

## Goblins [1995]

Sharpsticks	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [150] Mawpup <i>Special Rules: Phalanx, Mawpup</i> <b>Keywords: Expendable, Goblin, Mawpup Cage</b>	5	5+	-	4+	3	30	19/21	2	[140] [10]

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

Fleabag Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100] <i>Special Rules: Nimble, Thunderous Charge(1),Vicious(Melee)</i> <b>Keywords: Beast, Goblin, Mawpup Cage</b>	10	4+	-	4+	1	7	10/12	3	[100]
Cav Troop [100] <i>Special Rules: Nimble, Thunderous Charge(1),Vicious(Melee)</i> <b>Keywords: Beast, Goblin, Mawpup Cage</b>	10	4+	-	4+	1	7	10/12	3	[100]
Cav Regiment [165] Mawpup <i>Special Rules: Nimble, Thunderous Charge(1),Vicious(Melee),Mawpup</i> <b>Keywords: Beast, Goblin, Mawpup Cage</b>	10	4+	-	4+	3	14	13/15	3	[155] [10]

Mawpup Launcher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [75] Mawpup Bombardment (36", Blast(D3),Indirect, Reload, Ignores Obscured) Mawpup Delivery (36", Indirect) <i>Special Rules: Mawpup Delivery</i> <b>Keywords: Gizmo, Goblin, Lobber</b>	5	0+	4+	4+	0	3	9/11	2	[75]
WE 1 [75] Mawpup Bombardment (36", Blast(D3),Indirect, Reload, Ignores Obscured) Mawpup Delivery (36", Indirect) <i>Special Rules: Mawpup Delivery</i> <b>Keywords: Gizmo, Goblin, Lobber</b>	5	0+	4+	4+	0	3	9/11	2	[75]

King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [85] Jareth's Pendant Shortbow (18") <i>Special Rules: Crushing Strength(1),Individual, Inspiring, Aura(Headstrong)</i> <b>Keywords: Goblin</b>	5	4+	4+	4+	0	5	12/14	2	[70] [15]

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [45] Lightning Bolt (3) <i>Special Rules: Individual</i> <b>Keywords: Goblin</b>	5	5+	-	4+	0	1	9/11	2	[25] [20]
Hero (Inf) 1 Spellcaster 1 [45] Lightning Bolt (3) <i>Special Rules: Individual</i> <b>Keywords: Goblin</b>	5	5+	-	4+	0	1	9/11	2	[25] [20]

Troll Bruiser	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [115] Blade of Slashing <i>Special Rules: Crushing Strength(2),Inspiring, Nimble, Regeneration(5+)</i> <b>Keywords: Troll</b>	6	3+	-	5+	1	5	12/15	3	[110] [5]

Magwa & Jo'os [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 2 [150] Lightning Bolt (4) <i>Special Rules: Crushing Strength(2),Duelist, Individual, Inspiring, Mighty, Vicious(Melee),Wild Charge(D3)</i> <b>Keywords: Beast, Goblin</b>	6	3+	-	5+	0	7	12/14	2	[150] [0]

King on Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cht) 1 [130]</b> Shortbow (18", Steady Aim) <b>Special Rules:</b> <i>Crushing Strength(1), Inspiring, Nimble, Thunderous Charge(1)</i> <b>Keywords:</b> <i>Beast, Goblin</i>	9	4+	4+	4+	1	7	13/15	3	[130]

**Total Units:** 16      **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.

Mawpup Delivery	This attack always hits on a 4+, may only target friendly core units with the Mawpup Cage Keyword, including those in combat. Hits do not cause damage; instead, if one or more hits are scored, the target unit receives a Mawpup if able.
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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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).

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Vicious Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

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Wild Charge Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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Spell	Description	Special Rules
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

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Artefact Description

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Blade of Slashing Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.