


**Goblins [2300]**

Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [195] Liliana's Tear	6	4+	-	5+	3	18	14/17	3	[190] [5]
<b>Special Rules:</b> <i>Crushing Strength(2),Regeneration(5+)</i> <b>Keywords:</b> <i>Troll</i>									
Lrg Inf Horde [220] Blessing of the Gods	6	4+	-	5+	3	18	14/17	3	[190] [30]
<b>Special Rules:</b> <i>Crushing Strength(2),Regeneration(5+),Elite</i> <b>Keywords:</b> <i>Troll</i>									
Lrg Inf Horde [235] Brew of Sharpness	6	3+	-	5+	3	18	14/17	3	[190] [45]
<b>Special Rules:</b> <i>Crushing Strength(2),Regeneration(5+)</i> <b>Keywords:</b> <i>Troll</i>									
Lrg Inf Horde [220] Chant of Hate	6	4+	-	5+	3	18	14/17	3	[190] [30]
<b>Special Rules:</b> <i>Crushing Strength(2),Regeneration(5+),Vicious</i> <b>Keywords:</b> <i>Troll</i>									
Lrg Inf Horde [190]	6	4+	-	5+	3	18	14/17	3	[190]
<b>Special Rules:</b> <i>Crushing Strength(2),Regeneration(5+)</i> <b>Keywords:</b> <i>Troll</i>									
Lrg Inf Horde [190]	6	4+	-	5+	3	18	14/17	3	[190]
<b>Special Rules:</b> <i>Crushing Strength(2),Regeneration(5+)</i> <b>Keywords:</b> <i>Troll</i>									
Lrg Inf Horde [190]	6	4+	-	5+	3	18	14/17	3	[190]
<b>Special Rules:</b> <i>Crushing Strength(2),Regeneration(5+)</i> <b>Keywords:</b> <i>Troll</i>									

Goblin Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blast(D3),Piercing(2),Steady Aim)	7	3+	5+	5+	2	10	16/18	6	[210]
<b>Special Rules:</b> <i>Crushing Strength(2),Strider</i> <b>Keywords:</b> <i>Beast, Goblin, King's Pride</i>									
Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blast(D3),Piercing(2),Steady Aim)	7	3+	5+	5+	2	10	16/18	6	[210]
<b>Special Rules:</b> <i>Crushing Strength(2),Strider</i> <b>Keywords:</b> <i>Beast, Goblin, King's Pride</i>									

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [60] Knowledgable[1] Celestial Restoration[1](2)	5	5+	-	4+	0	1	9/11	2	[25] [10] [25]
<b>Special Rules:</b> <i>Individual</i> <b>Keywords:</b> <i>Goblin</i>									
Hero (Inf) 1 Spellcaster 1 [50] Shroud of the Saint	5	5+	-	4+	0	1	9/11	2	[25] [25]
<b>Special Rules:</b> <i>Individual</i> <b>Keywords:</b> <i>Goblin</i>									

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

Total Units:

14

Total Unit Strength:

28

Total Primary Core Points:

2300 (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.
Special Rule	Description
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.

Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Arcane Ability	Description
<b>Knowledgable [1]</b>	Spellcaster Tier +1

Spell	Description	Special Rules
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Celestial Restoration [1]</b> Range: 36" Friendly, CC	For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.	Indirect

Artefact	Description
Liliana's Tear	The unit is not affected by the Dread, Shattering or Brutal special rules on enemy units.
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.