

Ogres (Neutral)								
Warriors							Large Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	3+	-	5+	9	12/14	130 Brutal, Crushing Strength (1)	
Regiment(3)	6	3+	-	5+	9	12/14	130 Brutal, Crushing Strength (1)	
Regiment(3)	6	3+	-	4+	9	12/14	130 Brutal, Crushing Strength (1)	
- Exchange shields for two-handed weapons (lower Defence to 4+, gain Crushing Strength (2))							0	
Berserker Braves							Large Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	-	4+	15	-/15	150 Brutal, Crushing Strength (1)	
Shooters							Large Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	5+	4+	9	12/14	150 Brutal, Crushing Strength (1), Heavy Crossbows (Range 36"), Piercing (2), Reload!	
Captain							Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	5+	4+	5	13/15	135 Brutal, Crushing Strength (2), Inspiring, Nimble	
- Exchange shield with heavy crossbow (gain Reload! and Piercing (2), but lower Defence to 4+)							10	
Warlock							Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	2	12/14	100 Brutal, Crushing Strength (1), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock	
Red Goblin Blaster							Monster	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	-	5+	*	8/10	65 Base Size: (50x100mm), Height (3)	
							1000	

- 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.
- 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.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal.
- 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.
- Ogre Warlock** The Warlock gains an additional dice for spells for each unit of Berserker Braves within 6".
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.