

FFS Ogres - Chris Cowburn

Ogres (Neutral)							
Warriors							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	3+	-	5+	18	15/17	200
- Hann's Sanguinary Scripture							15
Brutal, Crushing Strength (1)							
Shooters							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	6	4+	5+	4+	18	15/17	230
- Blessing of the Gods							25
Brutal, Crushing Strength (1), Heavy Crossbows (Range 36"), Piercing (2), Reload!							
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)							
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)							
Regiment(3)	8	3+	-	5+	12	13/15	170
Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)							
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
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							
- Healing Charm							30
Red Goblin Biggit							Hero (Inf)
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
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

Nomargarok[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

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.

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.

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".

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.

Hann's Sanguinary Scripture The unit gains the Lifeleech (1) special rule, or if the unit already has Lifeleech, it is increased by 1 up to a maximum of (2).

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.

Healing Charm This artefact can only be used by Heroes. The Hero has the Heal (3) spell.

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.
- 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+.
- 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.
- 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.
- Reload!** The unit can fire only if it received a Halt order that turn.
- 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.