

Max FFS

Ogres (Neutral)							
Warriors							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	3+	-	5+	18	15/17	200
- Blessing of the Gods							25
Horde(6)	6	3+	-	5+	18	15/17	200
							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(5)	10	4+	-	4+	7	9/11	100
- Orcish Skullpole							5
Troop(5)	10	4+	-	4+	7	9/11	100
							Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(3)	8	3+	-	5+	12	13/15	170
							Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
Regiment(3)	8	3+	-	5+	12	13/15	170
							Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20
Warlord							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	8	3+	-	5+	7	15/17	175
							Hero (LrgCav), Base Size: (50x100mm), Brutal, Crushing Strength (2), Inspiring, Nimble, Thunderous Charge (1)
- Mount on chariot, gaining Thunderous Charge (1) and Speed 8, changing to Hero (Large Cav) on a 50x100mm base.							15
- Banner of the Griffin							25
Warlock							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	4+	-	4+	2	12/14	100
							Hero (LrgInf), Brutal, Crushing Strength (1), Drain Life (6), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock
- Drain Life (6)							25
Grokagamok[1]							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	3+	-	5+	7	15/17	260
							Hero (LrgInf), Brutal, Crushing Strength (3), Nimble, The Amputator, Very Inspiring
Nomargarok[1]							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	5+	4+	4+	5	12/14	140
							Hero (LrgInf), Bane-chant (2), Bloodlust, Brutal, Crushing Strength

(1), Firebolts, Heal (3), Inspiring, Nimble, Nomargarok, Piercing (1), Vicious

Grokagamok's Finest Braves[1] Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	30	-/19	250	Brutal, Crushing Strength (1), Elite, Iron Resolve

Hell on Wheels[1] Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	15	Formation: Hell on Wheels

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Blessing of the Gods** The unit has the Elite special rule.
- Bloodlust** Any unit hit with one of Nomargarok's spells gains Vicious with melee attacks for the remainder of the turn.
- 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.
- Drain Life** 6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Firebolts** Range 18".
- Formation: Hell on Wheels** Formation must contain:
2x Chariot Regiments
1x Warlord on Chariot
The Warlord in this formation is granted the Rallying (1) special rule.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Iron Resolve** If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Maccwar's Potion of** The unit has the Pathfinder special rule.

**the
Caterpillar**

- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.
- Nomargorok** For every friendly non-Allied Horde or Legion within 6" (excluding Red Goblins), increase the amount of dice rolled for all spells by 1.
- Ogre Warlock** For every friendly non-allied Horde or Legion within 6" (excluding Red Goblins), increase the amount of dice rolled for all spells by 1".
- Orcish Skullpole** The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- The Amputator** The bearer of this massive axe has an increased Crushing Strength (already included in the profile). In addition, the bearer's Melee attacks also have the Blast (D3) special rule.
- Thunderous Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.
- Very Inspiring** This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.