Goblins Alistair vowles

2300 / 2300 VALID

1st Battalion

Flaggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	10	2	[75]
Torc of Command									[15]
Special Rules: *Individual, Very Inspiring, Yielding*									

Rabble	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
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Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
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Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
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Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									

Goblin Slasher	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	5+	5+	2	10	18	5	[205]
Sharpstick Thrower (36", Att: 2, Blast (D3),Piercing (2))									
Special Rules: *Crushing Strength(2),Strider*									
Support Ti	7	3+	5+	5+	2	10	18	5	[205]
Sharpstick Thrower (36", Att: 2, Blast (D3),Piercing (2))									
Special Rules: *Crushing Strength(2),Strider*									

Big Rocks Thrower [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	6+	4+	1	2	11	2	[75]
Big Rocks Thrower (48", Blast (D3+1), Indirect, Piercing (3), Reload)									
Traits: *Lobber*									
Support War Eng	5	-	6+	4+	1	2	11	2	[75]
Big Rocks Thrower (48", Blast (D3+1), Indirect, Piercing (3), Reload)									
Traits: *Lobber*									

2nd Battalion

Flaggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	10	2	[60]
Special Rules: *Individual, Very Inspiring, Yielding*									

Rabble	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									

Goblin Slasher	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	5+	5+	2	10	18	5	[205]
Sharpstick Thrower (36", Att: 2, Blast (D3),Piercing (2))									
Special Rules: *Crushing Strength(2),Strider*									
Support Ti	7	3+	5+	5+	2	10	18	5	[205]
Sharpstick Thrower (36", Att: 2, Blast (D3),Piercing (2))									
Special Rules: *Crushing Strength(2),Strider*									

Big Rocks Thrower [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	6+	4+	1	2	11	2	[75]
Big Rocks Thrower (48", Blast (D3+1),Indirect, Piercing (3),Reload)									
Traits: *Lobber*									

Total Units: 23 **Total Unit Strength:** 41
Total Points: 2300

Command Order	Target	Description
Unleash the Mawpups	4	Units with the Green Horde Trait only. When the unit attacks in a Combat, separately roll 6 more attacks for the Mawpups, always hitting on 4+ and with Crushing Strength (1) - no other special rules from the unit have any effect. These attacks do not receive any bonus for rear/flank attacks and must be allocated to a single enemy unit.
You're standing on me 'ead!	4	Infantry, Large Infantry and Cavalry units only. The unit gains the Leaper special rule.

Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover.
Individual	This rule is explained on page 42.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Artefact	Description
Torc of Command	Command Orders attempted by this unit can be issued to units within 18" instead of the normal 12".