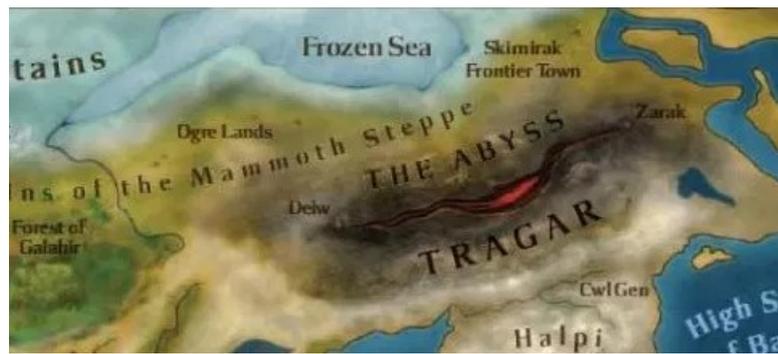


MAHOU TRIBE OGRES , MAMMOTH HUNTING PARTY



The open Steppe, two days ride North West of Skimirak.

Kalnar turned in his saddle to wait until the rest of his patrol caught up with him , their heads bowed to the eternal wind that blew across the bleak steppes , He waited patiently until the young Nobleman in command of the small body of the Border Legion realised he was there and looked up , reining in his horse as he did so , “something to report Kalnar ?” he asked with an eyebrow raised and a quizzical lilt to his refined voice. Kalnar shifted uneasily and then pointed to the small pile of stones daubed red and white and garnished with a grotesque skull , The Nobleman merely stared at the sight and sidestepped his horse to look at the other side , as he did so the patrols Sergeant behind him saw the Cairn “Bollocks” he spat “That’s a Mahou warning marker, we must be in their Mammoth hunting grounds Sir , time to turn back” The Nobleman jerked his gaze away from the skull topped rockpile and gave the Sergeant a withering stare “ abandon two days of tracking and let those slave taking Twilight Kin scum free ? I rather think not Sergeant, we won’t be put off by painted rocks and a whatever it is skull!”

“Moloch” said Kalnar quietly “I beg your pardon?” the Nobleman said rounding on the Patrols Scout “What did you say?”

“Moloch, Sir, it’s a kind of Abyssal Warrior and the Mahou want you to know they can deal with them”

“Never the less we will continue to follow the Twilight Kin Slavers and recover the Townsfolk they took in their raid, it is our sworn Duty to ensure thatWhat ?” he broke off as he realised the members of the patrol were staring beyond him , at that moment he became aware of a rumbling noise accompanied by a vibration he could feel in his backside coming up from the ground through his mount “what the ?” he said swinging round in his saddle , his mouth dropped open and he stared in awe at the sight of several huge Mammoths striding towards them , in front of them came the source of the rumbling as a dozen or so gigantic warriors rode chariots in advance of the mammoths, in the dust cloud could be seen the shapes of smaller mammoths laden with cargo , it was as if the whole steppe was moving.

“I think we should , err , return to Skimirak” the Nobleman bleated “I think the Twilight Kin won’t be causing us any more problems” the patrol nodded and murmured their assent , they to had seen the bodies of the Evil Elf raiders dangling from the Mammoth’s Howdahs along side the fearsome Harpoon throwers they carried, without need for further orders the patrol turned their horses and raced away from the Ogre lands.





