2300 / 2300 VALID

Warriors		Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
rg Inf Regiment (3) [12-		6	3+	-	5+	2	9	12/14	3	[120]
Special Rules: Bruta		th(1) Key		9						
rg Inf Regiment (3) [12. Special Rules: Bruta		6 th(1) Key	3+ words: Ogre	-	5+	2	9	12/14	3	[120]
rg Inf Horde (6) [205] Crocodog		6	3+	-	5+	3	18	15/17	3	[200] [5]
Special Rules: Bruta rg Inf Horde (6) [205] Crocodog	al, Crushing Streng	6	odog Keyw 3+	ords: Ogre -	5+	3	18	15/17	3	[200] [5]
Special Rules: Bruta	al, Crushing Strengt	th(1),Croc	odog Keyw	ords: Ogre						[5]
Siege Breakers		Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
rg Inf Horde (6) [250]		<u>6</u>	3+	-	5+	3	18	15/17	3	[250]
Special Rules: Big S	Shield, Brutal, Crusl	hing Stren	ngth(2) Keyv	vords: Ogre	-	-			-	
rg Inf Horde (6) [250]		6	3+	-	5+	3	18	15/17	3	[250]
Special Rules: Big S	Shield, Brutal, Crusl	hing Stren	ngth(2) Keyv	vords: Ogre						
rg Inf Horde (6) [250] Special Rules: Big S	Shield, Brutal, Crusl	6 hing Stren	3+ ngth(2) Keyv	- vords: Ogre	5+	3	18	15/17	3	[250]
Boomer Chariots*		Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Cht Troop (2) [145]		8	4+	4+	4+	1	8	11/13	4	[145]
Boomstick (12", Piercing Special Rules: Aura		rushing S	trength(1) K	(eywords: 0						
Sergeant		Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
lero (Lrg Inf) 1 [110]		6	3+	-	5+	1	5	13/15	3	[110]
Special Rules: Bruta	al, Crushing Strengt	th(2),Elite	, Inspiring, N	limble Keyw	ords: Ogre					
ero (Lrg Inf) 1 [110]		6	3+	-	5+	1	5	13/15	3	[110]
Special Rules: Bruta	al, Crushing Strengt	th(2),Elite	Inspiring N	limhle Kevw	ords: Oare					
		•	. ,	innoic reyn	0			10/15	~	[440]
lero (Lrg Inf) 1 [110] Special Rules: Bruta	al, Crushing Strengt	6 th(2),Elite	3+	-	5+	1	5	13/15	3	[110]
Special Rules: Bruta	al, Crushing Streng	6 th(2),Elite Sp	3+	-	5+		5 Att	13/15 Ne	3 Ht	[110] Pts
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130]		Sp 6	3+ , Inspiring, N Me 3+	- limble Keyw Ra -	5+ rords: Ogre De 4+	1 US 1	Att 8			
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta		Sp 6	3+ , Inspiring, N Me 3+ iring, Nimble	- limble Keyw Ra -	5+ rords: Ogre De 4+ ge(D3) Keyu	1 US 1	Att 8 serker, Ogre	Ne -/14	Ht 3	Pts [130]
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130]	al, Crushing Strengt	Sp 6 th(2),Inspl	3+ , Inspiring, N Me 3+ iring, Nimble 3+	Ra , Wild Charg	5+ rords: Ogre De 4+ ge(D3) Keyu 4+	1 US 1 vords: Bers 1	Att 8 serker, Ogre 8	Ne	Ht	Pts
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta	al, Crushing Strengt	Sp 6 th(2),Inspl	3+ , Inspiring, N Me 3+ iring, Nimble 3+	Ra , Wild Charg	5+ rords: Ogre De 4+ ge(D3) Keyu 4+	1 US 1 vords: Bers 1	Att 8 serker, Ogre 8	Ne -/14	Ht 3	Pts [130]
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130] Special Rules: Bruta	al, Crushing Strengt	Sp 6 th(2),Inspl	3+ , Inspiring, N Me 3+ iring, Nimble 3+	Ra , Wild Charg	5+ rords: Ogre De 4+ ge(D3) Keyu 4+	1 US 1 vords: Bers 1	Att 8 serker, Ogre 8	Ne -/14	Ht 3	Pts [130]
