

Goblins (Evil)								
Rabble								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	-	4+	12	12/14	75	Yellow-Bellied
Regiment(20)	5	5+	-	4+	12	12/14	75	Yellow-Bellied
Fleabag Riders								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	10	4+	-	4+	14	12/14	145	Nimble, Thunderous Charge (1), Yellow-Bellied
Regiment(10)	10	4+	-	4+	14	12/14	145	Nimble, Thunderous Charge (1), Yellow-Bellied
Horde(20)	10	4+	-	4+	28	19/21	255	Nimble, Thunderous Charge (1), Yellow-Bellied
- Maccwar's Potion of the Caterpillar							20	
Fleabag Rider Sniffs								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	10	5+	5+	3+	7	9/11	95	Bows (Range 24"), Nimble, Yellow-Bellied
Troop(5)	10	5+	5+	3+	7	9/11	95	Bows (Range 24"), Nimble, Yellow-Bellied
Troop(5)	10	5+	5+	3+	7	9/11	95	Bows (Range 24"), Nimble, Yellow-Bellied
Fleabag Chariots								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	9	4+	5+	4+	8	11/13	110	Base Size: (50x100mm), Bows (Range 24"), Thunderous Charge (2), Yellow-Bellied
Regiment(3)	9	4+	5+	4+	8	11/13	110	Base Size: (50x100mm), Bows (Range 24"), Thunderous Charge (2), Yellow-Bellied
King on chariot								Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	4+	4+	4+	7	13/15	130	Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Inspiring, Nimble, Thunderous Charge (2), Yellow-Bellied
- Quicksilver Rapier							10	
Biggit								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	4+	4+	4+	3	9/11	60	Hero (Cav), Bows (Range 24"), Individual, Inspiring, Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
(1)	10	4+	4+	4+	3	9/11	60	Hero (Cav), Bows (Range 24"), Individual, Inspiring, Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
Wiz								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	10	5+	-	4+	1	9/11	45	Hero (Cav), Bane-chant (2), Individual, Lightning Bolt (3), Yellow-Bellied
- Bane-chant (2)							15	
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
(1)	10	5+	-	4+	1	9/11	45	Hero (Cav), Bane-chant (2), Individual, Lightning Bolt (3), Yellow-Bellied
- Bane-chant (2)							15	
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	

Slasher								Monster
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	3+	5+	5+	9	17/19	220	Base Size: (75x75mm), Crushing Strength (3), Piercing (2), Sharpstick Thrower, Steady Aim, Strider
(1)	7	3+	5+	5+	9	17/19	220	Base Size: (75x75mm), Crushing Strength (3), Piercing (2), Sharpstick Thrower, Steady Aim, Strider
(1)	7	3+	5+	5+	9	17/19	220	Base Size: (75x75mm), Crushing Strength (3), Piercing (2), Sharpstick Thrower, Steady Aim, Strider

The Voracious Mawpack[1]								Formation
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: The Voracious Mawpack

Bane-chant Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.

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

Formation: Formation must contain:
The 1x Fleabag Riders Horde
Voracious 2x Fleabag Riders Regiment
Mawpack Each unit in this formation is granted the Vicious special rule and no longer has the Yellow-Bellied special rule.

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+.

Maccwar's Potion of the Caterpillar The unit has the Pathfinder special rule.

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

Quicksilver Rapier This unit has +1 to hit when attacking individuals in melee.

Sharpstick Thrower This unit is equipped with a ranged attack which has a range of 36" with 2 attacks and Blast (D3)

Steady Aim The unit does not suffer from the -1 to hit modifier for moving and shooting.

Strider The unit never suffers the penalty for Hindered charges.

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 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