

<b>Goblins (Evil)</b>							
<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	

<b>Orcs (Evil)</b>							
<b>Ax</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	4+	-	5+	12	13/15	125 Base Size: (25x25mm), Crushing Strength (1)
Horde(40)	5	4+	-	5+	25	20/22	205 Base Size: (25x25mm), Crushing Strength (1)
- Brew of Sharpness							45

<b>Morax</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	3+	-	4+	25	14/16	200 Base Size: (25x25mm), Crushing Strength (1), Fury	

<b>Greatax</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	3+	-	4+	12	14/16	145 Base Size: (25x25mm), Crushing Strength (2)	

<b>Gore Riders</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	5+	8	10/12	120 Crushing Strength (1), Thunderous Charge (1)	
Regiment(10)	8	3+	-	5+	16	13/15	185 Crushing Strength (1), Thunderous Charge (1)	
- Maccwar's Potion of the Caterpillar							20	

<b>Krudger on Slasher</b>								<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	16/18	235 Hero (Mon), Crushing Strength (3), Fly, Fury, Inspiring	
- Mount on a Winged Slasher instead, increasing Speed to 10 and gaining the Fly special rule							50	
- Blade of Slashing							5	

<b>Flagger</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	1	9/11	50 Hero (Inf), Base Size: (25x25mm), Crushing Strength (1), Individual, Inspiring	

- Lute of Insatiable Darkness

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**War Drum**

**Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	3	-/11	80	Crushing Strength (1), Great Thunder, Height (1)

**Krusher**

**Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	3	10/12	60	Hero (Cav), Base Size: (25x25mm), Crushing Strength (2), Individual
- Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav)							15	
- Inspiring Talisman							20	
(1)	8	3+	-	5+	3	10/12	60	Hero (Cav), Base Size: (25x25mm), Crushing Strength (2), Individual
- Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav)							15	
- Mace of Crushing							5	

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<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brew of Sharpness</b>	The unit has +1 to hit in melee.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
<b>Fury</b>	While wavered, this unit may declare a Counter-Charge.
<b>Great Thunder</b>	This unit has the Rallying (2) special rule. Rallying! (n): Friendly, non-allied units within 6" of this unit have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range. Only the Rout value of Fearless units is affected by Rallying!
<b>Individual</b>	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.
<b>Inspiring</b>	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.
<b>Inspiring Talisman</b>	This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
<b>Lute of Insatiable Darkness</b>	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
<b>Maccwar's Potion of the Caterpillar</b>	The unit has the Pathfinder special rule.
<b>Mace of</b>	Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.

## **Crushing**

**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.

**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