

FFS 2019 1995 - Mark Cunningham

Orcs (Evil)								
Ax								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	12	13/15	125	Base Size: (25x25mm), Crushing Strength (1)
Colossal Giant								
								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Infantry only)
Varangur (Evil)								
Warband								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	3+	12	14/16	110	Crushing Strength (1)
- Exchange shields for two-handed weapons (gain Crushing Strength (1), but lower Defence by 1)							0	
- Blade of Slashing							5	
Regiment(20)	5	4+	-	3+	12	14/16	110	Crushing Strength (1)
- Exchange shields for two-handed weapons (gain Crushing Strength (1), but lower Defence by 1)							0	
- Mace of Crushing							5	
Regiment(20)	5	4+	-	4+	12	14/16	110	
- Staying Stone							5	
Regiment(20)	5	4+	-	4+	12	14/16	110	
Direfang Riders								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	30	16/18	250	Crushing Strength (2), Lifeleech (1), Strider
- Gift of Korgan: Lifeleech(1)							10	
- Aegis of the Elohi							20	
Cavern Dweller								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	D6 +6	16/18	205	Crushing Strength (3), Regeneration (5+), Strider
(1)	6	3+	-	5+	D6 +6	16/18	205	Crushing Strength (3), Regeneration (5+), Strider
Frost Giant								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Blizzard (2), Brutal, Crushing Strength (4), Strider, Vicious (against Monsters and Large Cavalry only)
- Blizzard (2) (L)							20	
(1)	7	4+	-	5+	D6 +1	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider,



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Vicious (against Monsters and Large Cavalry only)

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- Aegis of the Elohi** The unit gains the Iron Resolve special rule, or if it already has Iron Resolve, it increases the amount of damage it heals each time Iron Resolve is triggered to a total of 2.
- Blade of Slashing** Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
- Blizzard** 36" Range, Blast (D3). Indirect.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Gift of Korgan: Lifeleech(1)** (Unit may only have one of the Gift of Korgan.) Lifeleech: In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
- Lifeleech** In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
- Mace of Crushing** Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- Strider** The unit never suffers the penalty for Hindered charges.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.