



# BUGBEAR ARMY LIST

Rumour has it that the Bugbears originated from the damp, wild hills of Albion, perhaps a lost tribe of Goblins grown huge and hairy with the taint of strange magicks and constant rain. But whatever their true origins, small tribes of Bugbears are found in the desolate hills and mountains of the Old World. Explorers returning from far off Lustria bring tales of Bugbear tribes haunting those distant coasts.

	M	Ws	Bs	S	T	W	I	A	Ld	Int	Cl	Wp	Weapon	Armour	Special Rules	Points
Bugbear Barbarian	6	4	4	4	5	2	3	1	6	7	6	6	Axe	Light	Tosser	19
Bugbear Militia	6	4	4	4	5	2	3	1	6	7	6	6	Halberd	Medium	Tosser	19
Bugamma	6	4	4	4	5	2	3	1	6	7	6	6	Cleaver	None	Brood Mamma	19
Bugaboo	4	2	3	3	3	1	3	1	5	5	6	5	Sling	None	Where's Mamma?	3
Sub-chief	6	6	6	5	6	3	5	3	7	8	7	7	Axe	None	Tosser	90
Chief	6	5	5	3	4	3	5	2	8	9	8	8	2h Axe	Heavy	Tosser	144
Dewiniaid	6	4	4	4	5	2	3	1	6	7	6	6	None	None	Shamanism	157
Yékamus	6	4	4	5	6	3	5	1	7	8	7	8	None	None	Shamanism	202



## Special Rules

### Tosser

Bugbears are exceptionally good at throwing weapons. Any weapon carried by a Bugbear may be tossed at an enemy in the shooting phase. After throwing all their weapons Bugbears must be considered unarmed (using improvised weapons) unless they can retrieve their thrown weapons by moving to the spot they landed.

#### Weapon Throwing

Type	Short	Long	Strength
1h Weapon	0-1"	1-3"	2
2h Weapon	1-5"	5-6"	3

### Brood Mamma

Bugammamas can "control" up to 5 Bugaboos (young Bugbears) acting as regimental leaders.

### Where's Mamma?

Bugaboos may only be used in conjunction with a Bugamma. Bugaboos without a Bugamma will run off the table, taking the shortest route, firing their slings at any enemies in range as they go.

### Animosity Immunity

Although related to Goblins, Bugbears are immune to the effects of inter-goblinoid animosity. Bugbears may **not** be used as leaders for other Goblinoid regiments.

## Shamanism

Dewiniaid and Yékamus behave as Level 1 and Level 2 Elementalists respectively. They may choose either or both spells below as a normal spell choice.

### Raven swarm

Level 2 / Energy 6: Bugbear Shamans may summon one small swarm of Ravens per day. These creatures can only fly (hover) and may return thrown weapons (see Tosser Special Rules) to their original units. Roll 1d6 to determine the number summoned and the swarms stats marked by \*.

M	Ws	Bs	S	T	W	I	A	Ld	Int	Cl	Wp	Weapon
4	1	0	1	1	*	1	*	*	2	*	*	Bite



### Drizzle

Level 1 / Energy 2: A damp rain falls across the battlefield lasting till the end of the next players turn.. Fires less than 5 fire damage are extinguished. All missile fire suffers -1 to hit. Fire based magic is automatically dispelled, and black-powder weapons may not fire on a roll of 1-2 on 1d6.