

1st Battalion

King	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	4+	-	4+	2	5	15	2	[135]
Hammer of Measured Force									[20]
Special Rules: <i>Elite, Crushing Strength(1), Individual, Very Inspiring</i>									

Flaggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	10	2	[60]
Special Rules: <i>Individual, Very Inspiring, Yielding</i>									

Wiz [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[95]
Lightning Bolt (3)									[20]
Bane Chant (2)									[20]
Special Rules: <i>Individual, Yielding Traits: Spellcaster</i>									

Luggit Gang	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	20	15	2	[150]
Special Rules: <i>Brutal(1), Crushing Strength(1), Headstrong, Wild Charge(D3) Traits: Green Horde</i>									
Core (Aux) Inf Troop	5	4+	-	4+	1	15	11	2	[115]
Special Rules: <i>Brutal(1), Crushing Strength(1), Headstrong, Wild Charge(D3) Traits: Green Horde</i>									
Core Inf Regiment	5	4+	-	4+	2	20	15	2	[150]
Special Rules: <i>Brutal(1), Crushing Strength(1), Headstrong, Wild Charge(D3) Traits: Green Horde</i>									

Rabble	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	-	4+	4	25	21	2	[130]
Traits: <i>Green Horde</i>									

Sharpsticks	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	-	4+	4	30	21	2	[145]
Special Rules: <i>Phalanx Traits: Green Horde</i>									

Spitters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Regiment	5	6+	6+	3+	2	10	14	2	[85]
Bows (24")									
Traits: <i>Green Horde</i>									
Core (Aux) Inf Regiment	5	6+	6+	3+	2	10	14	2	[85]
Bows (24")									
Traits: <i>Green Horde</i>									

Fleabag Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	10	4+	-	4+	2	16	15	3	[160]
Special Rules: <i>Nimble, Thunderous Charge(1), Vicious(Combat) Traits: Green Horde</i>									

Trolls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Troop	6	4+	-	5+	1	8	13	3	[140]
Special Rules: <i>Crushing Strength(2), Inspiring(Self), Regeneration(5+)</i>									

Mawbeast Pack	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	6	3+	-	3+	1	6	11	3	[80]
Special Rules: <i>Crushing Strength(1), Vicious(Combat), Wild Charge(D3)</i>									
Specialist Cav Troop	6	3+	-	3+	1	6	11	3	[80]
Special Rules: <i>Crushing Strength(1), Vicious(Combat), Wild Charge(D3)</i>									

Mincer Mob	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cht Regiment	5	4+	-	4+	2	D6+21	16	4	[220]
Special Rules: <i>Big Shield, Brutal(1), Crushing Strength(1), Headstrong, Thunderous Charge(1)</i>									

Goblin Slasher	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	5+	5+	2	10	18	5	[205]
Sharpstick Thrower (36", Att: 2, Blast (D3), Piercing (2))									

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-point while executing a Charge! order.
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.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this 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 Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.
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.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
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
Alchemist's Curse Range: 12" Magical Missile	Add the target's Defence value to the (n) value of this spell (e.g. Casting Alchemist's Curse (2) against a Defence 4+ unit, will result in Alchemist's Curse (6), rolling 6 dice for the spell). Piercing (4). Roll to damage as normal.
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)

Artefact	Description
Hammer of Measured Force	In Combat, this unit will always damage the enemy on a 4+ regardless of any other modifiers.