts</i>	1	<b>3+ Cast.</b> Unit within 6/12" has Magic Res (2), Regeneration.															[0]
<b>Butcher (1x, 180 Pts)</b>																	
Butcher	1	6	3	2	4	5	4	2	3	7	-		3	2	2	1	180
Composition: Hero Bull Charge; Immune to Poison; May not allocate more than 2 dice to any spell; Hand Weapon; Causes Fear																	
<i>Dispel Scroll</i>	1	Once per battle, automatically dispels an enemy spell.															[25]
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<i>Gut Magic Recipes</i>	1	All Butchers know all spells. For a second Butcher to cast a spell that another Butcher already cast during that phase, double the casting value. For a third Butcher to cast that same spell that phase, triple the casting value, etc.															0
<i>Bloodgruel</i>	1	<b>3+ Cast.</b> On a 2+ regains a wound, on a 1 take a S6 hit.															[0]
<i>Bonecruncher</i>	1	<b>3+ Cast.</b> Magic Missile, 18" Range, 2D6 S2 hits (no armor save).															[0]
<i>Braingobbler</i>	1	<b>3+ Cast.</b> Enemy within 18" and in LoS takes a Panic test.															[0]
<i>Bullgorger</i>	1	<b>3+ Cast.</b> Unit within 6/12" gains +1 Strength.															[0]
<i>Toothcracker</i>	1	<b>3+ Cast.</b> Unit within 6/12" has +1 Toughness and Stubborn.															[0]
<i>Trollguts</i>	1	<b>3+ Cast.</b> Unit within 6/12" has Magic Res (2), Regeneration.															[0]
<b>Bulls (3x, 130 Pts)</b>																	
Bulls	3	6	3	2	4	4	3	2	3	7	-		3				130
Composition: Core Bull Charge; Bellow $\mathcal{D}$ ; Ogre Club; Ironfist; Causes Fear																	
<b>Bulls (3x, 130 Pts)</b>																	
Bulls	3	6	3	2	4	4	3	2	3	7	-		3				130
Composition: Core Bull Charge; Bellow $\mathcal{D}$ ; Ogre Club; Ironfist; Causes Fear																	
<b>Ironguts (3x, 144 Pts)</b>																	
Ironguts	3	6	3	2	4/6	4	3	2	3	8	5+		3				144
Composition: Core Bull Charge; Great Weapon; Heavy Armour; Causes Fear																	
<b>Ironguts (3x, 144 Pts)</b>																	
Ironguts	3	6	3	2	4/6	4	3	2	3	8	5+		3				144
Composition: Core Bull Charge; Great Weapon; Heavy Armour; Causes Fear																	
<b>Ironguts (3x, 144 Pts)</b>																	
Ironguts	3	6	3	2	4/6	4	3	2	3	8	5+		3				144
Composition: Core Bull Charge; Great Weapon; Heavy Armour; Causes Fear																	
<b>Ironguts (3x, 144 Pts)</b>																	
Ironguts	3	6	3	2	4/6	4	3	2	3	8	5+		3				144
Composition: Core Bull Charge; Great Weapon; Heavy Armour; Causes Fear																	
<b>Total Cost:</b>																	<b>1502</b>