

1st Battalion

Nomagarok [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[210]
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									

Sergeant [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cht)	8	3+	-	5+	1	5	15	4	[175]
Chariot									[20]
Special Rules: Brutal(1),Crushing Strength(2),Elite, Inspiring, Thunderous Charge(1)									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: Brutal(1),Crushing Strength(1) Traits: Tribal Strength									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: Brutal(1),Crushing Strength(1) Traits: Tribal Strength									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: Brutal(1),Crushing Strength(1) Traits: Tribal Strength									

Warrior Chariots	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	3+	-	5+	2	15	17	4	[210]
Special Rules: Brutal(1),Crushing Strength(1),Thunderous Charge(2)									

Total Units: 6 **Total Unit Strength:** 11
Total Points: 1150

Command Order	Target	Description
Snapping Crocodog	5	Units with the Tribal Strength Trait only. The unit gains the Elite (Combat) special rule.
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.

Special Rule	Description
Bloodrage	Any friendly unit by with 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.
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 Bane Chant, Heal and Lightning Bolt 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.

Spell	Description
Bane Chant Range: 12"	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.

Friendly, CC

Heal For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Range: 12"
Friendly, Self, CC

Lightning Bolt Piercing (1)
Range: 24"
Magical Missile