



MAHOU BESERKERS

Ogres (Neutral)

Red Goblins*

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	6+	5+	3+	10	12/14	85	Bows (Range 24")

Berserker Braves

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	30	-/18	230	Brutal, Crushing Strength (1)
- Blessing of the Gods							25	
Horde(6)	6	4+	-	4+	30	-/18	230	Brutal, Crushing Strength (1)
- Chant of Hate							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)

Warlock

Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	2	12/14	100	Hero (LrgInf), Brutal, Crushing Strength (1), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock
- Lute of Insatiable Darkness							25	

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

Mammoth

Monster

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

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

- 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.
- 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.
- 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.
- 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.
- 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.
- 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+.
- Lute of Insatiable Darkness** This artefact can only be used by Heroes.
The Hero has the Bane-Chant (2) spell.
- 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.
- Nomargarok** 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.
- 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.
- 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.