

<b>Goblins (Evil)</b>								
<b>Rabble</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	4+	25	19/21	125	Yellow-Bellied
- War-bow of Kaba							5	
Horde(40)	5	5+	-	4+	25	19/21	125	Yellow-Bellied
<b>Spitters*</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	6+	5+	3+	20	19/21	140	Bows (Range 24"), Yellow-Bellied
Horde(40)	5	6+	5+	3+	20	19/21	140	Bows (Range 24"), 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
Regiment(10)	10	5+	5+	3+	14	12/14	145	Bows (Range 24"), Nimble, Yellow-Bellied
Regiment(10)	10	5+	5+	3+	14	12/14	145	Bows (Range 24"), Nimble, Yellow-Bellied
Regiment(10)	10	5+	5+	3+	14	12/14	145	Bows (Range 24"), Nimble, Yellow-Bellied
Regiment(10)	10	5+	5+	3+	14	12/14	145	Bows (Range 24"), Nimble, Yellow-Bellied
<b>War-Trombone</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
<b>Big Rocks Thrower</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	8/10	80	Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied
(1)	5	-	5+	4+	1	8/10	80	Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied
<b>Flaggit</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	6+	-	4+	1	8/10	40	Hero (Inf), Individual, Inspiring, Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
- Kaba's Holy Hand Grenades							25	
(1)	10	6+	-	4+	1	8/10	40	Hero (Inf), Individual, Inspiring, Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
- Diadem of Dragon-kind							30	
<b>Wiz</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	10	5+	-	4+	1	9/11	45	Hero (Inf), Individual, Lightning Bolt (3), Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
- Blood Boil (L)							30	
(1)	10	5+	-	4+	1	9/11	45	Hero (Inf), Individual, Lightning Bolt (3), Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
- Alchemist's Curse (10) (L)							30	

**Grogger's Great Lobber[1]**

**War Engine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	9/11	100	Big Shield, Blast (D6+2), Indirect Fire, Piercing (3), Reload!

- Alchemist's Curse** 12" Range. Instead of rolling to damage as normal, each roll under the target's Defence, including rolls of a 1, cause a point of damage. This roll cannot be re-rolled or modified in any way. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Blood Boil** 12" range. When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Roll to damage with Piercing(1). When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Diadem of Dragon-kind** The unit has the Breath Attack (10) rule.
- Indirect Fire** The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
- 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.
- Kaba's Holy Hand Grenades** The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of modifiers. The attack also has the Blast (D6) and Piercing (2) special rule.
- 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+.
- 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.

**Reload!** The unit can fire only if it received a Halt order that turn.

**War-bow of Kaba** The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 24" and, when rolling to hit, the unit uses a basic Ra value of 4+, regardless of its actual Ra value. The roll to hit is affected as normal by to-hit modifiers, and if a hit is scored, it is resolved at Piercing (1).

**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