

Alignment: Evil

Army Special Rules

Unless specified, all units are *Utterly Spineless*.

Utterly Spineless

Any time the unit receives a 'Charge!' order, you must roll a die. If the die result is a 1, the unit 'misunderstands' the order and thinks it has been ordered to 'Halt!' instead.

Sharpsticks

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	75
Horde (40)	5	5+	-	4+	20	19/21	140

Special
Phalanx

Options

- Banner (+15 pts)
- Musician (+10 pts)

Rabble

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	60
Horde (40)	5	5+	-	4+	20	19/21	115

Options

- Banner (+15 pts)
- Musician (+10 pts)

Fleabag Rider Sniffs

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	5+	3+	8	9/11	65
Regiment (10)	10	4+	5+	3+	16	12/14	120

Special: Bows. *Nimble*

Options

- Musician (+10 pts)

Trolls *

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	5+	3	9/11	50
Troop (3)	6	4+	-	5+	9	11/13	120
Regiment (6)	6	4+	-	5+	18	14/16	230

Special

Crushing Strength (2), Regeneration

Note that Trolls are not *Utterly Spineless*, as that would require too much intelligence on their part.

Small Sharpstick Thrower

The unit has 1 ranged attack with Range 36" and the *Piercing (1)* and *Blast (D3)* special rules.

Big Shield

All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+ rather than 4+.

Spitters

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	5+	3+	10	12/14	90
Horde (40)	5	5+	5+	3+	20	19/21	170

Special
Bow

Options

- Banner (+15 pts)
- Musician (+10 pts)

Mawbeasts Pack

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	3+	-	3+	5	9/11	40
Regiment (10)	6	3+	-	3+	10	12/14	75

Special

Crushing Strength (2), Nimble. Note that the handlers models are purely decorative.

Fleabag Riders

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	4+	8	9/11	65
Regiment (10)	10	4+	-	4+	16	12/14	120

Special: *Crushing Strength (1), Nimble*

Options

- Banner (+15 pts)
- Musician (+10 pts)

War-Trombone

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	-	4+	*	8/10	45

Special

Breath Attack (20), Piercing (1)

Sharpstick Thrower War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	8/10	35

Special

Blast (D6), Piercing (3)

Biggit Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	5+	4+	3	9/11	30

Special

Bow. Individual, Inspiring

Options

- Mount on a Fleabag, increasing Speed to 10 (+5 pts)

Flaggit Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	3+	1	8/10	20

Special: *Individual, Inspiring*

Options

- Mount on a Fleabag, increasing Speed to 10 (+5 pts)

Magwa & Jo'os [1] Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	4+	3	10/12	125

Special: *Crushing Strength (3), Individual, Inspiring, Vicious, Zap (3)*

Note that the *Utterly Spineless* rule in this case represents Magwa's troubles controlling his ferocious pet!

Keep the models within 1" of each other. The model of Magwa is just decorative and is always ignored, except when working out the range of his *Inspiring* rule and the

Mincer Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	3D6*	9/11	50

Special: *Big Shield, Crushing Strength (1)*

* Roll for the number of Attacks every time you resolve a melee.

Big Rocks Thrower War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	8/10	50

Special

Blast (2D6), Indirect Fire, Piercing (3)

Wiz Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	4+	1	9/11	50

Special

Individual, Inspiring, Zap! (3)

Options

- Mount on a Fleabag, increasing Speed to 10 (+10 pts)

Sharpstick Slasher Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	5+	4+	8	11/13	175

Special: *Crushing Strength (3), Small Sharpstick Thrower*

Giant Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+	2D6*	16/19	180

Special: *Crushing Strength (3)*

Note that Giants are not *Utterly Spineless*, as that would require too much intelligence on their part.

* Roll for the number of Attacks every time you resolve a melee