

 Goblins [1995]

Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [205]	6	4+	-	5+	3	18	14/17	3	[190]
Dwarven Ale									[15]
Special Rules: <i>Crushing Strength(2),Regeneration(5+),Headstrong</i> Keywords: <i>Troll</i>									

Fleabag Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [180]	10	4+	-	4+	3	14	13/15	3	[155]
Mawpup									[10]
Sir Jesse's Boots of Striding									[15]
Special Rules: <i>Nimble, Thunderous Charge(1),Vicious(Melee),Mawpup</i> Keywords: <i>Beast, Goblin, Mawpup Cage</i>									

Cav Regiment [180]	10	4+	-	4+	3	14	13/15	3	[155]
Mawpup									[10]
Helm of the Drunken Ram									[15]
Special Rules: <i>Nimble, Thunderous Charge(2),Vicious(Melee),Mawpup</i> Keywords: <i>Beast, Goblin, Mawpup Cage</i>									

Cav Regiment [200]	10	3+	-	4+	3	14	13/15	3	[155]
Mawpup									[10]
Brew of Sharpness									[35]
Special Rules: <i>Nimble, Thunderous Charge(1),Vicious(Melee),Mawpup</i> Keywords: <i>Beast, Goblin, Mawpup Cage</i>									

Cav Regiment [165]	10	4+	-	4+	3	14	13/15	3	[155]
Mawpup									[10]
Special Rules: <i>Nimble, Thunderous Charge(1),Vicious(Melee),Mawpup</i> Keywords: <i>Beast, Goblin, Mawpup Cage</i>									

Cav Regiment [195]	10	4+	-	4+	3	14	13/15	3	[155]
Mawpup									[10]
Brew of Strength									[30]
Special Rules: <i>Nimble, Thunderous Charge(1),Vicious(Melee),Mawpup, Crushing Strength(1)</i> Keywords: <i>Beast, Goblin, Mawpup Cage</i>									

Goblin Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225]	7	3+	5+	5+	2	10	16/18	6	[210]
Aura (Rampage (Melee - D3) - Beast only)									[15]
Sharpstick Thrower (36", Att: 2, Blast(D3),Piercing(2),Steady Aim)									
Special Rules: <i>Crushing Strength(2),Strider, Aura(Rampage(Melee D3 - Beast Only))</i> Keywords: <i>Beast, Goblin, King's Pride</i>									

Titan 1 [225]	7	3+	5+	5+	2	10	16/18	6	[210]
Aura (Rampage (Melee - D3) - Beast only)									[15]
Sharpstick Thrower (36", Att: 2, Blast(D3),Piercing(2),Steady Aim)									
Special Rules: <i>Crushing Strength(2),Strider, Aura(Rampage(Melee D3 - Beast Only))</i> Keywords: <i>Beast, Goblin, King's Pride</i>									

King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [130]	10	4+	4+	4+	0	5	12/14	3	[70]
Fleabag Mount									[35]
Lute of Insatiable Darkness									[25]
Shortbow (18")									
Bane Chant (2)									
Special Rules: <i>Crushing Strength(1),Individual, Inspiring</i> Keywords: <i>Goblin</i>									

Hero (Cav) 1 [105]	10	4+	4+	4+	0	5	12/14	3	[70]
Fleabag Mount									[35]
Shortbow (18")									
Special Rules: <i>Crushing Strength(1),Individual, Inspiring</i> Keywords: <i>Goblin</i>									

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [75]	5	5+	-	4+	0	1	9/11	2	[25]
Conjurer's Staff									[10]
Lightning Bolt (3)									[20]
Bane Chant (2)									[20]
Special Rules: <i>Individual</i> Keywords: <i>Goblin</i>									

Hero (Cav) 1 Spellcaster 1 [110]	10	5+	-	4+	0	1	9/11	3	[25]
Fleabag Mount									[25]
Inspiring Talisman									[20]
Lightning Bolt (3)									[20]
Bane Chant (2)									[20]
Special Rules: <i>Individual, Inspiring</i> Keywords: <i>Goblin</i>									

Total Units:

12

Total Unit Strength:

22

Total Primary Core Points:

1995 (100.0%)

Custom Rule	Description
Det' Packs	When this unit suffers a Rout result, all units, both Friendly and Enemy within 6" of it suffer D6+1 hits at Piercing (1). These hits are resolved by the player that Routed the unit with the Det' Packs. Roll once and apply the number of hits to all units within range. No Nerve tests are required for damage caused in this way.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mawpup	The unit is equipped with a Mawpup, which must be used when the unit attacks in melee. During a melee, a Mawpup grants the unit an additional 6 attacks which always hit on a 4+ and are resolved with Crushing Strength (1). These attacks should be resolved separately before the unit's normal attacks and do not inherit special rules from the unit, nor do they double/triple attacks against flanks or rears. The unit's Mawpup is then destroyed and cannot be used again for the remainder of the game. A unit can only carry a single Mawpup at a time.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this 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 and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Artefact	Description	

Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Dwarven Ale	The unit gains the Headstrong special rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Inspiring Talisman	The unit gains the Inspiring special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.