

Ogre Hordes

List Created by Rob Farley

Warlords of Erewhon already includes a unit of Ogres as part of the Monsters list, which is great for including units of mercenary Ogres as part of a larger army. But there are multiple manufacturers who make a variety of different Ogre miniatures so this list exists for those of us who want to field a full army of these man-eating brutes.

I've tried to include entries for all of the core unit types from the different manufacturers, but there is a certain amount of common ground that can be agreed on. Ogre warriors are straightforward enough, these are just the entry from the Monsters list with a few more equipment options. Likewise the Ogre veterans that I've called Ironguard, to avoid favouring any particular company's trademarked name. The Ogre shooters have the option of heavy crossbows or hand cannons, a new weapon type that seems to be popular across the board for some reason. And we have options for Ogre cavalry mounted on large angry riding beasts, or chariots pulled by a variety of ornery beasts (the names are generic, but there's less agreement on what kind of beasts Ogres favour so this encompasses all options).

One common theme appears to be that Ogres are inevitably accompanied by Goblins (or some other breed of diminutive greenskins), so we need to include them as well. The Goblin Hangers-On account for those who prefer them to be on the weedy and ineffectual end of the scale, while the Goblin Fighters, Archers and Wolf Riders provide cheap but effective unit choices. I've taken these straight from the Goblin army list, with the exception of removing the option for dire wolves (it felt like these should be reserved for exclusively Goblin armies, who need all the help they can get).

We also need to include some kind of stone thrower, in this case with an optional upgrade to Scraplauncher ammunition. This is exactly the same as Howling Horror ammunition from the Erewhon rulebook, as it seems like being hit in the face by a cloud of sharp metal and/or body parts would have a similar effect. We also have the option to tow the launcher behind a large, angry beast of some kind.

Yetis, Sabretusks and Ogroid Dragonkin are other common options that need to be included.

The Yetis and Sabretusks have been given the Woodsman rule to represent their place as wild creatures, while the Dragonkin are a faster, harder-hitting option.

And finally, we have the Mammoth. One or two Ogre riders with a variety of weapon options available, should cover the various large beasts available to interested players.

SPECIAL RULES FOR THE OGRE HORDES

Scraplauncher Ammunition

Goblins and their kin have been known to load their stone throwers with whatever they can lay their grubby little mitts on, with a preference for sharp bits of scrap metal, bones and other body parts. Being bombarded by this gruesome mess of debris is extremely demoralising for the enemy, on top of the physical effects of being skewered by an assortment of sharp objects.

Scraplauncher ammunition has exactly the same effect as Howling Horror Ammunition (see rulebook p71).

Heavily Laden

There are several items in the Ogre Hordes list with the Heavily Laden rule and this functions exactly as it does for any other army. However it's worth noting that as Ogres are monstrous units they do not suffer the penalty to Agility and Initiative that other units do. For them, the only penalty is an inability to sprint.

Large Angry Riding Beasts

Ogres employ a variety of creatures as cavalry mounts, ranging from massive sabre-toothed felines or giant wolves to woolly rhinoceros-like creatures. What they all have in common is that they are large, dangerous and ideally suited to the Ogres that ride them. When mounted on one of these beasts this cancels out the effects of the Heavily Laden rule, allowing the unit to make a sprint move if it would otherwise be allowed to do so.

OGRE CHIEFTAIN

Warlord Monster Unit	Points Value: 91						
Special: You must include one Ogre Chieftain in your warband and one only, either an Ogre Chieftain, a Mounted Ogre Chieftain or an Ogre Chieftain on Chariot.							
Unit: Ogre Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre Chieftain with big axe, huge sword or huge mace, light armour	5	5	6	8(9)	8	8	Large, Tough, Command, Follow, Frenzied Charge, 4x HtH, Wound
0 x Ogre Bodyguards with big axe, huge sword or huge mace, light armour	5	5	6	8(9)	7	7	Large, 2x HtH, Frenzied Charge
Options							
<ul style="list-style-type: none"> Give unit bloomin' big axes or improbably vast swords @1pt per model Give unit heavy pistols @4pts per model Upgrade Chieftain to Tough 2 @10pts Upgrade Chieftain to Tough 3 @20pts Upgrade Chieftain to Wound 2 @16pts Upgrade Chieftain to Wound 3 @32pts 				<ul style="list-style-type: none"> Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 8(10) Give unit heavy armour @14pts + 3pts per Bodyguard model increasing Res to 8(11) and adding the Heavily Laden special rule Add up to 2 Ogre Bodyguards @30pts each 			

