

1st Battalion

King	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	4+	-	4+	2	5	15	2	[115]
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	[80]
Banner of Command									[20]
Special Rules: <i>Individual, Very Inspiring, Yielding</i>									

Troll Bruiser [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	5+	1	5	15	3	[160]
Special Rules: <i>Crushing Strength(2), Inspiring, Regeneration(5+)</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 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 Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: <i>Green Horde</i>									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
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>									
Core Inf Horde	5	5+	-	4+	4	30	21	2	[145]
Special Rules: <i>Phalanx Traits: Green Horde</i>									

Fleabag Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop	10	4+	-	4+	1	8	12	3	[110]
Maniacs									[5]
Special Rules: <i>Nimble, Thunderous Charge(2), Vicious(Combat) Traits: Green Horde</i>									
Core (Aux) Cav Troop	10	4+	-	4+	1	8	12	3	[110]
Maniacs									[5]
Special Rules: <i>Nimble, Thunderous Charge(2), 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>									
Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	16	3	[215]
Blessing of the Gods									[25]
Special Rules: <i>Crushing Strength(2), Inspiring(Self), Regeneration(5+), Elite</i>									

Mincer Mob	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cht Regiment	5	4+	-	4+	2	D6+21	16	4	[235]
Sir Jesse's Boots of Striding									[15]
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))									
Special Rules: <i>Crushing Strength(2), Strider</i>									

They look so cute	This unit may target a friendly unit with the Green Horde Trait, even if it is Engaged. If any hits are scored, instead of causing damage, the target unit gains the Vicious (Combat) special rule until the end of the Turn.
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.

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.