

1st Battalion

Matriarch	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	4+	2	5	16	3	[155]
Special Rules: Brutal(1),Crushing Strength(2),Rallying, Very Inspiring									

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 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+	-	5+	2	18	17	3	[185]
Special Rules: Brutal(1),Crushing Strength(1) Traits: Tribal Strength									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: Brutal(1),Crushing Strength(1) Traits: Tribal Strength									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: Brutal(1),Crushing Strength(1) Traits: Tribal Strength									

Siege Breakers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Regiment	5	3+	-	5+	2	18	17	3	[230]
Blade of Slashing									[5]
Special Rules: Big Shield, Brutal(1), Crushing Strength(2), Headstrong									

2nd Battalion

Matriarch	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	4+	2	5	16	3	[155]
Special Rules: Brutal(1),Crushing Strength(2),Rallying, Very Inspiring									

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]
Special Rules: Brutal(1),Crushing Strength(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(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(1),Crushing Strength(2) Traits: Tribal Strength									

Total Units:14Total Unit Strength:23

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
Big Shield	All attacks (Ranged and Combat) against the target unit's front facing treat its defence as 6+.
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.
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.
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.
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.

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.