

<b>Ogres (Neutral)</b>								
<b>Red Goblin Scouts*</b>								<b>Cavalry</b>
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)
<b>Chariots</b>								<b>Large Cavalry</b>
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)
Regiment(3)	8	3+	-	5+	12	13/15	170	Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
<b>Warlord</b>								<b>Hero (LrgInf)</b>
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	
<b>Army Standard</b>								<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	4+	3	11/13	70	Hero (LrgCav), Base Size: (50x100mm), Brutal, Crushing Strength (1), 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	
<b>Grokagamok's Finest Braves[1]</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	30	-/19	250	Brutal, Crushing Strength (1), Elite, Iron Resolve
<b>Hell on Wheels[1]</b>								<b>Formation</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	15	Formation: Hell on Wheels
							1250	

- 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.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- 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.
- 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.
- 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.
- 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.