MOUNTED OGRE CHIEFTAIN

Warlord Monster Unit	Points Value: 102						
Special: You must include one Ogre Chieftain in your warband and one only, either an Ogre Chieftain, a Mounted Ogre Chieftain or an Ogre Chieftain on Chariot.							
Unit: Ogre Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre Chieftain with big axe, huge sword or huge mace, light armour	5	5	6	8(9)	8	8	Large, Tough, Command, Follow, Fast 7, Frenzied Charge, 4x HtH, Wound
0 x Ogre Bodyguards with big axe, huge sword or huge mace, light armour	5	5	6	8(9)	7	7	Large, 2x HtH, Frenzied Charge, Fast 7
1 x large angry riding beast	-	-	5	-	-	-	Large, 1xHtH SV2
Options							
<ul style="list-style-type: none"> Give unit bloomin' big axes or improbably vast swords @1pt per model Give unit lances @1pt per model Give unit heavy pistols @4pts per model Upgrade Chieftain to Tough 2 @10pts Upgrade Chieftain to Tough 3 @20pts Upgrade Chieftain to Wound 2 @16pts Upgrade Chieftain to Wound 3 @32pts 				<ul style="list-style-type: none"> Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 8(10) Give unit heavy armour @15pts + 4pts per Bodyguard model increasing Res to 8(11) Add up to 2 Ogre Bodyguards on large angry riding beasts @43pts each Give large angry riding beasts Irresistable Charge @10pts per model 			

OGRE CHIEFTAIN ON CHARIOT

Warlord Monster Chariot Unit	Points Value: 168						
Special: You must include one Ogre Chieftain in your warband and one only, either an Ogre Chieftain, a Mounted Ogre Chieftain or an Ogre Chieftain on Chariot.							
Unit: Ogre Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Chieftain and crew pulled by ornery beasts	3	-	-	10	-	-	Large, Tough, Fast 8, Irresistable Charge
1 x Ogre Chieftain with big axe, huge sword or huge mace, light armour	[5]	5	6	[8(9)]	8	8	Large, [Tough], Command, Follow, Frenzied Charge, 4x HtH, [Wound]
2 x ornery beasts	-	-	5	-	-	-	1x HtH, SV1
Options							
<ul style="list-style-type: none"> Give Chieftain a bloomin' big axe or improbably vast sword @1pt Upgrade Chieftain to Tough 2 @10pts Upgrade Chieftain to Tough 3 @20pts Upgrade Chieftain to Wound 2 @16pts Upgrade Chieftain to Wound 3 @32pts 				<ul style="list-style-type: none"> Give chariot Scythes @25pts with D6 SV1 impact hits on charge Give Chieftain medium armour @10pts increasing Res to 8(10) on foot only Give Chieftain heavy armour @14pts increasing Res to 8(11) and adding the Heavily Laden special rule on foot only 			

OGRE SHAMAN

Monster Unit	Points Value: 81						
Special: You may include one Ogre Shaman in your warband and one only.							
Unit: Ogre Shaman	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre Shaman with big axe, huge sword or huge mace, light armour	5	5	6	8(9)	8	8	Large, Tough, Frenzied Charge, 2x HtH, Wound, Magic Level 1
0 x Ogre Bodyguards with big axe, huge sword or huge mace, light armour	5	5	6	8(9)	7	7	Large, 2x HtH, Frenzied Charge
Options							
<ul style="list-style-type: none"> Give unit bloomin' big axes or improbably vast swords @1pt per model Upgrade Shaman to Magic Level 2 @25pts Upgrade Shaman to Magic Level 3 @50pts Upgrade Shaman to Tough 2 @10pts 				<ul style="list-style-type: none"> Upgrade Shaman to Wound 2 @16pts Give Shaman 3x Flaming Breath SV2 Fire @15pts Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 8(10) Add up to 2 Ogre Bodyguards @30pts each 			

