


**Goblins [990]**

Sharpsticks	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [100]</b>	5	5+	-	4+	2	15	12/14	2	[85]
Mawpup									[10]
Blade of Slashing									[5]
<b>Special Rules:</b> <i>Phalanx, Mawpup</i> <b>Keywords:</b> <i>Expendable, Goblin, Mawpup Cage</i>									
<b>Inf Regiment [95]</b>	5	5+	-	4+	2	15	12/14	2	[85]
Mawpup									[10]
<b>Special Rules:</b> <i>Phalanx, Mawpup</i> <b>Keywords:</b> <i>Expendable, Goblin, Mawpup Cage</i>									
<b>Inf Regiment [110]</b>	5	5+	-	4+	2	15	12/14	2	[85]
Mawpup									[10]
Helm of Confidence									[15]
<b>Special Rules:</b> <i>Phalanx, Mawpup, Inspiring(Self)</i> <b>Keywords:</b> <i>Expendable, Goblin, Mawpup Cage</i>									

Spitters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [90]</b>	5	6+	5+	3+	2	10	12/14	2	[90]
Bows (24")									
<b>Keywords:</b> <i>Goblin</i>									
<b>Inf Regiment [90]</b>	5	6+	5+	3+	2	10	12/14	2	[90]
Bows (24")									
<b>Keywords:</b> <i>Goblin</i>									

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

Mincer Mob*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cht Regiment [200]</b>	5	4+	-	4+	2	D6+21	-/16	3	[200]
<b>Special Rules:</b> <i>Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1)</i> <b>Keywords:</b> <i>Gizmo, Goblin</i>									

King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 [105]</b>	10	4+	4+	4+	0	5	12/14	3	[70]
Fleabag Mount									[35]
Shortbow (18")									
<b>Special Rules:</b> <i>Crushing Strength(1), Individual, Inspiring</i> <b>Keywords:</b> <i>Goblin</i>									

**Total Units:** 9      **Total Unit Strength:** 14  
**Total Primary Core Points:** 990 (100.0%)

Special Rule	Description
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread 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.
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.
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.
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.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Helm of Confidence	The unit gains the Inspiring (Self) special rule.