Battle masters Ash

2500 / 2500 VALID

1st Battalion

Nomagarok [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[215]
Bane Chant (3)									[0]
Heal (4)									[0]
Lightning Bolt (4)									[0]

Special Rules: *Brutal(1),Crushing Strength(1),Inspiring, Master of the Plains, Bloodrage* ***Traits:*** *Spellcaster*

Arokamorra [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	7	3+	4+	4+	1	6	14	3	[190]
Snapper (12", Att: 5, Piercing (1))									

Special Rules: *Aura(Brutal (+1)),Base(50mm),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat),Snap!*

Ogre Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	-	4+	1	2	14	3	[210]
Amulet of the Fireheart									[15]
Blizzard(4)									[40]
Bloodboil(0)									[30]

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	[165]
Shortbows (18")									

Special Rules: *Phalanx* ***Traits:*** *Goblin*

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]

Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*

Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]

Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*

Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]

Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*

Berserker Braves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist 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*

Warrior Chariots	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	3+	-	5+	2	15	17	4	[250]
Brew of Strength									[40]

Special Rules: *Brutal(1),Crushing Strength(2),Thunderous Charge(2)*

Siege Breakers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Regiment	5	3+	-	5+	2	18	17	3	[250]
Blessing of the Gods									[25]

Special Rules: *Big Shield, Brutal(1), Crushing Strength(2), Headstrong, Elite*

2nd Battalion

Grokagamok [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	5+	2	7	17	3	[255]

Special Rules: *Blast(D3),Brutal(1),Crushing Strength(3),Fearless, Very Inspiring*

Hunters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	7	3+	-	4+	1	9	14	3	[165]
Helm of Confidence									[15]

Special Rules: *Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(3 - Combat),Inspiring(Self)* ***Traits:*** *Tribal Strength*

Core Lrg Inf Troop	7	3+	-	4+	1	9	14	3	[150]

Special Rules: *Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(3 - Combat)* ***Traits:*** *Tribal Strength*

Total Units:	13	**Total Unit Strength:**	21
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
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. An Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Base (n)	This unit must be on the base size specified by n.
Big Shield	All attacks (Ranged and Combat) against the target unit’s front facing treat its defence as 6+.
Blast (n)	For each of the unit’s attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Bloodrage	Any friendly unit hit by Nomagarok’s Heal spell gains Vicious (Combat) for the remainder of the Turn.
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.
Ensnare	In Combat, attacks against this unit’s front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
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.

Master 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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
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.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Snap!	The Snapper ranged attack always hits on a 4+ regardless of modifiers.
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.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9”. Any rule that affects Inspiring also affects Very Inspiring.
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**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Bloodboil Range: 12" Magical Missile	When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Then roll to damage as normal. Piercing (1).
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)

Artefact	Description
Helm of Confidence	The unit gains the Inspiring (Self) special rule.
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.
Amulet of the Fireheart	Once per game, immediately after casting a spell, the hero may cast a second, different, spell. The hero cannot use this artefact to cast more than two spells in a single Turn.