OGRE HERO

Monster Unit	Points Value: 86						
Special: You may include one Ogre Hero in your warband and one only, either an Ogre Hero or a Mounted Ogre Hero.							
Unit: Ogre Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre Hero with big axe, huge sword or huge mace, light armour	5	5	6	8(9)	8	8	Large, Hero, Tough 2, Frenzied Charge, 4x HtH, Wound
Options							
<ul style="list-style-type: none"> Give Hero a bloomin' big axe or improbably vast sword @1pt Give Hero a halberd @1pt Give Hero a heavy pistol @4pts Give Hero a heavy crossbow @4pts Give Hero a hand cannon @5pts 				<ul style="list-style-type: none"> Upgrade Hero to Tough 3 @10pts Upgrade Hero to Wound 2 @16pts Upgrade Hero to Wound 3 @32pts Give Hero medium armour @10pts increasing Res to 8(10) Give Hero heavy armour @14pts increasing Res to 8(11) and adding the Heavily Laden special rule 			

MOUNTED OGRE HERO

Monster Unit	Points Value: 97						
Special: You may include one Ogre Hero in your warband and one only, either an Ogre Hero or a Mounted Ogre Hero.							
Unit: Ogre Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre Hero with big axe, huge sword or huge mace, light armour	5	5	6	8(9)	8	8	Large, Hero, Tough 2, Fast 7, Frenzied Charge, 4x HtH, Wound
1 x large angry riding beast	-	-	5	-	-	-	Large, 1xHtH SV2
Options							
<ul style="list-style-type: none"> Give Hero a bloomin' big axe or improbably vast sword @1pt Give Hero a halberd @1pt Give Hero a lance @1pt Give Hero a heavy pistol @4pts Give Hero a heavy crossbow @4pts Give Hero a hand cannon @5pts 				<ul style="list-style-type: none"> Upgrade Hero to Tough 3 @10pts Upgrade Hero to Wound 2 @16pts Upgrade Hero to Wound 3 @32pts Give Hero medium armour @10pts increasing Res to 8(10) Give Hero heavy armour @15pts increasing Res to 8(11) Give large angry riding beast Irresistable Charge @10pts 			

OGRE IRONGUARD

Monster Unit	Points Value: 102						
Special: You can include a maximum of one unit of Ogre Ironguard in your warband.							
Unit: Ogre Ironguard	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre Ironguard leader with big axe, huge sword or huge mace, light armour	5	5	6	8(9)	7	8	Large, Tough, Frenzied Charge, 2x HtH
2 x Ogre Ironguard with big axe, huge sword or huge mace, light armour	5	5	6	8(9)	7	7	Large, 2x HtH, Frenzied Charge
Options							
<ul style="list-style-type: none"> Give unit bloomin' big axes or improbably vast swords @1pt per model Give unit medium armour @2pts per model increasing Res to 8(10) 				<ul style="list-style-type: none"> Give unit heavy armour @3pts per model increasing Res to 8(11) and adding the Heavily Laden special rule Add up to 2 Ogre Ironguard @30pts each 			

OGRE WARRIORS

<i>Monster Unit</i>	<i>Points Value: 96</i>						
Unit: Ogre Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre leader with big axe, huge sword or huge mace, light armour	5	5	5	8(9)	7	8	Large, Tough, Frenzied Charge, 2x HtH
2 x Ogre warriors with big axe, huge sword or huge mace, light armour	5	5	5	8(9)	7	7	Large, 2x HtH, Frenzied Charge
Options							
<ul style="list-style-type: none"> Give unit bloomin' big axes or improbably vast swords @1pt per model 				<ul style="list-style-type: none"> Give unit medium armour @2pts per model increasing Res to 8(10) Add up to 2 Ogre warriors @28pts each 			

