

Name [Squad Size]	Base	Cost	Move	Str	Def	Evd	HP	Can Equip	Item Slots	Spell Slots	Activated Abilities	Passive	Keywords
Ciocan, Mire Prince [1]	50mm	155	9"	9	5	3+	7	2H Axe, Shield, Sword, Harpoon Bow	2	1	Leap / Crunch	Amphibian Skin, Poisonous	VOLKTOAD, LEADER, HEAVY, CASTER
Mire Servants [3-10]	20mm	7	8"	1	2	6+	1	-	0	-	Bring Weapons	-	VOLKTOAD, INFANTRY, TOAD
Atxe Raiders [6-15]	25mm	13	7"	1	3	6+	1	Dagger, Sword, Shield	2	-	-	Frog Pack	VOLKTOAD, INFANTRY, TOAD
Mire Leafshooters [6-15]	25mm	17	8"	1	3	6+	1	Girek Bow, Crossbow, Blowgun, Slingshot	2	-	Poison Weapons	Frog Pack	VOLKTOAD, INFANTRY, TOAD, RANGER
Mire Banneret [3-5]	30mm	26	7"	1	4	6+	2	Mire Banner, Battle Horn, Sword, Axe	2	-	-	Strong Legs, Bannerman	VOLKTOAD, INFANTRY
Frogbeast Riders [2-4]	50mm	75	14"	4	4	4+	4	Sword, Axe, Shield, Club	2	-	Leap	-	VOLKTOAD, MOUNT
Gloom Chanter [1]	35mm	85	8"	1	4	5+	3	Staff, Dagger	2	1	-	Strong Legs, Stealth	VOLKTOAD, LEADER, CASTER
Bone Retrievers [3-7]	35mm	50	6"	1	3	5+	2	Axe, Shield, Slashing Claws	2	-	Bone ritual	Strong Legs	VOLKTOAD, INFANTRY
Bulwark Defenders [2-4]	50mm	60	6"	2	5	4+	4	Sword, Shield, Flail	2	-	Revenge	Amphibian Skin	VOLKTOAD, INFANTRY
Mire Champions [4-6]	30mm	65	6"	3	4	4+	3	Axe, Sword	2	-	Champion's Strength	Amphibian Skin, Poisonous	VOLKTOAD, INFANTRY, HEAVY

Items	Slots Used	Range	Strength (Hit Dice)	Cost	Ability
Fists	0	Melee	User	0	Can be equipped by VOLKTOAD squad if that squad has no other weapons.
Dagger	1	Melee	+1	0	-
Shield	1	N/A	0	0	Wielder gets Defense +1.
Axe	1	Melee	+1	0	-
Club	1	Melee	+2	4	-
Mire Banner	2	Melee	User	25	Squads at 9" or closer to the wielder get Move +3". Multiple Volktoad Banners do not stack.
Sword	1	Melee	+1	0	-
Slashing Claws	1	Melee	+3	10	When an enemy is dealt damage with this weapon it gets an Infected counter.
Blowgun	1	16"	User	5	Attacks using this weapon can't be evaded.
Battle Horn	1	-	0	10	All visible ally squads within 12" during your Starting Phase get +1" Move.
Flail	1	2"	+2	15	Attacked enemy squad gets -1 Evade for this attack only.
2H Axe	2	2"	+2	0	If this weapon is attacking a squad with 5 models or more, gain an additional +1 Strength.
Staff	2	2"	+2	25	Wielder gets +1 Spell Slots.
Crossbow	2	18"	+2	0	-
Girek Bow	2	26"	+1	0	-
Slingshot	1	18"	User	0	-
Harpoon Bow	2	16"	+2	70	Attacks using this weapon can't be evaded.

Spells	Cast Difficulty	Range	Effect
Acidic Shot	7	18"	Deal D3 Direct Damage to an enemy squad within range. If this ability deals 3 damage, the damaged enemy is poisoned.
Toad Regeneration	4	8"	Heal 1 HP to a any VOLKTOAD Squad within range.
Acidic Rain	9	22"	Select a point in the battlefield within range. All enemy squads within 5" of that point receive a Poison Status Effect Counter.
Life Sacrifice	6	16"	Select another VOLKTOAD Squad in Line of Sight within range. Heal one D3 to the selected Squad. Deal one D3-1 Damage to this squad.

Activated Abilities	Effect
Leap	During the Move phase. Can move up to its Move + 2D6 this turn ignoring terrain, but it can not attack until the next turn.
Crunch	When damaging an enemy in hand-to-hand combat. Deal an additional D3 damage to that enemy.
Bring Weapons	Only once per turn. For every 3 Mire Servants, give a friendly INFANTRY squad in 4" or less +1 Strength.
Poison Weapons	If this squad has not moved this turn its weapons have "when dealing damage apply 1 poison counter". For the rest of the turn it can not move.
Bone Ritual	Activate during your Starting Phase. This squad can't move or attack this turn. At the start of your next turn, deal 3 Direct Damage to a squad in line of sight within 36".
Revenge	Activate after this squad takes damage in hand-to-hand combat. It may immediately attack an enemy squad in hand-to-hand combat once.
Champion's Strength	Activate after this squad successfully deals damage, it can attack again immediately.

Passive	Effect
Poisonous	When this squad deals damage to an enemy, give the enemy squad 1 Poison Counter.
Strong Legs	Only during your first turn. This squad has +4" Move.
Stealth	If this squad has not moved or attacked during it's controllers' last turn. It can't be target of enemy attacks, abilities, or spells.
Frog Pack	As long as this squad has 6 models or more, it gains +2" Movement.
Amphibian Skin	This squad gets +1 to the result of Evasion Rolls when attacked in melee range.
Bannerman	Friendly INFANTRY and HEAVY squads within 10" get +1" Move.

Status Effects	Effect
Poisoned	During the Starting Phase remove all poison counters. For each removed counter roll a D6. On a result of 3 or less, this squad takes 1 Direct Damage.
Infected	After taking damage roll a D6. On a result of 1, take 1 damage. During your Starting Phase roll a D6. On a result of 5+ remove the Infected Status Effect. A squad can not have more than 1 Infected Counter.



A hundred years ago, a massive explosion occurred in the uninhabited mire. This explosion was heard for dozens of miles and created a three-mile crater in the deepest part of a mire. A couple of years after this event, people living in proximity to the area started disappearing, and reports of toad-like humanoids began to emerge from some witnesses. The situation remained the same for a couple of more years.

"Go out, burn and kill. Take prisoners, and bring them back, we shall open their heads and devour their brains. Go to the woodlands, to the mountains, go forth and may death be thy destination."