Going up North

2500 / 2500 VALID

1st Battalion

Berserker Bully [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	4+	1	8	14	3	[165]
Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Inspiring, Wild Charge(D3)*									

Ogre Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	-	4+	1	2	14	3	[165]
Blizzard(4)									[40]
Special Rules: *Brutal(1),Crushing Strength(1),Inspiring, Power of the Plains* ***Traits:*** *Spellcaster*									
Champion Hero (Lrg Inf)	6	4+	-	4+	1	2	14	3	[150]
Fireball (4)									[25]
Special Rules: *Brutal(1),Crushing Strength(1),Inspiring, Power of the Plains* ***Traits:*** *Spellcaster*									

Red Goblins	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	6+	4+	4	20	21	2	[180]
Helm of Confidence									[15]
Shortbows (18")									
Special Rules: *Phalanx, Inspiring(Self)* ***Traits:*** *Goblin*									

Red Goblin Scouts	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop	10	4+	-	4+	1	7	12	3	[105]
Special Rules: *Nimble, Thunderous Charge(1),Vicious(Combat)* ***Traits:*** *Goblin*									
Core (Aux) Cav Troop	10	4+	-	4+	1	7	12	3	[105]
Special Rules: *Nimble, Thunderous Charge(1),Vicious(Combat)* ***Traits:*** *Goblin*									

Berserker Braves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	4+	-	4+	2	30	18	3	[240]
Blessing of the Gods									[25]
Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Wild Charge(D3),Elite* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	**3+**	-	4+	2	30	18	3	[260]
Brew of Sharpness									[45]
Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Wild Charge(D3)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	4+	-	4+	2	30	18	3	[255]
Brew of Strength									[40]
Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Wild Charge(D3)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	4+	-	4+	2	30	18	3	[230]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Wild Charge(D3)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	4+	-	4+	2	30	18	3	[215]
Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Wild Charge(D3)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	4+	-	4+	2	30	18	3	[215]
Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Wild Charge(D3)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	4+	-	4+	2	30	18	3	[215]
Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Wild Charge(D3)* ***Traits:*** *Tribal Strength*									

Total Units: 13 **Total Unit Strength:** 23
Total Points: 2500

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Protect the Tribe	5	Unengaged units, or units that have received a Charge! order this Turn only. The unit gains the Vicious (Combat) special rule. If the target unit is Engaged in a Combat involving another friendly unit with the Goblin Trait, add +1 to the dice results when issuing this order.
Smoke Bombs	4	Units with the Tribal Strength or Goblin Trait only. The unit gains the Stealthy special rule until the start of its next Turn.
That's our Stash	4	The unit gains +1 Unit Strength until the start of its next Turn.

Goblin Explosives	5	When this unit makes a non-spell ranged attack in the Ranged Phase this Turn, each successful roll to damage that scores a natural 6, causes 2 damage instead of one.
Marching Orders	4	Large Infantry only. When this unit is issued an At the Double! order, it can make one additional pivot during the move.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Power of the Plains	For each friendly unit with the Tribal Strength Trait within 6”, increase the amount of dice rolled with non-Arcane Library spells by 1 to a maximum bonus of +3.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this 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 Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10” away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!

Spell	Description
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).

Artefact	Description
Helm of Confidence	The unit gains the Inspiring (Self) special rule.
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.