Goblins Goblins [990]

Sharpsticks Inf Regiment [100]		0	Ma	D -	D-	110	A.(Nia	114	Dta
		Sp 5	<u>Me</u> 5+	Ra	De 4+	US 2	Att 15	Ne 12/14	<u>Ht</u> 2	Pts [85]
Mawpup		0	01		-11	2	10	12/14	2	[10]
Blade of Slashing					0					[5]
Special Rules: Phalanx, I Inf Regiment [95]	vawpup Keywol	ras: Exp 5	<u>endable, G</u> 5+	oblin, Maw -	pup Cage 4+	2	15	12/14	2	[85]
Mawpup Special Rules: Phalanx, I	Mawnun Keywo i	rds: Evr	endable (-	oblin Maw				,		[10]
Inf Regiment [110]	nanpap nay no	5	5+	-	4+	2	15	12/14	2	[85]
Mawpup										[10]
Helm of Confidence Special Rules: Phalanx, I	Mawnun Inspirin	na(Self) I	Kevwords [.]	Expendabl	le Goblin Mi	awnun Cad	5			[15]
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Spitters*	Ş	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [90]		5	6+	5+	3+	2	10	12/14	2	[90]
Bows (24")										
Keywords: Goblin Inf Regiment [90]		5	6+	5+	3+	2	10	12/14	2	[90]
Bows (24")			-							
Keywords: Goblin										
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Fleabag Riders Cav Troop [100]		Sp 10	<u>Me</u> 4+	Ra	De 4+	US 1	Att 7	Ne 10/12	Ht 3	Pts [100]
Special Rules: Nimble, Tl				- e) Kevword		•	up Caqe	10/12	3	[100]
Cav Troop [100]		10	4+	-	4+	1	7	10/12	3	[100]
Special Rules: Nimble, The Special Rules in the Spe	hunderous Charç	ge(1),Vic	cious(Melee	e) Keyword	ls: Beast, Go	blin, Mawp	up Cage			
Mincer Mob*	ę	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [200]		5	4+	-	4+	2	D6+21	-/16	3	[200]
Special Rules: Big Shield	l, Brutal, Crushin	ng Streng	gth(1),Thun	derous Cha	arge(1) Keyw	ords: Gizm	no, Goblin			
King		Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [105] Fleabag Mount		10	4+	4+	4+	0	5	12/14	3	[70] [35]
Shortbow (18")										[00]
Special Rules: Crushing	Strength(1),Indiv	vidual, In	spiring Key	w ords: Go	oblin					
Total Units:			9	т	otal Unit Str	enath:			14	
			-			5				
Total Primary Core Points:		99	0 (100.0%)			5				
-		99	-							
Special Rule	Description		00 (100.0%))						
-	Description All attacks (Rar		00 (100.0%))			eat its defend	ce as 6+.		
	All attacks (Rar When testing th	nged and	d Melee) ag) jainst the ta ny unit in M	rget unit's fro	ont facing tr	f your units w	vith this rule,		
Special Rule Big Shield	All attacks (Ran When testing th (n) value to the	nged and ne Nerve total roll	0 (100.0%) d Melee) ag of an ener ed. If no va) gainst the ta ny unit in M alue is spec	rget unit's fro	ont facing tro e or more o has Brutal	f your units w (1). If an ene	vith this rule,		
Special Rule Big Shield Brutal	All attacks (Rar When testing th (n) value to the Brutal and Drea	nged and ne Nerve total roll ad specia	d Melee) ag of an ener led. If no va al rules, the) ny unit in M alue is spec e attacking p	irget unit's fro lelee with on ified, the unit blayer must c	ont facing tro e or more o has Brutal hoose whic	f your units w (1). If an ene h to use.	vith this rule, my unit is su		
Special Rule Big Shield Brutal Crushing Strength	All attacks (Ran When testing th (n) value to the Brutal and Drea All hits caused	nged and ne Nerve total roll ad specia by Melee	d Melee) ag of an ener led. If no va al rules, the e attacks fr) ny unit in M alue is spec e attacking p om this unit	irget unit's fro lelee with on ified, the unit blayer must c	ont facing tro e or more o has Brutal hoose whic	f your units w (1). If an ene h to use.	vith this rule, my unit is su		
Special Rule Big Shield Brutal Crushing Strength Individual	All attacks (Ran When testing th (n) value to the Brutal and Drea All hits caused See the Rules (nged and ne Nerve total roll ad specia by Meleo Chapter	d Melee) ag of an ener led. If no va al rules, the e attacks fr for Individu) ny unit in M alue is spec e attacking p om this unit als	Irget unit's fro lelee with on ified, the unit player must o t have a +(n)	ont facing tro e or more o has Brutal hoose whic modifier wh	f your units w (1). If an ene h to use. hen rolling to	vith this rule, my unit is su damage.	ubject to bo	oth the