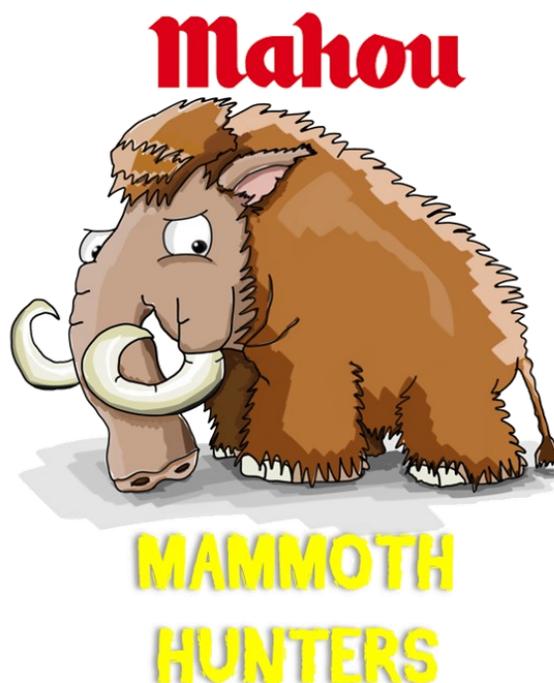
The Mahou Tribe Mammoth Hunters

Those of the Mahou Tribe that don't travel South to seek employ as mercenaries take their place in the ranks of the Tribes other source of riches , the Mammoth Hunting Parties , these powerful groups of Ogres travel the Steppe in search of the Herds of wild Mammoths that graze there. Mammoths provide nearly everything the tribe needs, skin for clothes and tents, meat for food, Ivory for trade to get weapons and armour and, when tamed, transport and heavy lifting.

The Hunter parties are highly mobile as Mammoth herds can roam hundreds of miles across the trackless steppe. They consist of advance parties of Fleabag mounted Red Goblins that scout out the Herds location , then the Chariot mounted warriors will surround the herd and drive them towards the waiting Harpoon carrying Mammoths , thinking they are safe the Mammoths go happily towards the trap and it is only when the first Mammoths fall to the harpoons that they panic and try to escape , then the chariot warriors close in to finish off the herd, young mammoths are spare and domesticated while occasionally bull Mammoths are captured rather than killed for Ogre Chieftains to ride on. The butchering of the carcasses is carried out by the ever-present Red Goblin slaves who also carry the baggage and keep the chariots repaired and running, man (goblin?) the Mammoth mounted Harpoon guns.

This Force is typical of such a Hunting Party.

Red Goblin Scout Troops to find the Mammoth Herds, Chariot mounted Ogres to Corral the Herd and Hunters on foot to follow any stragglers into terrain the Chariots cannot negotiate, Harpoon carrying Mammoths to bring down the adults and Red Goblins (complete with baggage animals) to butcher and store the results of a successful hunt.



Red Goblin Biggit	Hero (Inf)
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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)
							15	- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)
							50	- Crystal Pendant of Retribution

Mammoth	Monster
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	12	-/18	210	Base Size: (50x100mm), Brutal, Crushing Strength (2), Steady Aim, Strider, Thunderous Charge (2)
							10	- Mount a Ballista on it: Range 36", Ra 5+, 2 Ranged Attacks, Blast (D3), Piercing (2)
(1)	7	4+	-	5+	12	-/18	210	Base Size: (50x100mm), Brutal, Crushing Strength (2), Steady Aim, Strider, Thunderous Charge (2)
(1)	7	4+	-	5+	12	-/18	210	Base Size: (50x100mm), Brutal, Crushing Strength (2), Steady Aim, Strider, Thunderous Charge (2)
							10	- Mount a Ballista on it: Range 36", Ra 5+, 2 Ranged Attacks, Blast (D3), Piercing (2)

Grokagamok's Scouts[1]	Formation
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: Grokagamok's Scouts

Hell on Wheels[1]	Formation
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	15	Formation: Hell on Wheels

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- 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.
- Brew of Haste** The unit has +1 Speed.
- 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.
- 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.
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- Formation: Grogagamo's Scouts** Formation must contain:
 2x Hunters Hordes
 2x Red Goblins* Regiments
 Each unit in this formation is granted the Nimble special rule.
- 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.
- 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.
- Lute of Insatiable Darkness** This artefact can only be used by Heroes.
 The Hero has the Bane-Chant (2) spell.
- 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.
- 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.
- Steady Aim** The unit does not suffer from the -1 to hit modifier for moving and shooting.
- 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 when Hindered.