Special Rules: Bruta Berserker Bully Hero (Lrg Inf) 1 [130] Special Rules: Bruta Hero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1]	al, Crushing Strengt	Sp 6 th(2),Insp 6 th(2),Insp	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble	Ra Ra , Wild Charg , Wild Charg	5+ rords: Ogre <u>De</u> 4+ ge(D3) Key u 4+ ge(D3) Key u	1 US 1 vords: Bers 1 vords: Bers	Att 8 serker, Ogre 8 serker, Ogre	Ne -/14 -/14	Ht 3 3	Pts [130] [130]
Special Rules: Bruta Berserker Bully Hero (Lrg Inf) 1 [130] Special Rules: Bruta Hero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] Hero (Lrg Inf) 1 Spelicas Bane Chant (3)	al, Crushing Strengt	Sp 6 th(2),Inspi 6 th(2),Inspi Sp	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble Me	Ra Ra , Wild Charg , Wild Charg	5+ rords: Ogre <u>De</u> 4+ ge(D3) Keyu 4+ ge(D3) Keyu De	1 US 1 vords: Bers 1 vords: Bers US	Att 8 serker, Ogre 8 serker, Ogre Att	Ne -/14 -/14 Ne	Ht 3 3 Ht	Pts [130] [130] Pts
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] lero (Lrg Inf) 1 Spellcas Bane Chant (3) Heal (4)	al, Crushing Strengt	Sp 6 th(2),Inspi 6 th(2),Inspi Sp	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble Me	Ra Ra , Wild Charg , Wild Charg	5+ rords: Ogre <u>De</u> 4+ ge(D3) Keyu 4+ ge(D3) Keyu De	1 US 1 vords: Bers 1 vords: Bers US	Att 8 serker, Ogre 8 serker, Ogre Att	Ne -/14 -/14 Ne	Ht 3 3 Ht	Pts [130] [130] Pts [165] [0] [0]
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] lero (Lrg Inf) 1 Spellcas Bane Chant (3) Heal (4) Lightning Bolt (4)	al, Crushing Strengt al, Crushing Strengt ster 2 [165]	Sp 6 6 6 6 10.000 6 10.000 6 5 6 6	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble Me 4+	Ra Ra , Wild Charg , Wild Charg Ra	5+ rords: Ogre 4+ <u>ge(D3) Key</u> u 4+ ge(D3) Keyu De 5+	1 US 1 vords: Bers vords: Bers US 1	Att 8 serker, Ogre 8 serker, Ogre Att 5	Ne -/14 -/14 Ne 12/14	Ht 3 3 Ht 3	Pts [130] [130] Pts [165] [0] [0] [0] [0] [0]
Special Rules: Bruta Berserker Bully Hero (Lrg Inf) 1 [130] Special Rules: Bruta Hero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] Hero (Lrg Inf) 1 Spellcas Bane Chant (3) Heal (4)	al, Crushing Strengt al, Crushing Strengt ster 2 [165]	Sp 6 6 6 6 10.000 6 10.000 6 5 6 6	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble Me 4+	Ra Ra , Wild Charg , Wild Charg Ra	5+ rords: Ogre 4+ <u>ge(D3) Key</u> u 4+ ge(D3) Keyu De 5+	1 US 1 vords: Bers vords: Bers US 1	Att 8 serker, Ogre 8 serker, Ogre Att 5	Ne -/14 -/14 Ne 12/14	Ht 3 3 Ht 3	Pts [130] [130] Pts [165] [0] [0] [0] [0]
Berserker Bully Hero (Lrg Inf) 1 [130] Special Rules: Bruta Hero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] Hero (Lrg Inf) 1 Spelicas Bane Chant (3) Heal (4) Lightning Bolt (4) Special Rules: Bruta	al, Crushing Strengt al, Crushing Strengt ster 2 [165]	Sp 6 6 6 6 10, Inspired 6 5 6 6 6 6 6 6 6 6 6 6 6 6	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble 4+	Ra Ra , Wild Charg , Wild Charg Ra , Bloodlust,	5+ rords: Ogre 4+ <u>ge(D3) Key</u> u 4+ ge(D3) Keyu De 5+	1 US 1 vords: Bers Vords: Bers US 1	Att 8 serker, Ogre 8 serker, Ogre Att 5	Ne -/14 -/14 Ne 12/14	Ht 3 3 Ht 3	Pts [130] [130] Pts [165] [0] [0] [0] [0] [0]
