



500 Pts - Orcs & Goblins - Rufus Stonefang's Yellow 'uns - 500 pts

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Yellow 'uns (31⁺, 267 pts)														
Big Boss Naitgob Slaizza	1	4	4/5	3	4/5	4	2	4/5	3	6	5+	6+*		49
Composition: Hero General; Size Matters - Goblins; Hand Weapon; Light Armour; Shield; Fear Elves; Hate Dwarves														
<i>Martog's Best Basha</i>	1	+1 Weapon Skill, +1 Strength and +1 Initiative.											[15]	
da Morality Keepa	1	4	4	3	4	4	2	4	3	6	-			55
Composition: Hero Size Matters - Goblins; Hand Weapon; Battle Standard Bearer; Fear Elves; Hate Dwarves														
Night Goblins	29	4	2	3	3	3	1	3	1	5	6+	6+*		163
Composition: Core Size Matters - Goblins; Musician ; Standard Bearer ; Nets; Hand Weapon; Spear; Shield; Animosity; Fear Elves; Hate Dwarves														
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Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
The Cavalry (11⁺, 233 pts)														
Forest Goblin Spider Riders	4	4	2	3	3	3	1	2	1	6	5+	6+*		95
Composition: Core Size Matters - Goblins; Musician ; Standard Bearer ; Hand Weapon; Spear; Shield; Animosity; Fast Cavalry; Fear Elves														
Spider Rider Boss	1	4	2	3	3	3	1	2	2	6	5+	6+*		[25]
Hand Weapon; Spear; Shield														
Giant Spider	5	7	3	-	3	3	1	4	1	2	-			[0]
Forest Strider; Obstacle Strider; Poisoned Attacks														
Goblin Wolf Riders	5	4	2	3	3	3	1	2	1	6	4+	6+*		75
Composition: Core Size Matters - Goblins; Hand Weapon; Short Bow; Spear; Light Armour; Shield; Animosity; Fear Elves														
Wolf	5	9	3	-	3	3	1	3	1	3	-			[0]
Goblin Wolf Chariot	1				5	4	3				5+			63
Composition: Special Chariot; Scythed Wheels														
Goblin Crew	4	4	2	3	3	3	1	2	1	6	-			[3]
Size Matters - Goblins; Hand Weapon; Short Bow; Spear; Fear Elves														
Wolf	2	9	3	-	3	3	1	3	1	3	-			[0]
Total Cost:													500	

Option Footnotes	
Options	
Hand Weapon	6+ Ward Save in combat when on foot and fighting with a shield; no effect if mounted.
Light Armour	6+ Armour save.
Musician 	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Nets	Roll a D6 at the start of each close combat phase - on a 2-6, choose an enemy unit to net, which receives -1 to strength until the end of the phase. On a 1 the goblins net themselves, and suffer -1 strength instead.
Shield	+1 Armour save bonus.
Short Bow	16" Range, Strength 3. Volley Fire
Spear	Fight in Extra Rank (does not apply if charging); +1 Strength when mounted and charging.
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.
Special	
Size Matters - Goblins	Do not take Panic tests caused by Snotlings.

Roster Design Information

Units of Goblins *Fear* any Elves they don't outnumber 2:1.

Validation Report

Edition: 8th Edition; Game Type: Normal Game; Army Subtype: Orc & Goblin Horde

Roster satisfies all enforced validation rules

Roster Statistics

Casting Dice: 2

Dispel Dice: 2

General's Ld: 6

Models: 42

Total Characters: 104.0

Total Core: 333.0

Total Magic Items: 15.0

Total Rare: 0.0

Total Special: 63.0

% Characters: 20.8

% Core: 66.6

% Magic Items: 3.0

% Rare: 0.0

% Special: 12.6

Group	Min	Max	Used
Points of Lords	0	125	0
Points of Heroes	0	125	104
Points of Core	125	Unlimited	333
Points of Special	0	250	63
Points of Rare	0	125	0