

## 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									

Arokamorra [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	7	3+	4+	4+	1	6	14	3	[185]
Snapper (12", Att: 5, Piercing (1))									
<b>Special Rules:</b> 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	[175]
Bloodboil(0)									[30]
Martyr's Prayer(5)									[25]
<b>Special Rules:</b> Brutal(1),Crushing Strength(1),Inspiring, Power of the Plains <b>Traits:</b> Spellcaster									

Red Goblin Sharpsticks	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Horde	5	5+	-	4+	4	30	21	2	[145]
<b>Special Rules:</b> Phalanx <b>Traits:</b> Goblin									

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									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
<b>Special Rules:</b> Brutal(1),Crushing Strength(1) <b>Traits:</b> Tribal Strength									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
<b>Special Rules:</b> Brutal(1),Crushing Strength(1) <b>Traits:</b> Tribal Strength									

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

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]
<b>Special Rules:</b> Brutal(1),Crushing Strength(1),Fearless, Wild Charge(D3) <b>Traits:</b> 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]
<b>Special Rules:</b> 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]
<b>Special Rules:</b> Big Shield, Brutal(1),Crushing Strength(2),Headstrong, Elite									

Total Units: 13  
Total Points: 2300

Total Unit Strength: 21

Command Order	Target	Description
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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
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+.
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.
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 Bane Chant, Heal and Lightning Bolt by 1 to a maximum bonus of +3.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
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 Fireball and Lightning Bolt 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.
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!
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Spell	Description
<b>Bane Chant</b> 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.
<b>Bloodboil</b> 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).
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
<b>Lightning Bolt</b> Range: 24" Magical Missile	Piercing (1)
<b>Martyr's Prayer</b> Range: 12" Friendly, CC	For each hit scored, instead of causing damage, remove one point of damage from the target and transfer it to the spellcaster. The spellcaster will not take a Nerve test for damage taken in this way.

Artefact	Description
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.