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] lero (Lrg Inf) 1 Spelicas Bane Chant (3) Heal (4) Lightning Bolt (4) Special Rules: Bruta otal Units:	al, Crushing Strengt al, Crushing Strengt ster 2 [165]	Sp 6 6 6 6 10, Inspired 6 5 6 6 6 6 6 6 6 6 6 6 6 6	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble Me 4+	Ra Ra , Wild Charg , Wild Charg Ra , Bloodlust,	5+ rords: Ogre 4+ <u>ge(D3) Keyn</u> 4+ ge(D3) Keyn <u>De</u> 5+ Ogre Warlo	1 US 1 vords: Bers Vords: Bers US 1	Att 8 serker, Ogre 8 serker, Ogre Att 5	Ne -/14 -/14 Ne 12/14	Ht 3 3 Ht 3 er, Ogre, V	Pts [130] [130] Pts [165] [0] [0] [0] [0]
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] lero (Lrg Inf) 1 Spellcas Bane Chant (3) Heal (4) Lightning Bolt (4) Special Rules: Bruta otal Units: otal Primary Core Poin	al, Crushing Strengt al, Crushing Strengt ster 2 [165]	Sp 6 6 6 6 10, Inspired 6 5 6 6 6 6 6 6 6 6 6 6 6 6	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble 4+	Ra Ra , Wild Charg , Wild Charg Ra , Bloodlust,	5+ rords: Ogre 4+ <u>ge(D3) Keyn</u> 4+ ge(D3) Keyn <u>De</u> 5+ Ogre Warlo	1 US 1 vords: Bers Vords: Bers US 1	Att 8 serker, Ogre 8 serker, Ogre Att 5	Ne -/14 -/14 Ne 12/14	Ht 3 3 Ht 3 er, Ogre, V	Pts [130] [130] Pts [165] [0] [0] [0] [0] [0]
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] lero (Lrg Inf) 1 Spelicas Bane Chant (3) Heal (4) Lightning Bolt (4) Special Rules: Bruta Total Units: Total Units: Total Primary Core Point	al, Crushing Strengt al, Crushing Strengt ster 2 [165] al, Crushing Strengt	Sp 6 6 6 th(2),Inspired 6 th(2),Inspired 6 sp 6 th(1),Inspired 2:	3+ , Inspiring, N Me 3+ iring, Nimble Me 4+ iring, Nimble	Ra - - - - - - - - - - - - - - - - - - -	5+ rords: Ogre <u>De</u> 4+ ge(D3) Keyu 4+ ge(D3) Keyu De 5+ Ogre Warlow otal Unit Str	1 US 1 vords: Bers US 1 ck (Nomaga	Att 8 serker, Ogre 8 serker, Ogre Att 5	Ne -/14 -/14 Ne 12/14 rds: Berserk	Ht 3 3 Ht 3 er, Ogre, V 26	Pts [130] [130] Pts [165] [0] [0] [0] [0] Warlock
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] lero (Lrg Inf) 1 Spellcas Bane Chant (3) Heal (4) Lightning Bolt (4) Special Rules: Bruta Total Units: Total Primary Core Point Custom Rule Bloodlust	al, Crushing Strengt al, Crushing Strengt ster 2 [165] al, Crushing Strengt al, Crushing Strengt ats: Description Any friendly of	Sp 6 6 6 th(2), Inspired 6 th(2), Inspired 6 Sp 6 th(1), Inspired 2 core unit h 2	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble 4+ iring, Nimble 14 300 (100.0%	- limble Keyw - e, Wild Charg - e, Wild Charg Ra - e, Bloodlust, - tr -	5+ rords: Ogre <u>De</u> 4+ ge(D3) Keyn 4+ ge(D3) Keyn De 5+ Ogre Warlon otal Unit Str al spell gain	1 US 1 vords: Bers 1 vords: Bers US 1 ck (Nomaga rength:	Att 8 serker, Ogre 8 serker, Ogre Att 5 arok) Keywo	Ne -/14 -/14 Ne 12/14 rds: Berserk	Ht 3 3 Ht 3 er, Ogre, V 26	Pts [130] [130] Pts [165] [0] [0] [0] Varlock
