

Ogres (Neutral)								
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)
- Fire-Oil							5	
Horde(6)	6	4+	-	4+	18	15/17	230	Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)
- Blessing of the Gods							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)
- Blade of Slashing							5	
Regiment(3)	8	3+	-	5+	12	13/15	170	Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
- Dwarven Ale							10	
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	
Army Standard								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	4+	3	11/13	70	Hero (LrgInf), Brutal, Crushing Strength (1), Inspiring, Nimble
- Diadem of Dragon-kind							30	
Colossal Giant								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Infantry only)
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

Grokagamok's Finest Braves[1]

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	30	-/19	250	Brutal, Crushing Strength (1), Elite, Iron Resolve

Hell on Wheels[1]

Formation

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

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- 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.
- 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.
- Blade of Slashing** Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
- 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+.
- 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.
- Diadem of Dragon-kind** The unit has the Breath Attack (10) rule.
- Dwarven Ale** The unit has the Headstrong special rule.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fire-Oil** Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
- Firebolts** Range 18".
- 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.
- 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.

- 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.
- Nomargork** 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.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.