

 Goblins [2300]

Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [195] Staying Stone	6	4+	-	5+	3	18	15/17	3	[190] [5]
Special Rules: Crushing Strength(2),Regeneration(5+) Keywords: Troll									
Lrg Inf Horde (6) [205] Det' Packs Chalice of Wrath	6	4+	-	5+	3	18	14/17	3	[190] [0] [15]
Special Rules: Crushing Strength(2),Regeneration(5+),Det' Packs, Fury Keywords: Troll									
Lrg Inf Horde (6) [205] Dwarven Ale	6	4+	-	5+	3	18	14/17	3	[190] [15]
Special Rules: Crushing Strength(2),Regeneration(5+),Headstrong Keywords: Troll									

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]
Special Rules: Crushing Strength(2),Strider Keywords: Beast, Goblin, King's Pride									
Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blast(D3),Piercing(2),Steady Aim)	7	3+	5+	5+	2	10	16/18	6	[210]
Special Rules: Crushing Strength(2),Strider Keywords: Beast, Goblin, King's Pride									

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Cleaver	7	4+	-	5+	1	D6+8	18/20	6	[225] [0]
Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Slayer(Melee D6) Keywords: Giant, King's Pride									
Titan 1 [225] Giant Club	7	4+	-	5+	1	D6+8	18/20	6	[225] [0]
Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Rampage(Melee D6) Keywords: Giant, King's Pride									
Titan 1 [225] Giant Club	7	4+	-	5+	1	D6+8	18/20	6	[225] [0]
Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Rampage(Melee D6) Keywords: Giant, King's Pride									

King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [100] Groany Snark Shortbow (18")	10	4+	4+	4+	0	5	12/14	2	[70] [30]
Special Rules: Crushing Strength(1),Individual, Inspiring, Mini-Winggit Flight Suit, Blast(Melee D3),Fly, Thunderous Charge(2) Keywords: Goblin									

Flaggit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [40]	5	5+	-	4+	0	1	8/10	2	[40]
Special Rules: Individual, Inspiring Keywords: Goblin									

[F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [170] Blade of Slashing	10	4+	-	4+	3	14	13/15	3	[165] [5]
Special Rules: Nimble, Thunderous Charge(2),Vicious(Melee),Explodo'matic Bangstiks Keywords: Beast, Goblin, Mawpup Cage									

[F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [165]	10	4+	-	4+	3	14	13/15	3	[165]
Special Rules: Nimble, Thunderous Charge(2),Vicious(Melee),Explodo'matic Bangstiks Keywords: Beast, Goblin, Mawpup Cage									

[F] Gorp (King on Fleabag - Gorp's Explodo'matic Bangstiks) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [125] Shortbow (18") Special Rules: Aura(Elite (Melee - Cavalry with the Goblin keyword only)),Crushing Strength(1),Individual, Inspiring, Explodo'matic Bangstiks Keywords: Goblin	10	4+	4+	4+	0	5	12/14	3	[125]

Total Units:

13

Total Unit Strength:

22

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.
Mini-Winggit Flight Suit	Before being given an order in the movement phase other than Halt, Change Facing or Counter Charge, roll a D6. On a result of a 1 the flight suit malfunctions in spectacular fashion. All units, both Friendly and Enemy within 6" of it take a point of damage, including this unit. No Nerve tests are required for damage taken in this way.
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.
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.
Explodo'matic Bangstiks	Whenever a unit in this Formation rolls a natural unmodified 6 to hit in Melee, resolve that hit with the Blast (2) special rule. In addition, for each 6 rolled the attacking unit receives a point of damage as the Bangstik backfires on the unlucky goblin wielding it. No Nerve tests are taken for damage caused in this way.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
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 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.

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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.