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] lero (Lrg Inf) 1 Spellcas Bane Chant (3) Heal (4) Lightning Bolt (4) Special Rules: Bruta Total Units: Total Primary Core Point Custom Rule Bloodlust Ogre Warlock	al, Crushing Strengt al, Crushing Strengt ster 2 [165] al, Crushing Strengt ats: Description	Sp 6 6 6 th(2),Inspired 6 th(2),Inspired 6 Sp 6 th(1),Inspired 2 core unit h 1 ndly core 1	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble 4+ iring, Nimble 14 300 (100.0%	Ra - - - - - - - - - - - - - - - - - - -	5+ rords: Ogre <u>De</u> 4+ ge(D3) Keyn 4+ ge(D3) Keyn De 5+ Ogre Warlon otal Unit Str al spell gain c, Large Infa	1 US 1 vords: Bers 1 vords: Bers US 1 ck (Nomaga rength: s Vicious (M ntry Horde o	Att 8 serker, Ogre 8 serker, Ogre Att 5 arok) Keywo Melee) for the or Large Infa	Ne -/14 -/14 Ne 12/14 rds: Berserk	Ht 3 3 Ht 3 er, Ogre, V 26 of the Turn. vithin 6", in	Pts [130] [130] Pts [165] [0] [0] [0] Varlock
Special Rules: Bruta Berserker Bully Hero (Lrg Inf) 1 [130] Special Rules: Bruta Hero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] Hero (Lrg Inf) 1 Spelicas Bane Chant (3) Heal (4) Lightning Bolt (4) Special Rules: Bruta	al, Crushing Strengt al, Crushing Strengt ster 2 [165] al, Crushing Strengt al, Crushing Strengt ats: Description Any friendly of For each frie	Sp 6 th(2),Insp 6 th(2),Insp 6 5 core unit h ndly core core unit h	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble 4+ iring, Nimble 14 300 (100.0%	Ra - - - - - - - - - - - - - - - - - - -	5+ rords: Ogre <u>De</u> 4+ ge(D3) Keyn 4+ ge(D3) Keyn De 5+ Ogre Warlon otal Unit Str al spell gain c, Large Infa	1 US 1 vords: Bers 1 vords: Bers US 1 ck (Nomaga rength: s Vicious (M ntry Horde o	Att 8 serker, Ogre 8 serker, Ogre Att 5 arok) Keywo Melee) for the or Large Infa	Ne -/14 -/14 Ne 12/14 rds: Berserk	Ht 3 3 Ht 3 er, Ogre, V 26 of the Turn. vithin 6", in	Pts [130] [130] Pts [165] [0] [0] [0] Varlock
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] lero (Lrg Inf) 1 Spelicas Bane Chant (3) Heal (4) Lightning Bolt (4) Special Rules: Bruta total Units: otal Primary Core Point Custom Rule Bloodlust Ogre Warlock (Nomagarok) Special Rule	al, Crushing Strenge al, Crushing Strenge ster 2 [165] al, Crushing Strenge ats: Description Any friendly of For each frie amount of die Description	Sp 6 th(2),Insp 6 th(2),Insp 6 5 core unit h 23 core unit h ndly core ce rolled v	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble 4+ iring, Nimble 14 300 (100.0%	Ra - - - - - - - - - - - - - - - - - - -	5+ rords: Ogre De 4+ ge(D3) Keyn 4+ ge(D3) Keyn De 5+ Ogre Warlow otal Unit Str al spell gain c, Large Infa nd Lightning	1 US 1 vords: Bers US 1 ck (Nomaga rength: s Vicious (M ntry Horde of Bolt by 1 to	Att 8 serker, Ogre 8 serker, Ogre Att 5 arok) Keywo Melee) for the or Large Infa	Ne -/14 -/14 Ne 12/14 rds: Berserk	Ht 3 3 Ht 3 <i>er, Ogre, V</i> 26 of the Turn. vithin 6", in 3.	Pts [130] [130] Pts [165] [0] [1] [0] [0] [0] [0] [0] [0] [0] [1] [2]
