

<b>Ogres (Neutral)</b>								
<b>Warriors</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Legion(12) - Chant of Hate	6	3+	-	5+	36	22/24	350 25	Brutal, Crushing Strength (1)
<b>Hunters</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	3+	-	4+	18	15/17	220	Brutal, Crushing Strength (1), Ensnare, Pathfinders
<b>Boomers</b>								<b>Large Infantry</b>
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)
Horde(6) - Heart-seeking Chant	6	4+	-	4+	18	15/17	230 30	Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)
<b>Boomer Sergeant</b>								<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	4	11/13	90	Hero (LrgInf), Breath Attack (8), Brutal, Crushing Strength (1), Nimble, Piercing (1)
<b>Red Goblin Biggit</b>								<b>Hero (Inf)</b>
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	
<b>Grokagamok[1]</b>								<b>Hero (LrgInf)</b>
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
<b>Nomagarok[1]</b>								<b>Hero (LrgInf)</b>
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
<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



- 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.
- 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.
- 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.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- Firebolts** Range 18".
- 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.
- 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.

- 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.
- 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.
- 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.
- 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.