

## 1st Battalion

Grokakamok [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	5+	2	7	17	3	[245]
<b>Special Rules:</b> Blast(D3), Brutal(1), Crushing Strength(3), Fearless, Very Inspiring									

Sergeant [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	5+	1	5	15	3	[160]
Blade of Slashing									[5]
<b>Special Rules:</b> Brutal(1), Crushing Strength(2), Elite, Inspiring									

Boomers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	4+	4+	4+	2	18	17	3	[230]
Fire-Oil									[5]
Boomsticks (12", Piercing (1))									
<b>Special Rules:</b> Brutal(1), Crushing Strength(1 / +1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) <b>Traits:</b> Tribal Strength									

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									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
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									
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									
Core Lrg Inf Regiment	6	3+	-	4+	2	18	17	3	[185]
Two-handed Weapons									[0]
<b>Special Rules:</b> Brutal(1), Crushing Strength(1), Crushing Strength(2) <b>Traits:</b> 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]
<b>Special Rules:</b> Brutal(1), Crushing Strength(1), Fearless, Wild Charge(D3) <b>Traits:</b> Tribal Strength									

Siege Breakers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	5	3+	-	5+	2	18	17	3	[225]
<b>Special Rules:</b> Big Shield, Brutal(1), Crushing Strength(2), Headstrong									

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: 20

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
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
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.
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.
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.
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.
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!

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.
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.