

 Goblins [2300]

Sharpsticks	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [140]	5	5+	-	4+	3	30	19/21	2	[140]
<i>Special Rules: Phalanx Keywords: Expendable, Goblin, Mawpup Cage</i>									
Inf Horde [140]	5	5+	-	4+	3	30	19/21	2	[140]
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<i>Special Rules: Phalanx Keywords: Expendable, Goblin, Mawpup Cage</i>									

Luggit Gang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Ronnie Despoilers] Inf Regiment [200]	5	4+	-	4+	3	20	-/15	2	[160]
Mawpup									[10]
Brew of Strength									[30]
<i>Special Rules: Brutal, Crushing Strength(2), Wild Charge(D3), Mawpup Keywords: Berserker, Goblin, Mawpup Cage</i>									
[Statues] Inf Regiment [170]	5	4+	-	4+	3	20	-/15	2	[160]
Mawpup									[10]
<i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3), Mawpup Keywords: Berserker, Goblin, Mawpup Cage</i>									

Mawbeast Pack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Maw - ha - ha] Cav Troop [80]	6	3+	-	3+	1	6	9/11	2	[80]
<i>Special Rules: Crushing Strength(1), Nimble, Vicious(Melee), Wild Charge(D3) Keywords: Beast</i>									

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Stumpy Fox Bane] Titan 1 [225]	7	4+	-	5+	2	D6+8	18/20	6	[225]
Giant Cleaver									[0]
<i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6) Keywords: Giant, King's Pride</i>									
[Scud - u - Like] Titan 1 [225]	7	4+	-	5+	2	D6+8	18/20	6	[225]
Giant Cleaver									[0]
<i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6) Keywords: Giant, King's Pride</i>									

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

Flaggit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Tricky Dicky] Hero (Inf) 1 [55]	5	5+	-	4+	0	1	8/10	2	[40]
Trickster's Wand									[15]
Hex (2)									
<i>Special Rules: Aura(Strider - Infantry only), Individual, Very Inspiring Keywords: Goblin</i>									

Stinggit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Shield Git] Hero (Inf) 1 [85]	6	3+	4+	4+	0	4	9/11	2	[75]
Gnome-Glass Shield									[10]
Throwing Knives (12")									
<i>Special Rules: Crushing Strength(1), Duelist, Individual, Scout, Stealthy, Vicious Keywords: Goblin</i>									
[Flash Git] Hero (Inf) 1 [75]	6	3+	4+	4+	0	4	9/11	2	[75]
Throwing Knives (12")									
<i>Special Rules: Crushing Strength(1), Duelist, Individual, Scout, Stealthy, Vicious Keywords: Goblin</i>									
[Thick Git] Hero (Inf) 1 [75]	6	3+	4+	4+	0	4	9/11	2	[75]
Throwing Knives (12")									
<i>Special Rules: Crushing Strength(1), Duelist, Individual, Scout, Stealthy, Vicious Keywords: Goblin</i>									

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Wiz] Hero (Inf) 1 Spellcaster 1 [65]	5	5+	-	4+	0	1	9/11	2	[25]
Inspiring Talisman									[20]
Bane Chant (2)									[20]
<i>Special Rules: Individual, Inspiring Keywords: Goblin</i>									

[F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Fast Bangs] Cav Regiment [185]	10	4+	-	4+	3	14	13/15	3	[165]
Mawpup									[10]
Mead of Madness									[10]
Special Rules: Nimble, Thunderous Charge(2), Vicious(Melee), Explodo'matic Bangstiks, Mawpup, Wild Charge(1) 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
[Country Bangs] Cav Regiment [190]	10	4+	-	4+	3	14	13/15	3	[165]
Mawpup									[10]
Sir Jesse's Boots of Striding									[15]
Special Rules: Nimble, Thunderous Charge(2), Vicious(Melee), Explodo'matic Bangstiks, Mawpup 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
[The Wan King] Hero (Cav) 1 [150]	10	4+	4+	4+	0	5	12/14	3	[125]
Lute of Insatiable Darkness									[25]
Shortbow (18")									
Bane Chant (2)									
Special Rules: Aura(Elite (Melee - Cavalry with the Goblin keyword only)), Crushing Strength(1), Individual, Inspiring, Explodo'matic Bangstiks Keywords: Goblin									

Total Units: 17 **Total Unit Strength:** 26
Total Primary Core Points: 2300 (100.0%)

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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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.
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.
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.
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.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, 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" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Artefact	Description	
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.	
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 & Strider special rules until the end of the Turn.	
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.	
Inspiring Talisman	The unit gains the Inspiring special rule.	
Lute of Insatiable	The unit gains the Bane Chant (2) spell.	

Darkness

Brew of Strength

The unit gains the Crushing Strength (+1) special rule.