

## 1st Battalion

Warlord on Chariot	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cht)	8	3+	-	5+	2	7	17	4	[200]
Blade of Slashing									[5]
<b>Special Rules:</b> Brutal(1),Crushing Strength(2),Inspiring, Thunderous Charge(1)									

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!									

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

## 2nd Battalion

Warlord on Chariot	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cht)	8	3+	-	5+	2	7	17	4	[195]
<b>Special Rules:</b> Brutal(1),Crushing Strength(2),Inspiring, Thunderous Charge(1)									

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									

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

**Total Units:** 12      **Total Unit Strength:** 21  
**Total Points:** 2300

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
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.
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.
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.
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.
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.
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.
Snap!	The Snapper ranged attack always hits on a 4+ regardless of modifiers.
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.
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!

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.