

## 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]   |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Inspiring, Master of the Plains, Bloodrage <b>Traits:</b> Spellcaster |    |    |    |    |    |     |    |    |       |

| Ogre Warlock [2]   | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|--|----|----|----|----|----|-----|----|----|-------|
| Champion Hero (Lrg Inf)  | 6  | 4+ | -  | 4+ | 1  | 2   | 14 | 3  | [190] |
| Lightning Bolt (3)   |    |    |    |    |    |     |    |    | [20]  |
| Drain Life (5)   |    |    |    |    |    |     |    |    | [25]  |
| Fireball (4)   |    |    |    |    |    |     |    |    | [25]  |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Inspiring, Power of the Plains <b>Traits:</b> Spellcaster |    |    |    |    |    |     |    |    |       |

| Hunters  | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|--|----|----|----|----|----|-----|----|----|-------|
| Core Lrg Inf Troop   | 7  | 3+ | -  | 4+ | 1  | 9   | 14 | 3  | [150] |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat) <b>Traits:</b> Tribal Strength |    |    |    |    |    |     |    |    |       |
| Core Lrg Inf Troop   | 7  | 3+ | -  | 4+ | 1  | 9   | 14 | 3  | [150] |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat) <b>Traits:</b> Tribal Strength |    |    |    |    |    |     |    |    |       |
| Core Lrg Inf Regiment  | 7  | 3+ | -  | 4+ | 2  | 18  | 17 | 3  | [210] |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat) <b>Traits:</b> Tribal Strength |    |    |    |    |    |     |    |    |       |
| Core Lrg Inf Regiment  | 7  | 3+ | -  | 4+ | 2  | 18  | 17 | 3  | [210] |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat) <b>Traits:</b> Tribal Strength |    |    |    |    |    |     |    |    |       |
| Core Lrg Inf Regiment  | 7  | 3+ | -  | 4+ | 2  | 18  | 17 | 3  | [210] |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat) <b>Traits:</b> Tribal Strength |    |    |    |    |    |     |    |    |       |

| Shooters  | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|---|----|----|----|----|----|-----|----|----|-------|
| Specialist Lrg Inf Regiment   | 6  | 4+ | 6+ | 4+ | 2  | 18  | 17 | 3  | [240] |
| Blessing of the Gods  |    |    |    |    |    |     |    |    | [25]  |
| Heavy Crossbows (30", Piercing (2))   |    |    |    |    |    |     |    |    |       |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Elite <b>Traits:</b> Tribal Strength |    |    |    |    |    |     |    |    |       |

| Warrior Chariots  | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|---|----|----|----|----|----|-----|----|----|-------|
| Specialist Cht Regiment   | 8  | 2+ | -  | 5+ | 2  | 15  | 17 | 4  | [255] |
| Brew of Sharpness   |    |    |    |    |    |     |    |    | [45]  |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Thunderous Charge(2) |    |    |    |    |    |     |    |    |       |

| Mammoth  | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|--|----|----|----|----|----|-----|----|----|-------|
| Support Mon (Cht)  | 8  | 4+ | -  | 5+ | 2  | 12  | 18 | 5  | [250] |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(2),Fearless, Rampage(D6 - Combat),Strider, Thunderous Charge(2),Wild Charge(1) |    |    |    |    |    |     |    |    |       |

| Giant  | Sp | Me | Sh | De | US | Att  | Ne | Ht | Pts   |
|--|----|----|----|----|----|------|----|----|-------|
| Support Ti   | 7  | 4+ | -  | 5+ | 2  | D6+8 | 20 | 6  | [225] |
| Giant Club   |    |    |    |    |    |      |    |    | [0]   |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(4),Height(6),Strider, Rampage(D6 - Combat) |    |    |    |    |    |      |    |    |       |

Total Units: 11  
Total Points: 2300

Total Unit Strength: 19

| 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.  |
| 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.  |
| Height (n)            | If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).   |
| 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.  |
| Pathfinder            | The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.   |
| 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 Fireball and Lightning Bolt by 1 to a maximum bonus of +3.  |
| Rampage (n)           | When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, 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.   |
| 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.  |
| Strider               | This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.   |
| 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.   |
| 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   |
|--|---|
| <b>Bane Chant</b><br>Range: 12"<br>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.  |
| <b>Drain Life</b><br>Range: 6"<br>CC                   | Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. |
| <b>Fireball</b><br>Range: 12"<br>Magical Missile       | Blast (D3), Shattering (1).   |
| <b>Heal</b><br>Range: 12"<br>Friendly, Self, CC        | For each hit scored, instead of causing damage, remove a point of damage from the target unit.  |
| <b>Lightning Bolt</b><br>Range: 24"<br>Magical Missile | Piercing (1)  |

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| Artefact             | Description  |
|----------------------|--|
| Blessing of the Gods | The unit gains the Elite special rule.                 |
| Brew of Sharpness    | The unit has a +1 to hit modifier with Combat attacks. |

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