

1st Battalion

Clan Lord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	5	15	2	[175]
Banner of Command									[20]
<i>Special Rules:</i> Crushing Strength(2),Individual, Inspiring, Rallying									

Ghekkotah Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	5+	-	3+	2	12	14	2	[80]
<i>Special Rules:</i> Pathfinder, Vicious(Combat) <i>Traits:</i> Ghekkotah									
Core Inf Regiment	6	5+	-	3+	2	12	14	2	[80]
<i>Special Rules:</i> Pathfinder, Vicious(Combat) <i>Traits:</i> Ghekkotah									

Ceremonial Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	4+	-	5+	4	30	24	2	[270]
Chant of Hate									[25]
<i>Special Rules:</i> Crushing Strength(1),Headstrong, Phalanx, Vicious <i>Traits:</i> Flamebound									
Core Hvy Inf Horde	5	4+	-	5+	4	30	24	2	[245]
<i>Special Rules:</i> Crushing Strength(1),Headstrong, Phalanx <i>Traits:</i> Flamebound									

Komodon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	5	5+	5+	4+	2	3	13	3	[140]
Bile Globbule (36", Blast (D3+1), Indirect, Piercing (1))									
<i>Special Rules:</i> Blast(D3 - Combat), Crushing Strength(1), Height(3)									
Support Mon	5	5+	5+	4+	2	3	13	3	[140]
Bile Globbule (36", Blast (D3+1), Indirect, Piercing (1))									
<i>Special Rules:</i> Blast(D3 - Combat), Crushing Strength(1), Height(3)									

2nd Battalion

Artakl [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	7	3+	3+	4+	1	5	13	2	[180]
Blowpipe (18", Piercing (1))									
<i>Special Rules:</i> Duellist(2),Individual, Inspiring, Pathfinder, Scout, Slayer(3),Stealthy, Vicious									

Mage Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	5+	1	1	12	2	[140]
Ej Periscope									[5]
Blizzard(4)									[40]
<i>Special Rules:</i> Crushing Strength(1),Individual, Inspiring, Yielding, Fuel for the Fire, Leaper <i>Traits:</i> Spellcaster									

Ghekkotah Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	5+	-	3+	2	12	14	2	[80]
<i>Special Rules:</i> Pathfinder, Vicious(Combat) <i>Traits:</i> Ghekkotah									
Core Inf Regiment	6	5+	-	3+	2	12	14	2	[80]
<i>Special Rules:</i> Pathfinder, Vicious(Combat) <i>Traits:</i> Ghekkotah									

Fire Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]
<i>Special Rules:</i> Crushing Strength(2),Fearless, Shambling, Vicious(Combat) <i>Traits:</i> Elemental									
Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]
<i>Special Rules:</i> Crushing Strength(2),Fearless, Shambling, Vicious(Combat) <i>Traits:</i> Elemental									

Komodon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	5	5+	5+	4+	2	3	13	3	[140]
Bile Globbule (36", Blast (D3+1),Indirect, Piercing (1))									
<i>Special Rules:</i> Blast(D3 - Combat),Crushing Strength(1),Height(3)									
Support Mon	5	5+	5+	4+	2	3	13	3	[140]
Bile Globbule (36", Blast (D3+1),Indirect, Piercing (1))									
<i>Special Rules:</i> Blast(D3 - Combat),Crushing Strength(1),Height(3)									

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Cleansing Flame	4	Units with the Flamebound Trait only. The unit gains the Fireball (n+2) ranged spell attack this turn, where n is the number of successful dice rolled to issue this order.
Shield of Kthorlaq	4	This order requires two dice to be successful to be issued. The unit gains +1 De to a maximum of 6+ until the start of its next Turn.
Will of the Ancients	4	The unit cannot Charge this Turn, but gains +1 Sp.
Rekindle	3	Units with the Flamebound Trait only. The unit gains Lifeleech (+n), where n is the number of successful dice rolled to issue this order.

Special Rule	Description
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
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.
Duellist (n)	When attacking an enemy Hero in Combat, 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. If the allocated target also has the Duellist special rule, no additional attacks are granted.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fuel for the Fire	While within 6" of a friendly unit with the Flamebound Trait, Z'akke has the Elite (Ranged) special rule for any non-Arcane Library spells he casts.
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.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover.
Individual	This rule is explained on page 42.
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
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.
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.
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.

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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).

Artefact	Description
Chant of Hate	The unit gains the Vicious special rule.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.