

1st Battalion

Wiz [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf) Alchemist's Curse(4) <i>Special Rules: Individual, Yielding Traits: Spellcaster</i>	5	5+	-	4+	1	1	11	2	[100] [45]
Champion Hero (Inf) Blizzard(4) <i>Special Rules: Individual, Yielding Traits: Spellcaster</i>	5	5+	-	4+	1	1	11	2	[95] [40]

Rabble	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment <i>Traits: Green Horde</i>	5	5+	-	4+	2	12	14	2	[80]
Core Inf Regiment <i>Traits: Green Horde</i>	5	5+	-	4+	2	12	14	2	[80]

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

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

Sharpstick Thrower [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng Sharpstick Thrower (48", Blast (D3), Piercing (2), Reload) <i>Traits: Lobber</i>	5	-	5+	4+	1	2	11	2	[65]
Support War Eng Sharpstick Thrower (48", Blast (D3), Piercing (2), Reload) <i>Traits: Lobber</i>	5	-	5+	4+	1	2	11	2	[65]

War-Trombone [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng War-Trombone (12", Piercing (1)) <i>Special Rules: Yielding</i>	5	-	4+	4+	1	12	10	2	[75]
Support War Eng War-Trombone (12", Piercing (1)) <i>Special Rules: Yielding</i>	5	-	4+	4+	1	12	10	2	[75]

2nd Battalion

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

Wiz [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	10	5+	-	4+	1	1	11	3	[110]
Fleabag									[15]
Hex (2)									[10]
Host Shadowbeast(8)									[30]
Special Rules: Individual, Yielding Traits: Spellcaster									

Rabble	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: Green Horde									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: Green Horde									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: Green Horde									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: Green Horde									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: Green Horde									

Sharpstick Thrower [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	4+	1	2	11	2	[65]
Sharpstick Thrower (48", Blast (D3),Piercing (2),Reload)									
Traits: Lobber									
Support War Eng	5	-	5+	4+	1	2	11	2	[65]
Sharpstick Thrower (48", Blast (D3),Piercing (2),Reload)									
Traits: Lobber									

War-Trombone [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	4+	4+	1	12	10	2	[75]
War-Trombone (12", Piercing (1))									
Special Rules: Yielding									

Total Units:	26	Total Unit Strength:	37
Total Points:	2300		

Command Order	Target	Description
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.

You're standing on me 'ead!	4	Infantry, Large Infantry and Cavalry units only. The unit gains the Leaper special rule.
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Special Rule	Description
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
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.
Individual	This rule is explained on page 42.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
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.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
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.
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Hex Range: 30" Target	If any hits are scored, instead of causing damage, the target enemy unit is Hexed until the end of its next Turn. Hexed units receive two points of damage for each hit they score with a spell. A Nerve test is not required for damage caused by this spell.
Host Shadowbeast Range: 12" CC, Self, Friendly Hero/Inf, Hero/Cav only	This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start of its following Turn, the target may make an additional attack when attacking in Combat. These attacks are rolled separately from their normal attacks and always hit on a 3+, with the Crushing Strength (3) special rule. These attacks are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional Crushing Strength above 3). A spellcaster may cast Host Shadowbeast onto themselves and can do so even when Engaged with an enemy unit. Multiple castings on the same target have no additional effect.