

Dave Randall

Goblins (Evil)

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Sharpsticks										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	5	-	4	2	3	30	19/21	155	
Brew of Strength Phalanx Keywords: Expendable, Goblin, Mawpup Cage									40 [195]	
Horde(40)	5	5	-	4	2	3	30	19/21	155	
Hann's Sanguinary Scripture Phalanx Keywords: Expendable, Goblin, Mawpup Cage									10 [165]	
Rabble										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]	
Keywords: Expendable, Goblin, Mawpup Cage										
Spitters*										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	6	5	3	3	2	10	12/14	[90]	
Bows (24") Keywords: Goblin										
Trolls										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	6	4	-	5	2	2	9	11/14	[115]	
Crushing Strength (2), Regeneration (5+) Keywords: Troll										
Fleabag Riders										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	10	4	-	4	3	1	7	9/11	100	
Mawpup Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									10 [110]	
Troop(5)	10	4	-	4	3	1	7	9/11	100	
Mawpup Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									10 [110]	
Troop(5)	10	4	-	4	3	1	7	9/11	100	
Mawpup Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									10 [110]	
Troop(5)	10	4	-	4	3	1	7	9/11	100	
Mawpup Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									10 [110]	

Sharpstick Thrower										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	-	4	4	2	0	2	9/11	[75]	
Sharpstick Thrower (48", Blast (D3), Piercing (2), Reload)										
Keywords: Gizmo, Goblin, Lobber										
Mincer										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	3	1	D6+6	-/11	[90]	
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)										
Keywords: Gizmo, Goblin										
Biggit										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	3	9/11	[55]	
Crushing Strength (1), Individual, Inspiring										
Keywords: Goblin										
Wiz										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	45	
Inspiring Talisman										
Bane Chant (2)										
Individual										
Spells: Lightning Bolt (3), Bane Chant (2)										
Keywords: Goblin										
Troll Bruiser										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	12/15	[110]	
Crushing Strength (2), Inspiring (Troll only), Nimble, Regeneration (5+)										
Keywords: Troll										

Special Rules and Spells:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Hann's Sanguinary Scripture	The unit gains the <i>Lifefeech</i> (+1) special rule.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Regeneration (5+)	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.
Sharpstick Thrower	This unit is equipped with a ranged atta
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and recuses 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.