

Ogres (Neutral)								
Warriors								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	3+	-	5+	18	15/17	200	Brutal, Crushing Strength (1)
Horde(6)	6	3+	-	5+	18	15/17	200	Brutal, Crushing Strength (1)
- Banner of the Griffin							25	
Berserker Braves								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	30	-/18	230	Brutal, Crushing Strength (1)
Boomers								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	-	4+	9	12/14	150	Breath Attack (9), Brutal, Crushing Strength (1), Piercing (1)
Regiment(3)	6	4+	-	4+	9	12/14	150	Breath Attack (9), Brutal, Crushing Strength (1), Piercing (1)
Red Goblin Scouts*								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	10	4+	-	4+	14	12/14	155	Nimble, Thunderous Charge (1)
Regiment(10)	10	4+	-	4+	14	12/14	155	Nimble, Thunderous Charge (1)
Warlord								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	7	15/17	175	Hero (LrgInf), Brutal, Crushing Strength (2), Inspiring, Nimble
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), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock
- Fireball (12)							30	
Boomer Sergeant								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	4	11/13	90	Hero (LrgInf), Breath Attack (8), Brutal, Crushing Strength (1), Nimble, Piercing (1)
- Inspiring Talisman							20	
Red Goblin Blaster								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	-	5+	*	8/10	65	Base Size: (50x100mm), Height (3)
(1)	5	-	-	5+	*	8/10	65	Base Size: (50x100mm), Height (3)
Giant								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	(D 6+ 6)*	17/19	190	Brutal, Crushing Strength (3), Fury, Strider

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.
Breath Attack	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
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.
Fireball	Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Fury	While wavered, this unit may declare a Counter-Charge.
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.
Inspiring Talisman	This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
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+.
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.
Ogre Warlock	The Warlock gains an additional dice for spells for each unit of Berserker Braves within 6".
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
Strider	The unit never suffers the penalty for Hindered charges.
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 (to a minimum of zero) when Hindered.