Special Rule Big Shield Brutal Crushing Strength	All attacks (Ran When testing th (n) value to the Brutal and Drea All hits caused I See the Rules (If this unit, or an Nerve test. The	nged and total roll ad specia by Meleo Chapter ny Friend second	d Melee) ag of an ener led. If no va al rules, the e attacks fr for Individu dly Core un result stan) ny unit in M alue is spec e attacking p om this unit als it within 6in ds. Note th	Inget unit's from lelee with one ified, the unit olayer must of t have a +(n) inches of this of at a unit may	ont facing tra e or more o has Brutal hoose whic modifier wh	f your units w (1). If an ene h to use. en rolling to a Rout resul	vith this rule, my unit is su damage. t, the oppone	ent must re	oth the
Special Rule Big Shield Brutal Crushing Strength Individual	All attacks (Ran When testing th (n) value to the Brutal and Drea All hits caused I See the Rules (If this unit, or an	nged and total roll ad specia by Meleo Chapter ny Friend second	d Melee) ag of an ener led. If no va al rules, the e attacks fr for Individu dly Core un result stan) ny unit in M alue is spec e attacking p om this unit als it within 6in ds. Note th	Inget unit's from lelee with one ified, the unit olayer must of t have a +(n) inches of this of at a unit may	ont facing tra e or more o has Brutal hoose whic modifier wh	f your units w (1). If an ene h to use. en rolling to a Rout resul	vith this rule, my unit is su damage. t, the oppone	ent must re	oth the
Special Rule Big Shield Brutal Crushing Strength Individual	All attacks (Ran When testing th (n) value to the Brutal and Drea All hits caused I See the Rules (If this unit, or an Nerve test. The	nged and ne Nerve total roll ad specia by Melee Chapter ny Friend e second spire itse	d Melee) ag of an ener led. If no va al rules, the e attacks frr for Individu dly Core un result stan) ny unit in M alue is spec e attacking p om this unit als it within 6in ds. Note th unit(s) spec	Irget unit's fro lelee with on- ified, the unit blayer must o t have a +(n) t have of this at a unit may ified.	ont facing tro e or more o has Brutal hoose whic modifier wh unit, suffers also have a	f your units w (1). If an ene h to use. en rolling to a Rout resul a qualifier for	vith this rule, my unit is su damage. t, the oppone its Inspiring	ubject to bo ent must re rule. In thi	e-roll that s case the
Special Rule Big Shield Brutal Crushing Strength Individual Inspiring	All attacks (Ran When testing th (n) value to the Brutal and Drea All hits caused I See the Rules (If this unit, or an Nerve test. The unit will only Ins The unit is equi grants the unit a	nged and ne Nerve total roll ad specia by Melee Chapter ny Friend spire itse ipped wit an additi	d Melee) ag of an ener ed. If no va al rules, the e attacks fr for Individu dly Core un result stan eff and the u th a Mawpu onal 6 attac) ny unit in M alue is spec e attacking p om this unit als it within 6in ds. Note th unit(s) spec up, which m cks which a	Inget unit's from lelee with on- ified, the unit olayer must of t have a +(n) inches of this in at a unit may ified. ust be used to ilways hit on	ont facing tro e or more o has Brutal hoose whic modifier wh unit, suffers also have a when the ur a 4+ and ar	f your units w (1). If an ene h to use. een rolling to a Rout resul a qualifier for hit attacks in e resolved w	t, the oppone its Inspiring melee. Durir	ent must re rule. In thi ng a melee Strength (e-roll that s case the , a Mawpup 1). These
