

BattleMasters Ogre's Jan

Ogres (Neutral)							
Warriors							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	3+	-	5+	18	15/17	200
- Brew of Strength							30
Brutal, Crushing Strength (1)							
Berserker Braves							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	4+	-	4+	30	-/18	230
- Brew of Sharpness							45
Brutal, Crushing Strength (1)							
Siege Breakers							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	5	3+	-	4+	18	15/17	250
- Maccwar's Potion of the Caterpillar							20
Big Shield, Brutal, Crushing Strength (3), Thunderous Charge (1)							
Boomers							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	4+	-	4+	18	15/17	230
- Blessing of the Gods							25
Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)							
Horde(6)	6	4+	-	4+	18	15/17	230
- Chant of Hate							25
Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)							
Horde(6)	6	4+	-	4+	18	15/17	230
- Heart-seeking Chant							30
Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)							
Warlock							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	4+	-	4+	2	12/14	100
- Drain Life (6)							25
- Healing Brew							5
Hero (LrgInf), Brutal, Crushing Strength (1), Drain Life (6), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock							
Boomer Sergeant							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	4+	-	4+	4	11/13	90
- Inspiring Talisman							20
Hero (LrgInf), Breath Attack (8), Brutal, Crushing Strength (1), Nimble, Piercing (1)							
Red Goblin Biggit							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	10	4+	4+	4+	3	9/11	60
- Mount on a Fleabag, increasing Speed to 10 and							15
Hero (Cav), Bows (Range 24"), Individual, Inspiring (Red Goblin units only)							

changing to Hero (Cav)

- Crystal Pendant of Retribution

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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

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

Nomagarok[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

2500

- 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.
- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- 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.
- 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 Sharpness** The unit has +1 to hit in melee.
- 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.
- Crystal Pendant of Retribution** When the unit is Routed, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.
- 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.
- Firebolts** Range 18".
- Fury** While wavered, this unit may declare a Counter-Charge.
- 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.

Healing Brew

Once per game, when given an order, this unit may remove D2 points of damage previously suffered.

Heart-seeking Chant

The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.

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.

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+.

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.

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".

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.

- 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.