

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

Berserker Bully [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	4+	1	8	14	3	[165]
Blade of Slashing									[5]
Special Rules: Brutal(1), Crushing Strength(2), Fearless, Inspiring, Wild Charge(D3)									

Ogre Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	-	4+	1	2	14	3	[175]
Barkskin(5)									[25]
Scorched Earth(3)									[30]
Special Rules: Brutal(1), Crushing Strength(1), Inspiring, Power of the Plains Traits: Spellcaster									

Hunters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	8	3+	-	4+	2	18	17	3	[230]
Brew of Haste									[20]
Special Rules: Brutal(1), Crushing Strength(1), Ensnare, Pathfinder, Slayer(D6 - Combat) Traits: Tribal Strength									
Core Lrg Inf Regiment	7	3+	-	4+	2	18	17	3	[225]
Mead of Madness									[15]
Special Rules: Brutal(1), Crushing Strength(1), Ensnare, Pathfinder, Slayer(D6 - Combat), Wild Charge(1) Traits: Tribal Strength									
Core Lrg Inf Regiment	7	3+	-	4+	2	18	17	3	[250]
Brew of Strength									[40]
Special Rules: Brutal(1), Crushing Strength(2), Ensnare, Pathfinder, Slayer(D6 - Combat) 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									

Berserker Braves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	3+	-	4+	2	30	18	3	[260]
Brew of Sharpness									[45]
Special Rules: Brutal(1), Crushing Strength(1), Fearless, Wild Charge(D3) Traits: Tribal Strength									

Siege Breakers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	5	3+	-	5+	2	18	17	3	[250]
Blessing of the Gods									[25]
Special Rules: Big Shield, Brutal(1), Crushing Strength(2), Headstrong, Elite									
Specialist Lrg Inf Regiment	5	3+	-	5+	2	18	17	3	[240]
Pipes of Terror									[15]
Special Rules: Big Shield, Brutal(2), Crushing Strength(2), Headstrong									

Total Units: 11 Total Unit Strength: 18
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+.
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

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.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
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.
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.
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
Barkskin Range: 12" Friendly, Self, CC	Instead of hitting on 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5+ unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, instead of causing damage, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.
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
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Pipes of Terror	This unit gains the Brutal (+1) special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.