Special Rules: Bruta Berserker Bully lero (Lrg Inf) 1 [130] Special Rules: Bruta lero (Lrg Inf) 1 [130] Special Rules: Bruta Nomagarok [1] lero (Lrg Inf) 1 Spelicas Bane Chant (3) Heal (4) Lightning Bolt (4) Special Rules: Bruta otal Units: otal Primary Core Poin Custom Rule Bloodlust Ogre Warlock (Nomagarok)	al, Crushing Strengt al, Crushing Strengt ster 2 [165] al, Crushing Strengt ats: Description Any friendly of For each frie amount of die	Sp 6 th(2),Inspi 6 th(2),Inspi 6 sp 6 th(1),Inspi 23 core unit h ndly core ce rolled v	3+ , Inspiring, N Me 3+ iring, Nimble 3+ iring, Nimble 4+ iring, Nimble 14 300 (100.0% nit with Nom Large Infant with Bane Cl	Ra - - - - - - - - - - - - - - - - - - -	5+ rords: Ogre De 4+ ge(D3) Keyn 4+ ge(D3) Keyn De 5+ Ogre Warlow otal Unit Str al spell gain c, Large Infa nd Lightning grants to un	1 US 1 vords: Bers 1 vords: Bers US 1 ck (Nomaga rength: s Vicious (M ntry Horde of Bolt by 1 to	Att 8 serker, Ogre 8 serker, Ogre Att 5 arok) Keywo Melee) for the or Large Infa o a maximum	Ne -/14 -/14 Ne 12/14 rds: Berserk	Ht 3 3 Ht 3 <i>er, Ogre, V</i> 26 of the Turn. vithin 6", in 3.	Pts [130] [130] Pts [165] [0] [1] [0] [0] [0] [0] [0] [0] [0] [1] [1] [2]

	of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do n gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rule that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.	Elite, es				
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.					
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Br (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.					
Crocodog	Once per game, when the unit rolls to hit in melee, you may choose to reroll up to 3 dice that score a natural, unmodified 1. The unit's Crocodog is then destroyed and cannot be used again for the remainder of the game.					
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.					
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.					
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. 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.					
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. 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.					
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.					
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.					
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, the (n) value may variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate for each unit that has a variable wild charge before issuing any movement orders.	be a				
Spell	Description Special Rules	s				
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, 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.					

For each hit, the target unit regains a point of damage that it has previously suffered.

Roll to damage the enemy as normal.

Heal Range: 12"

Friendly, Self, CC

Lightning Bolt Range: 24" Enemy

Piercing(1), Hits on a 5+ against units in Cover.