Buckethead's Best Bigger Better Brutal Batterers

2300 / 2300 VALID

1st Battalion

King	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Buckethead] Warlord Hero (Inf)	5	4+	-	4+	2	5	15	2	[115]
Special Rules: *Elite, Crushing Strength(1),Individual, Very Inspiring*									

Wiz [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Winston Wiz] Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[130]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Barkskin(5)									[25]
Special Rules: *Individual, Yielding, Inspiring* ***Traits:*** *Spellcaster*									

Grunk Blackclaw [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Clunk Clackbraw] Champion Hero (Lrg Inf)	5	4+	5+	5+	1	5	14	3	[165]
Mawpup Cannon (18", Blast (2),Piercing (1),Vicious(Ranged))									
Special Rules: *Base(50mm),Crushing Strength(2),Headstrong, Inspiring* ***Traits:*** *Lobber*									

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

Rabble	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Bigger Batterers] Core Inf Legion	5	5+	-	4+	4	**30**	**27**	2	[165]
Legion - Requires Requires Biggit or King									[35]
Traits: *Green Horde*									
[Batterers] Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									

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

Fleabag Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Bow-wows bearing batterers] Core Cav Regiment	10	4+	-	4+	2	16	15	3	[170]
Maniacs									[10]
Special Rules: *Nimble, Thunderous Charge(2),Vicious(Combat)* ***Traits:*** *Green Horde*									

Trolls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Bigger Brutal Batterers] Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	16	3	[190]
Special Rules: *Crushing Strength(2),Inspiring(Self),Regeneration(5+)*									

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

Fleabag Chariots	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Bow Bearing Batterers] Specialist Cht Regiment	9	4+	**5+**	4+	2	12	14	4	[155]
Shortbows									[15]
Shortbows (18", Att: 8)									
Special Rules: *Brutal(1),Thunderous Charge(2),Vicious(Combat)*									

Mincer Mob	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Bigger Better Brutal Batterers] Support Cht Regiment	5	4+	-	4+	2	D6+21	16	4	[235]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Big Shield, Brutal(1),Crushing Strength(1),Headstrong, Thunderous Charge(1)*									

Goblin Blaster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Blasting Batterer] Support Mon (Cht)	5	3+	6+	5+	1	3	10	3	[80]
Makeshift Grenades (12", Blast (D3))									
Special Rules: *Blast(D6 - Combat),Brutal(1),Crushing Strength(3),Fearless, Height(3),Boom*									

Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Giles Giant] Support Ti	7	4+	-	5+	2	D6+8	20	6	[235]
Giant Cleaver									[0]
Special Rules: *Brutal(1),Crushing Strength(4),Height(6),Rallying(Green Horde Trait only),Strider, Slayer(D6 - Combat)*									

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

Total Units: 15 **Total Unit Strength:** 30
Total Points: 2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Unleash the Mawpups	4	Units with the Green Horde Trait only. When the unit attacks in a Combat, separately roll 6 more attacks for the Mawpups, always hitting on 4+ and with Crushing Strength (1) - no other special rules from the unit have any effect. These attacks do not receive any bonus for rear/flank attacks and must be allocated to a single enemy unit.
The Green Wave	5	Infantry, Large Infantry units only. When the unit receives a Movement order, it gains either the Nimble or Pathfinder special rules.

Special Rule	Description
Base (n)	This unit must be on the base size specified by n.
Big Shield	All attacks (Ranged and Combat) against the target unit's front facing treat its defence as 6+.
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Boom	At the end of a Turn in which this unit scores a successful hit in Combat, it is immediately Routed and removed from play.
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. The second result stands. Note that a unit may also have a qualifier for 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.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
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.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
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**
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.
Barkskin Range: 12" Friendly, Self, CC	Instead of hitting on 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5+ unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, instead of causing damage, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.

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.
Inspiring Talisman	The hero gains the Inspiring special rule.