Goblins (Evil)

Sharpsticks — Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	4+	30	19/21	155	Phalanx, Yellow-Bellied
- Hammer of Measured Force							20	
Horde(40)	5	5+	-	4+	30	19/21	155	Phalanx, Yellow-Bellied
- Healing Brew							5	

Spitters — Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	6+	5+	3+	10	12/14	85	Bows (Range 24"), Yellow-Bellied
Horde(40)	5	6+	5+	3+	20	19/21	140	Bows (Range 24"), Yellow-Bellied

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	

Mawbeast Pack* — Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	6	3+	-	3+	6	9/11	60	Crushing Strength (1), Height (1), Nimble, Vicious, Yellow-Bellied
Regiment(10)	6	3+	-	3+	12	12/14	95	Crushing Strength (1), Height (1), Nimble, Vicious, Yellow-Bellied
Regiment(10)	6	3+	-	3+	12	12/14	95	Crushing Strength (1), Height (1), Nimble, Vicious, Yellow-Bellied

Fleabag Riders — Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	10	4+	-	4+	14	12/14	145	Nimble, Thunderous Charge (1), Yellow-Bellied
- Sparkstone							10	

War-Trombone — War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	-	4+	12	8/10	65	Breath Attack (12), Piercing (1), Yellow-Bellied
(1)	5	-	-	4+	12	8/10	65	Breath Attack (12), Piercing (1), Yellow-Bellied

Big Rocks Thrower — War Engine

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

Flaggit — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	6+	-	4+	1	8/10	40	Hero (Inf), Individual, Inspiring, Yellow-Bellied
- Healing Charm							30	
(1)	5	6+	-	4+	1	8/10	40	Hero (Inf), Individual, Inspiring, Yellow-Bellied
- The Boomstick							30	

Biggit — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	4+	4+	4+	3	9/11	60	Hero (Inf), Bows (Range 24"), Individual, Inspiring, Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
- Diadem of Dragon-kind							30	

Wiz — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	9/11	45	Hero (Inf), Individual, Lightning Bolt (3), Yellow-Bellied
- Bane-chant (2)							15	
- Wind Blast (5)							15	
- Inspiring Talisman							20	
(1)	5	5+	-	4+	1	9/11	45	Hero (Inf), Individual, Lightning Bolt (3), Yellow-Bellied
- Bane-chant (2)							15	
- Wind Blast (5)							15	
- Zephyr Crown							20	

Giant — Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	(D6+6)*	17/19	190	Brutal, Crushing Strength (3), Fury, Strider

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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, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength
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.
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.
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.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Diadem of Dragon-kind	The unit has the Breath Attack (10) rule.
Dwarven Ale	The unit has the Headstrong special rule.
Fury	While wavered, this unit may declare a Counter-Charge.
Hammer of Measured Force	This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.
Healing Brew	Once per game, when given an order, this unit may remove D3 points of damage previously suffered.
Healing Charm	This artefact can only be used by Heroes. The Hero has the Heal (3) spell.
Indirect Fire	The unit fires in high arcs, hitting the target from the top, which means it does not suffers the –1 to hit modifier for cover. On the other hand, the unit cannnot 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 additionals -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 (including against Individual War Engines). 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

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.
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.
Phalanx	Units that charge this unit's front cannot use the Thunderous Charge special rule.
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
Regeneratio n (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.
Reload!	The unit can fire only if it received a Halt order that turn.
Sparkstone	This unit has a ranged attack with a range of 18" that may only target enemy Heroes, Monsters and War Engines. Roll a single dice to hit, needing 4+ to hit regardless of modifiers. If a hit is scored, the target unit is disordered during its next turn.
Strider	The unit never suffers the penalty for Hindered charges.
The Boomstick	This artefact can only be used by Heroes. The Hero has the Lightning Bolt (3) spell.
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 or during Hindered charges.
Vicious	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
Wind Blast	Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.
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

Zephyr Crown   This unit has Wind Blast (4) or increases the value of their Wind Blast spell by 4.