

Alignment: Evil

Army Special Rules

All units have the *Crushing Strength (1)* special rule, or better if stated in their entry.

Goblin Stabby Sneek

Mark a Krudger that is accompanied by a Sneek with an appropriate model. The Krudger then counts as being equipped with a throwing weapon. When you send the Sneek on a stabby mission, roll 3 dice to hit, regardless of the firer's Attacks. The Sneek always hits on

4+, regardless of modifiers. Roll to damage as normal. After this, roll a die. On a 3 or less the Sneek has been caught by the enemy and is removed. On a 4+ he goes, stabs and returns to the Krudger's side cackling with evil satisfaction.

Goblin Zappy Sneak

Mark a Krudger accompanied by a Sneek with an appropriate model. The Krudger has the *Zap (1)* special rule. Each time you order the Zappy Sneek to zap someone, roll a die. On a 2+ the Sneek obeys, but if you roll a 1, he zaps the Krudger instead and disappears in a puff of rancid-smelling smoke (remove the model).

Ax

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	5+	10	10/12	75
Regiment (15)	5	4+	-	5+	10	12/14	90
Krudgiment (20)	5	4+	-	5+	10	13/15	100
Horde (30)	5	4+	-	5+	20	17/19	150
Krudghorde (40)	5	4+	-	5+	20	20/22	190

Options

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

Sniff

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	4+	5+	3+	5	9/11	50
Half-Regt. (10)	6	4+	5+	3+	10	10/12	90

Special

Bows. *Vanguard*

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

Greatax

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	10/12	80
Regiment (20)	5	3+	-	4+	10	13/15	105
Horde (40)	5	3+	-	4+	20	20/22	200

Special

Crushing Strength (2)

Options

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

Morax

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	20	10/12	115
Regiment (20)	5	3+	-	4+	20	13/15	150

Options

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

Orclings *

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	5+	-	3+	5	7/10	25
Troop (3)	4	5+	-	3+	15	9/12	70
Regiment (6)	4	5+	-	3+	30	12/15	135

Special: *Vicious*. Orclings do not have *Crushing Strength*.

Gore Riders

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	10/12	85
Regiment (10)	8	3+	-	5+	16	13/15	150

Special

Crushing Strength (2)

Options

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

Gore Chariots

Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	7	3+	-	5+	3	9/11	55
Troop (3)	7	3+	-	5+	9	11/13	120
Regiment (6)	7	3+	-	5+	18	14/16	230

Special: *Crushing Strength (2)*

Options

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

Krudger on Slasher

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	-	5+	10	16/18	200

Special

Crushing Strength (3), Inspiring

Giant

Monster

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

Special

Crushing Strength (3)

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

Flagger

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	4+	2	9/11	30

Special

Individual, Inspiring

Options

- Mount on a Gore, increasing Speed to 8 (+5 pts)

Fight Wagons

Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	6	9/11	70
Troop (3)	6	3+	-	5+	18	11/13	150
Regiment (6)	6	3+	-	5+	36	14/16	285

Options

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

Krudger

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	5	13/15	120

Special

Crushing Strength (2), Individual, Inspiring

Options

- Mount on a Gore, increasing Speed to 8 (+20 pts)
- Goblin Stabby Sneak (+10 pts)
- Goblin Zappy Sneak (+15 pts)

Krudger on Winged Slasher

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	10	16/18	300

Special

Crushing Strength (3), Fly, Inspiring

Krudger on Gore Chariot

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	-	5+	7	14/16	145

Special

Crushing Strength (3), Inspiring

Options

- Goblin Stabby Sneak (+10 pts)
- Goblin Zappy Sneak (+15 pts)

Wip the Half-cast [1]

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	4+	1	11/13	120

Special

Elite, Heal (3), Individual, Zap! (5)

Note: Wip does not have *Crushing Strength*