

<b>Goblins (Evil)</b>								
<b>Spitters</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	6+	5+	3+	10	12/14	85	Bows (Range 24"), Yellow-Bellied
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Regiment(20)	5	6+	5+	3+	10	12/14	85	Bows (Range 24"), Yellow-Bellied
<b>Trolls</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
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Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
- Banner of the Griffin							25	
<b>Fleabag Riders</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	10	4+	-	4+	7	9/11	95	Nimble, Thunderous Charge (1), Yellow-Bellied
Troop(5)	10	4+	-	4+	7	9/11	95	Nimble, Thunderous Charge (1), Yellow-Bellied
<b>Fleabag Rider Sniffs</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	10	5+	5+	3+	14	12/14	145	Bows (Range 24"), Nimble, Yellow-Bellied
- Fire-Oil							5	
Regiment(10)	10	5+	5+	3+	14	12/14	145	Bows (Range 24"), Nimble, Yellow-Bellied
Regiment(10)	10	5+	5+	3+	14	12/14	145	Bows (Range 24"), Nimble, Yellow-Bellied
<b>War-Trombone</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
<b>Big Rocks Thrower</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	8/10	80	Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied
(1)	5	-	5+	4+	1	8/10	80	Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied
(1)	5	-	5+	4+	1	8/10	80	Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied

**Flaggit** **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	6+	-	4+	1	8/10	40	Hero (Inf), Individual, Inspiring, Yellow-Bellied
							15	- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)
							25	- Lute of Insatiable Darkness

**Biggit** **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	4+	4+	4+	3	9/11	60	Hero (Inf), Bows (Range 24"), Individual, Inspiring, Yellow-Bellied
							15	- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)
(1)	10	4+	4+	4+	3	9/11	60	Hero (Inf), Bows (Range 24"), Individual, Inspiring, Yellow-Bellied
							15	- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)

**Wiz** **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	5+	-	4+	1	9/11	45	Hero (Inf), Individual, Lightning Bolt (3), Yellow-Bellied
							15	- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)
							30	- Circlet of Blood

**Goblin Mega Blaster[1]** **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	-	5+	*	10/12	75	Base Size: (50x100mm), Big Shield, Goblin Mega Blaster, Height (3), Yellow-Bellied

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- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Circlet of Blood** This artefact can only be used by Heroes that already possess or can be upgraded to have a spell. The Hero now has the Bloodboil spell as follows: 12" range. When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Roll to damage with Piercing (1). This spell is affected by cover modifiers.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fire-Oil** Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
- Goblin Mega Blaster** The Goblin operator (whose model, by the way, is always ignored) triggers the Big Blaster explosion during its Shoot phase, following a successful Charge against an enemy unit, instead of rolling to hit normally. All units (friend and foe) within D6+2" suffer 2D6 hits with Piercing (4) and then the Mega Blaster is immediately Routed. Roll the number of hits once, but then roll to damage individually for each unit hit. Friendly units taking damage as a result do not have to take Nerve tests, but enemy units will do so as normal. If the Mega Blaster Routs as a result of a Nerve test, it explodes as above. If the Mega Blaster fails a Yellow Bellied test when declaring to Charge an enemy, it explodes as above.
- Indirect Fire** The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
- Individual** Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must

re-roll that Nerve test. The second result stands.

**Lightning Bolt**

Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

**Lute of Insatiable Darkness**

This artefact can only be used by Heroes.  
The Hero has the Bane-Chant (2) spell.

**Nimble**

The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the –1 to hit modifier for moving and shooting.

**Piercing**

All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Regeneration (5+)**

Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.

**Reload!**

The unit can fire only if it received a Halt order that turn.

**Thunderous Charge**

All melee hits inflicted by the 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 Disordered and reduces this bonus by 1 (to a minimum of zero) when Hindered.

**Yellow-Bellied**

When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge