

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]
<i>Special Rules:</i> Blast(D3),Brutal(1),Crushing Strength(3),Fearless, Very Inspiring									

Ogre Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	-	4+	1	2	14	3	[150]
Scorched Earth(3)									[30]
<i>Special Rules:</i> Brutal(1),Crushing Strength(1),Inspiring, Power of the Plains <i>Traits:</i> Spellcaster									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
<i>Special Rules:</i> Brutal(1),Crushing Strength(1) <i>Traits:</i> Tribal Strength									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
<i>Special Rules:</i> Brutal(1),Crushing Strength(1) <i>Traits:</i> Tribal Strength									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
<i>Special Rules:</i> Brutal(1),Crushing Strength(1) <i>Traits:</i> Tribal Strength									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
<i>Special Rules:</i> Brutal(1),Crushing Strength(1) <i>Traits:</i> Tribal Strength									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
<i>Special Rules:</i> Brutal(1),Crushing Strength(1) <i>Traits:</i> 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]
<i>Special Rules:</i> Big Shield, Brutal(1), Crushing Strength(2), Headstrong									
Specialist Lrg Inf Regiment	5	3+	-	5+	2	18	17	3	[225]
<i>Special Rules:</i> Big Shield, Brutal(1), Crushing Strength(2), Headstrong									

2nd 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]
<i>Special Rules:</i> Brutal(1),Crushing Strength(1),Inspiring, Master of the Plains, Bloodrage <i>Traits:</i> Spellcaster									

Hunters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	7	3+	-	4+	2	18	17	3	[225]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules:</i> Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat) <i>Traits:</i> Tribal Strength									

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

Total Units:13

Total Unit Strength:20

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
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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
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.
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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
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.
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.

Spell	Description
Bane Chant 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.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.