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|                                                                                                                                              |  |           |           |           |           |           |            |           |           |            |
|----------------------------------------------------------------------------------------------------------------------------------------------|--|-----------|-----------|-----------|-----------|-----------|------------|-----------|-----------|------------|
| <b>Nomagarok [U]</b>                                                                                                                         |  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Warlord Hero (Lrg Inf)                                                                                                                       |  | 6         | 4+        | -         | 5+        | 2         | 5          | 14        | 3         | [210]      |
| Bane Chant (3)                                                                                                                               |  |           |           |           |           |           |            |           |           | [0]        |
| Heal (4)                                                                                                                                     |  |           |           |           |           |           |            |           |           | [0]        |
| Lightning Bolt (4)                                                                                                                           |  |           |           |           |           |           |            |           |           | [0]        |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Inspiring, Master of the Plains, Bloodrage <b>Traits:</b> Spellcaster                   |  |           |           |           |           |           |            |           |           |            |
|                                                                                                                                              |  |           |           |           |           |           |            |           |           |            |
| <b>Arokamorra [U]</b>                                                                                                                        |  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Champion Hero (Lrg Inf)                                                                                                                      |  | 7         | 3+        | 4+        | 4+        | 1         | 6          | 14        | 3         | [185]      |
| Snapper (12", Att: 5, Piercing (1))                                                                                                          |  |           |           |           |           |           |            |           |           |            |
| <b>Special Rules:</b> Aura(Brutal (+1)),Base(50mm),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat),Snap!                       |  |           |           |           |           |           |            |           |           |            |
|                                                                                                                                              |  |           |           |           |           |           |            |           |           |            |
| <b>Ogre Warlock [2]</b>                                                                                                                      |  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Champion Hero (Lrg Inf)                                                                                                                      |  | 6         | 4+        | -         | 4+        | 1         | 2          | 14        | 3         | [200]      |
| Amulet of the Fireheart                                                                                                                      |  |           |           |           |           |           |            |           |           | [15]       |
| Blizzard(4)                                                                                                                                  |  |           |           |           |           |           |            |           |           | [40]       |
| Celestial Restoration(2)                                                                                                                     |  |           |           |           |           |           |            |           |           | [25]       |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Inspiring, Power of the Plains <b>Traits:</b> Spellcaster                               |  |           |           |           |           |           |            |           |           |            |
|                                                                                                                                              |  |           |           |           |           |           |            |           |           |            |
| <b>Red Goblin Sharpsticks</b>                                                                                                                |  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Core (Aux) Inf Horde                                                                                                                         |  | 5         | 5+        | -         | 4+        | 4         | 30         | 21        | 2         | [145]      |
| <b>Special Rules:</b> Phalanx <b>Traits:</b> Goblin                                                                                          |  |           |           |           |           |           |            |           |           |            |
|                                                                                                                                              |  |           |           |           |           |           |            |           |           |            |
| <b>Hunters</b>                                                                                                                               |  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Core Lrg Inf Troop                                                                                                                           |  | 7         | 3+        | -         | 4+        | 1         | 9          | 14        | 3         | [165]      |
| Helm of Confidence                                                                                                                           |  |           |           |           |           |           |            |           |           | [15]       |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat),Inspiring(Self) <b>Traits:</b> Tribal Strength |  |           |           |           |           |           |            |           |           |            |
| Core Lrg Inf Troop                                                                                                                           |  | 7         | 3+        | -         | 4+        | 1         | 9          | 14        | 3         | [150]      |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Ensnare, Pathfinder, Slayer(D6 - Combat) <b>Traits:</b> Tribal Strength                 |  |           |           |           |           |           |            |           |           |            |
|                                                                                                                                              |  |           |           |           |           |           |            |           |           |            |
| <b>Warriors</b>                                                                                                                              |  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Core Lrg Inf Troop                                                                                                                           |  | 6         | 3+        | -         | 5+        | 1         | 9          | 14        | 3         | [130]      |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1) <b>Traits:</b> Tribal Strength                                                          |  |           |           |           |           |           |            |           |           |            |
| Core Lrg Inf Regiment                                                                                                                        |  | 6         | 3+        | -         | 5+        | 2         | 18         | 17        | 3         | [210]      |
| Chant of Hate                                                                                                                                |  |           |           |           |           |           |            |           |           | [25]       |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Vicious <b>Traits:</b> Tribal Strength                                                  |  |           |           |           |           |           |            |           |           |            |
|                                                                                                                                              |  |           |           |           |           |           |            |           |           |            |
| <b>Red Goblin Scouts</b>                                                                                                                     |  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Core (Aux) Cav Troop                                                                                                                         |  | 10        | 4+        | -         | 4+        | 1         | 7          | 12        | 3         | [140]      |
| Crystal Pendant of Retribution                                                                                                               |  |           |           |           |           |           |            |           |           | [35]       |
| <b>Special Rules:</b> Nimble, Thunderous Charge(1),Vicious(Combat) <b>Traits:</b> Goblin                                                     |  |           |           |           |           |           |            |           |           |            |
| Core (Aux) Cav Troop                                                                                                                         |  | 10        | 4+        | -         | 4+        | 1         | 7          | 12        | 3         | [105]      |
| <b>Special Rules:</b> Nimble, Thunderous Charge(1),Vicious(Combat) <b>Traits:</b> Goblin                                                     |  |           |           |           |           |           |            |           |           |            |
|                                                                                                                                              |  |           |           |           |           |           |            |           |           |            |
| <b>Berserker Braves</b>                                                                                                                      |  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Specialist Lrg Inf Regiment                                                                                                                  |  | 6         | 3+        | -         | 4+        | 2         | 30         | 18        | 3         | [260]      |
| Brew of Sharpness                                                                                                                            |  |           |           |           |           |           |            |           |           | [45]       |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(1),Fearless, Wild Charge(D3) <b>Traits:</b> Tribal Strength                                |  |           |           |           |           |           |            |           |           |            |
|                                                                                                                                              |  |           |           |           |           |           |            |           |           |            |
| <b>Warrior Chariots</b>                                                                                                                      |  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Specialist Cht Regiment                                                                                                                      |  | 8         | 3+        | -         | 5+        | 2         | 15         | 17        | 4         | [250]      |
| Brew of Strength                                                                                                                             |  |           |           |           |           |           |            |           |           | [40]       |
| <b>Special Rules:</b> Brutal(1),Crushing Strength(2),Thunderous Charge(2)                                                                    |  |           |           |           |           |           |            |           |           |            |
|                                                                                                                                              |  |           |           |           |           |           |            |           |           |            |
| <b>Siege Breakers</b>                                                                                                                        |  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| Support Lrg Inf Regiment                                                                                                                     |  | 5         | 3+        | -         | 5+        | 2         | 18         | 17        | 3         | [250]      |
| Blessing of the Gods                                                                                                                         |  |           |           |           |           |           |            |           |           | [25]       |
| <b>Special Rules:</b> Big Shield, Brutal(1),Crushing Strength(2),Headstrong, Elite                                                           |  |           |           |           |           |           |            |           |           |            |