Special Rule Big Shield Brutal Crushing Strength Individual Inspiring	All attacks (Ran When testing th (n) value to the Brutal and Drea All hits caused I See the Rules (If this unit, or an Nerve test. The unit will only Ins The unit is equi grants the unit a attacks should I	nged and ne Nerve total roll ad specia by Melee Chapter ny Friend spire itse ipped wit an additi be resolv	d Melee) ag of an ener led. If no va al rules, the e attacks frr for Individu dly Core un result stan lf and the u onal 6 attac ved separa) gainst the ta ny unit in M alue is spec e attacking p om this unit als it within 6in ds. Note th unit(s) spec up, which m cks which a tely before	Inget unit's from lelee with on- ified, the unit olayer must of t have a +(n) inches of this is at a unit may ified. uust be used the ulways hit on the unit's nor	ont facing tro e or more o has Brutal hoose whic modifier wh unit, suffers also have a when the ur a 4+ and ar mal attacks	f your units w (1). If an ene h to use. en rolling to a Rout resul a qualifier for hit attacks in e resolved w and do not i	/ith this rule, my unit is su damage. t, the oppone its Inspiring melee. Durir ith Crushing nherit specia	ent must re rule. In thi ng a melee Strength (al rules fror	e-roll that s case the , a Mawpup 1). These n the unit,
Special Rule Big Shield Brutal Crushing Strength Individual Inspiring	All attacks (Ran When testing th (n) value to the Brutal and Drea All hits caused I See the Rules (If this unit, or an Nerve test. The unit will only Ins The unit is equi grants the unit a attacks should I nor do they dou	nged and ne Nerve total roll ad specia by Melee Chapter ny Friend e second spire itse ipped wit an additi be resolv uble/triple	d Melee) ag of an ener led. If no va al rules, the e attacks fr for Individu dly Core un result stan e attacks ag th a Mawpu onal 6 attac) ainst the ta ny unit in M alue is spec e attacking p om this unit als it within 6in ds. Note th unit(s) spec up, which m cks which a tely before gainst flank	Inget unit's from lelee with on- ified, the unit olayer must of t have a +(n) inches of this in at a unit may ified. uust be used the ulways hit on the unit's nor s or rears. The	ont facing tro e or more o has Brutal hoose whic modifier wh unit, suffers also have a when the ur a 4+ and ar mal attacks he unit's Ma	f your units w (1). If an ene h to use. een rolling to a Rout resul a qualifier for hit attacks in e resolved w and do not i wpup is then	ith this rule, my unit is su damage. t, the oppone- its Inspiring melee. Durir ith Crushing nherit specia destroyed a	ent must re rule. In thi ng a melee Strength (al rules fror	e-roll that s case the , a Mawpup 1). These n the unit,
Special Rule Big Shield Brutal Crushing Strength Individual Inspiring	All attacks (Ran When testing th (n) value to the Brutal and Drea All hits caused I See the Rules (If this unit, or an Nerve test. The unit will only Ins The unit is equi grants the unit a attacks should I	nged and ne Nerve total roll ad specia by Melec Chapter ny Friend spire itse ipped wit an additi be resolv uble/triple	d Melee) ag of an ener ed. If no va al rules, the e attacks fr for Individu dly Core un result stan eff and the u th a Mawpu onal 6 attacks ag of the gam) a a inst the ta ny unit in M alue is spec e attacking p om this unit als it within 6in ds. Note th unit(s) spec up, which m cks which a tely before gainst flank ie. A unit ca	Irget unit's fro lelee with on- ified, the unit olayer must of t have a +(n) inches of this at a unit may ified. ust be used ust be used ust be used the unit's nor s or rears. The an only carry	ont facing tro e or more o has Brutal choose whice modifier wh unit, suffers also have a when the ur a 4+ and ar mal attacks be unit's Ma a single Ma	f your units w (1). If an ene h to use. een rolling to a Rout resul a qualifier for hit attacks in e resolved w and do not i wpup is then wpup at a tir	ith this rule, my unit is su damage. t, the oppone its Inspiring melee. Durir ith Crushing nherit specia destroyed a ne.	ent must re rule. In thi ng a melee Strength (al rules fror and cannot	e-roll that s case the , a Mawpup 1). These n the unit, be used

	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.