

Elves (Good)								
Drakon Riders								Large Cavalry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Regiment(3)	Teefed Birds	10	3+	-	5+	9	12/14	175
								Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
Ogres (Neutral)								
Warriors								Large Infantry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Legion(12)	Warriors of Jayne	6	3+	-	5+	36	22/24	350
- Maccwar's Potion of the Caterpillar								20
								Brutal, Crushing Strength (1)
Shooters								Large Infantry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Regiment(3)	The 'Not So Sharp	6	4+	5+	4+	9	12/14	150
- Brew of Keen-eyeness								30
								Brutal, Crushing Strength (1), Heavy Crossbows (Range 36"), Piercing (2), Reload!
Boomers								Large Infantry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Regiment(3)	The Marv's	6	4+	-	4+	9	12/14	150
								Breath Attack (9), Brutal, Crushing Strength (1), Piercing (1)
Regiment(3)	The Wile E Bunch	6	4+	-	4+	9	12/14	150
								Breath Attack (9), Brutal, Crushing Strength (1), Piercing (1)
Red Goblin Scouts*								Cavalry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Troop(5)	Nibblez	10	4+	-	4+	7	9/11	100
								Nimble, Thunderous Charge (1)
Troop(5)	Muncheez	10	4+	-	4+	7	9/11	100
								Nimble, Thunderous Charge (1)
Chariots								Large Cavalry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Regiment(3)	Spawn of Fluffy Ride	8	3+	-	5+	12	13/15	170
								Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
Army Standard								Hero (LrgInf)
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)	Rayray da Flag Waver	6	3+	-	4+	3	11/13	70
- Lute of Insatiable Darkness								25
								Hero (LrgInf), Brutal, Crushing Strength (1), Inspiring, Nimble
Warlock								Hero (LrgInf)
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)	Randa	6	4+	-	4+	2	12/14	100
- Scarletmaw's Fenulian Amulet								25
								Hero (LrgInf), Brutal, Crushing Strength (1), Inspiring (Ogre Berserker Braves only), Lightning Bolt (3), Nimble, Ogre Warlock
Mammoth								Monster
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)	Fluffy	7	4+	-	5+	12	-/18	210
								Base Size: (50x100mm), Brutal,

Crushing Strength (2), Steady Aim, Strider, Thunderous Charge (2)

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- Mount a Ballista on it: Range 36", Ra 5+, 2 Ranged Attacks, Blast (D3), Piercing (2)

Nomagarok[1] Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) AKA Jayne	6	5+	4+	4+	5	12/14	140	Hero (LrgInf), Bane-chant (2), Bloodlust, Brutal, Crushing Strength (1), Firebolts, Heal (3), Inspiring, Nimble, Nomargarok, Piercing (1), Vicious

Veteran Mercenaries[1] Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	25	Formation: Veteran Mercenaries

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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Bloodlust** Any unit hit with one of Nomargarok's spells gains Vicious with melee attacks for the remainder of the turn.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Brew of Keen-eyeness** The unit has +1 to hit with 'normal' ranged Attacks. May not be used by Hordes or Legions.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Firebolts** Range 18".
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Formation:** Formation must contain:
Veteran 1x Warriors Legion
Mercenaries 2x Boomer Regiments
 Each unit in this formation is granted the Elite special rule.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Lute of Insatiable** This artefact can only be used by Heroes.
 The Hero has the Bane-Chant (2) spell.

Darkness

**Maccwar's
Potion of
the
Caterpillar** The unit has the Pathfinder special rule.

Nimble The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.

**Nomargaro
k** For every friendly non-Allied Horde or Legion within 6" (excluding Red Goblins), increase the amount of dice rolled for all spells by 1.

**Ogre
Warlock** For every friendly non-allied Horde or Legion within 6" (excluding Red Goblins), increase the amount of dice rolled for all spells by 1".

Piercing All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Reload! The unit can fire only if it received a Halt order that turn.

**Scarletmaw
's Fenulian
Amulet** Units with the Lightning Bolt spell only. This item increases the unit's Lightning Bolt (n) value by 2. For example, Lightning Bolt (3) becomes Lightning Bolt (5).

Steady Aim The unit does not suffer from the -1 to hit modifier for moving and shooting.

Strider The unit never suffers the penalty for Hindered charges.

**Thunderous
Charge** All melee hits inflicted by the 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 Disordered and reduces this bonus by 1 when Hindered.

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.