OGRE SHOOTERS

<i>Monster Unit</i>	<i>Points Value: 108</i>						
Unit: Ogre Shooters	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre leader with axe, sword or mace, heavy crossbow, light armour	5	5	5	8(9)	7	8	Large, Tough, Frenzied Charge, 2x HtH
2 x Ogre shooters with axe, sword or mace, heavy crossbow, light armour	5	5	5	8(9)	7	7	Large, 2x HtH, Frenzied Charge
Options							
<ul style="list-style-type: none"> Replace heavy crossbows with hand cannons @1pt per model 				<ul style="list-style-type: none"> Give unit medium armour @2pts per model increasing Res to 8(10) Add up to 2 Ogre shooters @32pts each 			

OGRE BERSERKERS

<i>Monster Unit</i>	<i>Points Value: 105</i>						
Unit: Ogre Berserkers	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre leader with big axe, huge sword or huge mace	5	5	5	8	7	8	Large, Tough, Frenzied Charge, Berserk, 2x HtH
2 x Ogre warriors with big axe, huge sword or huge mace	5	5	5	8	7	7	Large, 2x HtH, Frenzied Charge, Berserk
Options							
<ul style="list-style-type: none"> Give unit bloomin' big axes or improbably vast swords @1pt per model 				<ul style="list-style-type: none"> Give unit light armour @2pts per model increasing Res to 8(9) Add up to 2 Ogre berserkers @31pts each 			

OGRE CAVALRY

<i>Monster Unit</i>	<i>Points Value: 135</i>						
Unit: Ogre Cavalry	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre leader with big axe, huge sword or huge mace, light armour	5	5	5	8(9)	7	8	Large, Tough, Fast 7, Frenzied Charge, 2x HtH
2 x Ogre cavalry with big axe, huge sword or huge mace, light armour	5	5	5	8(9)	7	7	Large, 2x HtH, Frenzied Charge, Fast 7
3 x large angry riding beast	-	-	5	-	-	-	Large, 1xHtH SV2
Options							
<ul style="list-style-type: none"> Give unit bloomin' big axes or improbably vast swords @1pt per model Give unit lances @1pt per model Give unit heavy crossbows @5pts per model Give unit medium armour @2pts per model increasing Res to 8(10) 				<ul style="list-style-type: none"> Give unit heavy armour @4pts per model increasing Res to 8(11) Add up to 2 Ogre cavalry on large angry riding beasts @41pts each Give large angry riding beasts Irresistable Charge @10pts per model 			

OGRE CHARIOT

<i>Monster Chariot Unit</i>	<i>Points Value: 103</i>						
Unit: Ogre Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Ogre crew pulled by ornery beasts	3	-	-	10	-	-	Large, Fast 8, Irresistable Charge
1 x Ogre crew with big axe, huge sword or huge mace	-	5	5	-	7	7	Large, Frenzied Charge, 2x HtH
2 x ornery beasts	-	-	5	-	-	-	1x HtH, SV1
Options							
<ul style="list-style-type: none"> Give crew bloomin' big axe or improbably vast sword @1pt 				<ul style="list-style-type: none"> Give chariot Scythes @25pts with D6 SV1 impact hits on charge 			

OGROID DRAGONKIN

<i>Monster Unit</i>	<i>Points Value: 129</i>						
Special: You may include a maximum of one unit of Ogroid Dragonkin in your warband.							
Unit: Ogroid Dragonkin	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogroid Dragonkin leader with big axe, huge sword or huge mace, light armour	5	5	7	9(10)	7	8	Large, Tough, Fast 7, Ferocious Charge, 3x HtH
2 x Ogroid Dragonkin with big axe, huge sword or huge mace, light armour	5	5	7	9(10)	7	7	Large, Fast 7, 3x HtH, Ferocious Charge
Options							
<ul style="list-style-type: none"> Give unit bloomin' big axes or improbably vast swords @1pt per model 				<ul style="list-style-type: none"> Give unit medium armour @2pts per model increasing Res to 9(11) Add up to 2 Ogroid Dragonkin @39pts each 			

YETIS

<i>Monster Unit</i>	<i>Points Value: 105</i>						
Unit: Yetis	Ag	Acc	Str	Res	Init	Co	Special
3 x Yeti	5	5	7	8	6	8	Large, Frenzied Charge, 3x HtH SV2, Woodsman
Options							
<ul style="list-style-type: none"> Give unit light armour @2pts per model increasing Res to 8(9) 				<ul style="list-style-type: none"> Add up to 2 Yetis @35pts each 			

