

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: <i>Brutal(1),Crushing Strength(2),Rallying, Very Inspiring</i>									

Berserker Bully [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	4+	1	8	14	3	[160]
Special Rules: <i>Brutal(1),Crushing Strength(2),Fearless, Inspiring, Wild Charge(D3)</i>									
Champion Hero (Lrg Inf)	6	3+	-	4+	1	8	14	3	[160]
Special Rules: <i>Brutal(1),Crushing Strength(2),Fearless, Inspiring, Wild Charge(D3)</i>									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
Special Rules: <i>Brutal(1),Crushing Strength(1) Traits: Tribal Strength</i>									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
Special Rules: <i>Brutal(1),Crushing Strength(1) Traits: Tribal Strength</i>									
Core Lrg Inf Troop	6	3+	-	5+	1	9	14	3	[130]
Special Rules: <i>Brutal(1),Crushing Strength(1) Traits: Tribal Strength</i>									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: <i>Brutal(1),Crushing Strength(1) Traits: Tribal Strength</i>									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: <i>Brutal(1),Crushing Strength(1) Traits: Tribal Strength</i>									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: <i>Brutal(1),Crushing Strength(1) Traits: Tribal Strength</i>									

Berserker Braves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Troop	6	4+	-	4+	1	15	15	3	[150]
Special Rules: <i>Brutal(1), Crushing Strength(1), Fearless, Wild Charge(D3) Traits: Tribal Strength</i>									
Specialist Lrg Inf Troop	6	4+	-	4+	1	15	15	3	[150]
Special Rules: <i>Brutal(1), Crushing Strength(1), Fearless, Wild Charge(D3) Traits: Tribal Strength</i>									

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

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: <i>Brutal(1),Crushing Strength(1) Traits: Tribal Strength</i>									
Core Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[185]
Special Rules: <i>Brutal(1),Crushing Strength(1) Traits: Tribal Strength</i>									

Total Units: 14 **Total Unit Strength:** 21
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
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.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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.
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.
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!

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)