Alex Chaves Crossroads 2026

2300 / 2300 VALID

1st Battalion

Nomagarok [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[215]
Bane Chant (3)									[0]
Heal (4)									[0]
Lightning Bolt (4)									[0]
Special Rules: *Brutal(1),Crushing Strength(1),Inspiring, Master of the Plains, Bloodrage* ***Traits:*** *Spellcaster*									

Ogre Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	-	4+	1	2	14	3	[150]
Fireball (4)									[25]
Special Rules: *Brutal(1),Crushing Strength(1),Inspiring, Power of the Plains* ***Traits:*** *Spellcaster*									
Champion Hero (Lrg Inf)	6	4+	-	4+	1	2	14	3	[150]
Drain Life (5)									[25]
Special Rules: *Brutal(1),Crushing Strength(1),Inspiring, Power of the Plains* ***Traits:*** *Spellcaster*									

Boomers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	4+	4+	4+	2	18	17	3	[225]
Boomsticks (12", Piercing (1))									
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	4+	4+	4+	2	18	17	3	[225]
Boomsticks (12", Piercing (1))									
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
Special Rules: *Brutal(1),Crushing Strength(1)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	3+	-	**4+**	2	18	17	3	[200]
Two-handed Weapons									[0]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Brutal(1),Crushing Strength(2)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	3+	-	**4+**	2	18	17	3	[185]
Two-handed Weapons									[0]
Special Rules: *Brutal(1),Crushing Strength(2)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	3+	-	**4+**	2	18	17	3	[185]
Two-handed Weapons									[0]
Special Rules: *Brutal(1),Crushing Strength(2)* ***Traits:*** *Tribal Strength*									
Core Lrg Inf Regiment	6	3+	-	**4+**	2	18	17	3	[185]
Two-handed Weapons									[0]
Special Rules: *Brutal(1),Crushing Strength(2)* ***Traits:*** *Tribal Strength*									

Red Goblin Biggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Hero (Cav)	**10**	4+	-	4+	1	3	11	**3**	[95]
Fleabag									[15]
Special Rules: *Crushing Strength(1),Individual, Inspiring(Goblin Trait only),Rallying(Goblin Trait only)* ***Traits:*** *Goblin*									
Support Hero (Cav)	**10**	4+	-	4+	1	3	11	**3**	[95]
Fleabag									[15]
Special Rules: *Crushing Strength(1),Individual, Inspiring(Goblin Trait only),Rallying(Goblin Trait only)* ***Traits:*** *Goblin*									

Total Units: 14 **Total Unit Strength:** 21
Total Points: 2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.

Protect the Tribe	5	Unengaged units, or units that have received a Charge! order this Turn only. The unit gains the Vicious (Combat) special rule. If the target unit is Engaged in a Combat involving another friendly unit with the Goblin Trait, add +1 to the dice results when issuing this order.
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.
That's our Stash	4	The unit gains +1 Unit Strength until the start of its next Turn.
Goblin Explosives	5	When this unit makes a non-spell ranged attack in the Ranged Phase this Turn, each successful roll to damage that scores a natural 6, causes 2 damage instead of one.
Marching Orders	4	Large Infantry only. When this unit is issued an At the Double! order, it can make one additional pivot during the move.

Special Rule	**Description**
Bloodrage	Any friendly unit hit by 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.
Individual	This rule is explained on page 42.
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 non-Arcane Library spells by 1 to a maximum bonus of +3.
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 non-Arcane Library spells by 1 to a maximum bonus of +3.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.

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.
Drain Life Range: 6" 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.
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
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)

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.