

JG Goblins Black Dragon

Goblins (Evil)								
Trolls							Large Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
- Dwarven Ale							10	
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
- Staying Stone							5	
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
- Chalice of Wrath							15	
Mawbeast Pack*							Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	6	4+	-	3+	6	9/11	60	Crushing Strength (1), Height (1), Nimble, Vicious, Yellow-Bellied
Troop(5)	6	4+	-	3+	6	9/11	60	Crushing Strength (1), Height (1), Nimble, Vicious, Yellow-Bellied
Fleabag Rider Sniffs							Cavalry	
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
Fleabag Chariots							Large Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	9	4+	5+	4+	16	14/16	170	Base Size: (50x100mm), Bows (Range 24"), Thunderous Charge (2), Yellow-Bellied
- Maccwar's Potion of the Caterpillar							20	
War-Trombone							War Engine	
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
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
Biggit							Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	4+	4+	4+	3	9/11	60	Hero (Cav), Bows (Range 24"), Individual, Inspiring, Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
- Lute of Insatiable Darkness							25	
Wiz							Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	5+	-	4+	1	9/11	45	Hero (Cav), Bane-chant (2), Individual, Lightning Bolt (3),

									Yellow-Bellied
- Bane-chant (2)								15	
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)								15	
- Banner of the Griffin								25	
(1)	5	5+	-	4+	1	9/11		45	Hero (Inf), Bane-chant (2), Individual, Lightning Bolt (3), Yellow-Bellied
- Bane-chant (2)								15	
- Inspiring Talisman								20	
<b>Grogger Split-Tooth[1]</b>									<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
(1)	5	4+	4+	4+	5	-/12		95	Hero (Inf), Bow (Range 24"), Destiny, Individual, Inspiring, Regeneration (3+)
<b>Grogger's Goons[1]</b>									<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
Horde(40)	5	4+	-	4+	25	-/21		175	Regeneration (5+)
<b>Blaine [1]</b>									<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne		Pts	
(1)	8	3+	5+	5+	7	14/16		180	Hero (Cav), Brutal, Crushing Strength (2), Firebolts, Individual, Inspiring (Blaine only), Piercing (1), Thunderous Charge (1)
- Mount on Kaisenor Raptor Mount (Sp 8, Thunderous Charge(1), Hero (Cav)								20	
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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- 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+.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Chalice of Wrath** The unit gains the Fury Special Rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Destiny** Once per turn, and as long as this unit is present and in play on the table, you may reroll a single failed Yellow Bellied roll on a friendly non-allied unit.
- Dwarven Ale** The unit has the Headstrong special rule.
- Firebolts** Range 18".
- 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.
- Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring 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+.
- Lute of Insatiable Darkness** This artefact can only be used by Heroes.  
The Hero has the Bane-Chant (2) spell.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- 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.
- Regeneration (3+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 3+, the unit recovers a point of damage.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 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