

Bob Aspland FFS 19

Ogres (Neutral)								
Hunters								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	3+	-	4+	18	15/17	220	Brutal, Crushing Strength (1), Ensnare, Pathfinders
- Brew of Strength							30	
Shooters								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	5+	4+	18	15/17	230	Brutal, Crushing Strength (1), Heavy Crossbows (Range 36"), Piercing (2), Reload!
- Blessing of the Gods							25	
Boomers								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	18	15/17	230	Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)
- Chant of Hate							25	
Red Goblin Scouts*								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	10	4+	-	4+	7	9/11	100	Nimble, Thunderous Charge (1)
Troop(5)	10	4+	-	4+	7	9/11	100	Nimble, Thunderous Charge (1)
Chariots								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)
- Maccwar's Potion of the Caterpillar							20	
Regiment(3)	8	3+	-	5+	12	13/15	170	Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
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), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock, Weakness (2)

- Weakness (2)								20	
- Healing Charm (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, Weakness (2)
- Weakness (2)								20	
- Scarletmaw's Fenulian Amulet								25	

Red Goblin Biggit **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	4+	4+	4+	3	9/11	60	Hero (Cav), Bows (Range 24"), Individual, Inspiring (Red Goblin units only)
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
(1)	10	4+	4+	4+	3	9/11	60	Hero (Cav), Bows (Range 24"), Individual, Inspiring (Red Goblin units only)
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	

Hell on Wheels[1] **Formation**

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

1995



COLOSSAL NICK

Halfling Giant (Monster)

Unit Size	Sp	Me	Ra	De	Att	Ne
1	5	5+	-	5+	2	12/14

Special

Height 2, Crushing Strength (1), Headstrong, Iron Resolve, Strider, NW P90 Windsoft Rifle

NW P90 Windsoft Rifle

This is a Windblast (7) spell. For each hit caused, in addition to moving the target, roll to damage as normal.

- 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.
- 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+.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- 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.
- Chant of Hate** The unit has the Vicious special rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- 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.
- Healing Charm** This artefact can only be used by Heroes. The Hero has the Heal (3) spell.
- Individual**
Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
Move Individuals have the Nimble special rule.
Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- 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.
- 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 Caterpillar** The unit has the Pathfinder special rule.
- 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.
- 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".
- Pathfinders** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Scarletmaw's Fenulian Amulet** Units with the Lightning Bolt spell only. This item increases the unit's Lightning Bolt (n) value by 2. For example, Lightning Bolt (3) becomes Lightning Bolt (5).
- 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.
- Weakness** 24" Range. May target enemy units that are engaged in combat. Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage however). This effect only applies once – multiple castings on the same target have no effect.