SABRETUSKS

<i>Beast Unit</i>	<i>Points Value: 90</i>						
Unit: Sabretusks	Ag	Acc	Str	Res	Init	Co	Special
5 x Sabretusks	5	-	6	6	7	6	Fast 7, Woodsman, 1x HtH SV2
Options							
<ul style="list-style-type: none"> Add up to 5 Sabretusks @18pts each 							

GOBLIN HANGERS-ON

<i>Warrior Unit</i>	<i>Points Value: 27</i>						
Unit: Goblin Hangers-On	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin leader with cudgel or club	6	5	4	4	7	7	Tough
4 x Goblin hangers-on with cudgel or club	6	5	4	4	7	6	-
Options							
<ul style="list-style-type: none"> Give unit daggers or knives @1pt per model Give unit rocks to throw @1pt per model 				<ul style="list-style-type: none"> Add up to 5 Goblin hangers-on @3pts each 			

GOBLIN FIGHTERS

<i>Warrior Unit</i>	<i>Points Value: 47</i>						
Unit: Goblin Fighters	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin leader with sword or axe, light armour	6	5	4	4(5)	7	7	Tough
4 x Goblin fighters with sword or axe, light armour	6	5	4	4(5)	7	6	-
Options							
<ul style="list-style-type: none"> Give unit spears @free per model 				<ul style="list-style-type: none"> Add up to 5 Goblin fighters @7pts each 			

GOBLIN ARCHERS

<i>Warrior Unit</i>	<i>Points Value: 47</i>						
Unit: Goblin Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin leader with sword or axe, bow	6	5	4	4	7	7	Tough
4 x Goblin archers with sword or axe, bow	6	5	4	4	7	6	-
Options							
<ul style="list-style-type: none"> Give unit light armour @2pts per model increasing Res to 4(5) 				<ul style="list-style-type: none"> Add up to 5 Goblin archers @7pts each 			

GOBLIN WOLF RIDERS

<i>Mounted Unit</i>	<i>Points Value: 69</i>						
Unit: Goblin Wolf Riders	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin wolf rider leader with sword or axe	6	5	5	5	7	7	Tough, Fast 6, Rapid Sprint Wolf 1xHtH SV1
2 x Goblin wolf rider with sword or axe	6	5	5	5	7	6	Fast 6, Rapid Sprint Wolf 1xHtH SV1
Options							
<ul style="list-style-type: none"> Give unit light armour @2pts per model increasing Res to 5(6) Give unit bows @2pts per model 				<ul style="list-style-type: none"> Give unit spears @free per model Add up to 3 Goblin wolf riders @19pts each 			

GOBLIN STONE THROWER

<i>Artillery Unit</i>	<i>Points Value: 63</i>						
Special: You may include a maximum of one Goblin Stone Thrower in your warband.							
Unit: Goblin Stone Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Goblin crew with daggers, stone throwing engine	6	5	4	4	7	6	Large, Slow 3
0 x Ogre crew with big axe, huge sword or huge mace	5	5	5	8	5	8	Large, Frenzied Charge, 2xHtH
0 x large angry draft beast	4	5	5	6	7	6	Large, 1xHtH SV2
Equipment							
<ul style="list-style-type: none"> 1 x Small Stone Thrower 							
Options							
<ul style="list-style-type: none"> Give unit Big Stone Thrower instead of Small Stone Thrower @27pts Give unit Scraplauncher Ammunition @10pts 				<ul style="list-style-type: none"> Add up to 2 Goblin crew to unit @3pts each Add up to 1 Ogre crew to unit @26pts Add up to 1 large angry draft beast to unit @15pts, removing the Slow 3 special rule 			

