Goblins cok

2300 / 2300 VALID

1st Battalion

Biggit	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	4+	-	4+	2	3	13	2	[105]
Special Rules: *Crushing Strength(1),Individual, Inspiring, Rallying(Green Horde Trait only)*									

Flaggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	10	2	[75]
Trickster's Wand									[15]
Hex (2)									
Special Rules: *Individual, Very Inspiring, Yielding*									

Wiz [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[90]
Bane Chant (2)									[20]
Weakness (2)									[15]
Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*									

Troll Bruiser [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	-	5+	1	5	15	3	[160]
Special Rules: *Crushing Strength(2),Inspiring, Regeneration(5+)*									

Sharpsticks	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Legion	5	5+	-	4+	4	**35**	**27**	2	[180]
Legion - Requires Requires Biggit or King									[35]
Special Rules: *Phalanx* ***Traits:*** *Green Horde*									
Core Inf Legion	5	5+	-	4+	4	**35**	**27**	2	[180]
Legion - Requires Requires Biggit or King									[35]
Special Rules: *Phalanx* ***Traits:*** *Green Horde*									

Spitters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Regiment	5	6+	6+	3+	2	10	14	2	[85]
Bows (24")									
Traits: *Green Horde*									
Core (Aux) Inf Regiment	5	6+	6+	3+	2	10	14	2	[85]
Bows (24")									
Traits: *Green Horde*									

Fleabag Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	10	4+	-	4+	2	16	15	3	[185]
Maniacs									[10]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Nimble, Thunderous Charge(2),Vicious(Combat)* ***Traits:*** *Green Horde*									
Core Cav Regiment	10	4+	-	4+	2	16	15	3	[185]
Maniacs									[10]
Mead of Madness									[15]
Special Rules: *Nimble, Thunderous Charge(2),Vicious(Combat),Wild Charge(1)* ***Traits:*** *Green Horde*									

Trolls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	16	3	[190]
Special Rules: *Crushing Strength(2),Inspiring(Self),Regeneration(5+)*									
Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	16	3	[190]
Special Rules: *Crushing Strength(2),Inspiring(Self),Regeneration(5+)*									

Fleabag Chariots	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	9	4+	-	4+	2	12	14	4	[140]
Special Rules: *Brutal(1),Thunderous Charge(2),Vicious(Combat)*									
Specialist Cht Regiment	9	4+	-	4+	2	12	14	4	[140]
Special Rules: *Brutal(1),Thunderous Charge(2),Vicious(Combat)*									

Mincer Mob	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cht Regiment	5	4+	-	4+	2	D6+21	16	4	[220]

Special Rules: *Big Shield, Brutal(1),Crushing Strength(1),Headstrong, Thunderous Charge(1)*

Mawpup Launcher [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	4+	1	3	11	2	[90]

Mawpup Launcher (36", Blast (D3),Indirect, Reload, Shattering (D3))

Special Rules: *They look so cute* ***Traits:*** *Lobber*

Total Units: 16 **Total Unit Strength:** 32
Total Points: 2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Unleash the Mawpups	4	Units with the Green Horde Trait only. When the unit attacks in a Combat, separately roll 6 more attacks for the Mawpups, always hitting on 4+ and with Crushing Strength (1) - no other special rules from the unit have any effect. These attacks do not receive any bonus for rear/flank attacks and must be allocated to a single enemy unit.
The Green Wave	5	Infantry, Large Infantry units only. When the unit receives a Movement order, it gains either the Nimble or Pathfinder special rules.

Special Rule	Description
Big Shield	All attacks (Ranged and Combat) against the target unit's front facing treat its defence as 6+.
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the

	same unit.
They look so cute	This unit may target a friendly unit with the Green Horde Trait, even if it is Engaged. If any hits are scored, instead of causing damage, the target unit gains the Vicious (Combat) special rule until the end of the Turn.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Hex Range: 30" Target	If any hits are scored, instead of causing damage, the target enemy unit is Hexed until the end of its next Turn. Hexed units receive two points of damage for each hit they score with a spell. A Nerve test is not required for damage caused by this spell.
Weakness Range: 24" CC	If any hits are scored, instead of causing damage, the target unit is Weakened until the end of its next Turn. Weakened units have a -1 modifier when rolling to damage enemy units (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Trickster's Wand	The hero gains the Hex (2) spell.