**Total Units:**  
**Total Points:**

13  
2400

**Total Unit Strength:**

21

| 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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Aura (n)              | (n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6" of the unit. An Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6" with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit's profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can't add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement. |
| Base (n)              | This unit must be on the base size specified by n.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Big Shield            | All attacks (Ranged and Combat) against the target unit's front facing treat its defence as 6+.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Nimble                | The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Pathfinder            | The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Phalanx               | Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 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 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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Snap!                 | The Snapper ranged attack always hits on a 4+ regardless of modifiers.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

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|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Thunderous Charge (n) | If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this 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 Hindered.                                                                                                                                                                                                                                                                                       |
| Vicious               | Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.                                                                                                                                                                                                                                                                                                                                     |
| 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                                                                                                                                                                                                                 |
|----------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Bane Chant</b><br>Range: 12"<br>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.          |
| <b>Blizzard</b><br>Range: 30"<br>Magical Missile                     | Blast (D3),Frostbite, Piercing (1).                                                                                                                                                                                         |
| <b>Celestial Restoration</b><br>Range: 36"<br>Friendly, CC, Indirect | Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason. |
| <b>Heal</b><br>Range: 12"<br>Friendly, Self, CC                      | For each hit scored, instead of causing damage, remove a point of damage from the target unit.                                                                                                                              |
| <b>Lightning Bolt</b><br>Range: 24"<br>Magical Missile               | Piercing (1)                                                                                                                                                                                                                |

| Artefact                       | Description                                                                                                                                                                                                                                                                                                                                                                                                               |
|--------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Helm of Confidence             | The unit gains the Inspiring (Self) special rule.                                                                                                                                                                                                                                                                                                                                                                         |
| Blessing of the Gods           | The unit gains the Elite special rule.                                                                                                                                                                                                                                                                                                                                                                                    |
| Chant of Hate                  | The unit gains the Vicious special rule.                                                                                                                                                                                                                                                                                                                                                                                  |
| Crystal Pendant of Retribution | May not be taken by units with the Individual special rule. When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits with Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units. |
| 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.                                                                                                                                                                                                                                                                                                                                                                    |
| Amulet of the Fireheart        | Once per game, immediately after casting a spell, the hero may cast a second, different, spell. The hero cannot use this artefact to cast more than two spells in a single Turn.                                                                                                                                                                                                                                          |