OGRE GREAT CANNON

Artillery Unit	Points Value: 124						
Special: You may include a maximum of one Ogre Great Cannon in your warband.							
Unit: Ogre Great Cannon	Ag	Acc	Str	Res	Init	Co	Special
1 x Ogre crew with axe, sword or mace, large cannon	5	5	5	8	5	8	Large, Frenzied Charge, 2xHtH, Slow 3
0 x Goblin crew with daggers	6	5	4	4	7	6	
0 x large angry draft beast	4	5	5	6	7	6	Large, 1xHtH SV2
Equipment							
<ul style="list-style-type: none"> • 1 x Large Cannon 							
Options							
<ul style="list-style-type: none"> • Add up to 2 Ogre crew to unit @26pts each • Add up to 3 Goblin crew to unit @3pts each 				<ul style="list-style-type: none"> • Add up to 1 large angry draft beast to unit @15pts, removing the Slow 3 special rule 			

MAMMOTH

Monstrosity Unit	Points Value: 141						
Special: You may include a maximum of one Mammoth in your warband.							
Unit: Mammoth	Ag	Acc	Str	Res	Init	Co	Special
1 x Mammoth	4	-	5	12	-	-	Large, MoD 2, 5x HtH SV5, Surly, Stampede
1 x Ogre crew with big axe, huge sword or huge mace	-	5	5	-	5	8	Frenzied Charge, 2xHtH
Options							
<ul style="list-style-type: none"> • Give crew bloomin' big axes or improbably vast swords @1pt per crew • Give crew lances @1pt per crew 				<ul style="list-style-type: none"> • Give crew heavy crossbows @4pts per crew • Give crew hand cannons @5pts per crew • Add up to 1 additional Ogre crew @12pts 			

WEAPON AND SPECIAL RULES SUMMARY

WEAPON	RANGE			STRIKE VALUE (SV)	SPECIAL RULES
	SHORT	LONG	EXTREME		
Bow	0-10"	10-20"	-	0	-
Heavy Pistol	0-10"	-	-	3	-
Heavy Crossbow	0-10"	10-30"	-	2	Fire order to shoot, Heavily Laden
Hand Cannon	0-10"	10-20"	-	4	Fire order to shoot, Heavily Laden
Rock - thrown	0-10"	-	-	0	Can also be used hand-to-hand
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order to shoot, D6 Hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order to shoot, D6 Hits
Large Cannon	0-10"	10-50"	50-100"	6	Fire order to shoot, Unstoppable
Rock	Hand-to-Hand Combat			0	Can also be thrown as a ranged weapon
Cudgel or Club	Hand-to-Hand Combat			0	-
Dagger or Knife	Hand-to-Hand Combat			1	-
Axe, Sword or Mace	Hand-to-Hand Combat			1	Strength +1
Huge Sword, Big Axe, Warhammer or Massive Mace	Hand-to-Hand Combat			2	-
Bloomin' big axe or Improbably Vast Sword	Hand-to-Hand Combat			3	-
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles
Halberd	Hand-to-Hand Combat			2	Strength +1
Lance	Hand-to-Hand Combat			1/3	SV3 on charge

Berserk	Until defeated or fail a break test, double attacks in HtH, automatically pass orders to charge.
Command	Friendly units within 10" can use the models Co stat to take Command based tests.
Fast	Unit's basic move as stated. Re-roll shooting hits at running target.
Follow	Can activate friendly unpinned units within 5" with the same order. Additional activated units take their turns one at a time after the original unit.
Ferocious Charge	+1SV bonus when charging.
Flaming Breath	Ranged attack 20". Fire Attack. As stats.
Frenzied Charge	+1 Attack on charge.
Heavily Laden	Cannot sprint.
Hero	Friends within 10" can use unit's Initiative value for reaction tests.
Irresistable Charge	+D3 Strike Value (SV) on charge.
Large	+1 to hit shooting. Can draw LOS to body. Can draw LOS to or from over non-large models.
Rapid Sprint	The unit sprints 4M rather than 3M.
Scraplauncher Ammunition	Target suffers D3 additional pins.
Stampede	Stampede on failed Order test of 10. D10" +2M in direction shown by dice. Each unit in path is attacked as if charged. Unit goes down and gains 1 pin per unit trampled.
Slow	Unit's basic move as stated.
Surly	Cannot benefit from Command, Follow or Hero rules.
Tough	Can re-roll one failed Res roll or Damage Chart result (can have value of 2 or 3).
Woodsman	Difficult terrain counts as open terrain.
Wounds	Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.