


1000 Pts - Orcs & Goblins - Rufus Stonefang and friends

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Giant (1k, 205 pts)														
Rufus Stonefang	1	6	3	3	6	5	6	3	*	10	-			205
Composition: Rare Longshanks: Ignore normal obstacles (e.g. walls), but test to fall over when you cross them. Fall Over; Special Giant attacks; Causes Terror; Ignore Greenskin Panic; Large Target; Stubborn														
da Yellow 'uns (43k, 483 pts)														
Boss Slaizza	1	4	4/5	3	4/5	4	2	4/5	3	6	6+			47
Composition: Hero General ; Size Matters - Goblins; Hand Weapon; Light Armour; Fear Elves; Hates Dwarves														
<i>Martog's Best Basha</i>	1	+1 Weapon Skill, +1 Strength and +1 Initiative.												[15]
Boss Skrotty, da Morality keepa	1	4	4	3	4	4	2	4	3	6	6+			107
Composition: Hero Size Matters - Goblins; Hand Weapon; Light Armour; Battle Standard Bearer; Fear Elves; Hates Dwarves														
<i>Wailing Banner</i>	1	Causes Terror												[50]
Night Goblin Big Boss	1	4	4	3	4	4	2	4	3	6	5+	6+*		59
Composition: Hero Size Matters - Goblins; Hand Weapon; Light Armour; Shield; Fear Elves; Hates Dwarves														
<i>Backstabber's Blade</i>	1	Poisoned Attacks. +1 Strength when flanking, +2 Strength in the rear.												[25]
Night Goblins	37	4	2	3	3	3	1	3	1	5	6+	6+*		270
Composition: Core Size Matters - Goblins; Musician ; Standard Bearer ; Nets; Hand Weapon; Spear; Shield; Animosity; Fear Elves; Hates Dwarves														
Fanatics	3	2D6	-	-	5	3	1	3	D6	10	-			[75]
Immune to Psychology Cannot be charged. Release the Fanatics: When unit concealing are within 8" of enemy release fanatics 2D6" in any direction. Further Movement: 2D6 in random direction. Splat: When moving through a unit, inflict D6 S5 armor piercing hits. Remove fanatic when: contacting any terrain, roll double for movement (except on release), unit ends move over (unit takes D6 S5 AP hits)														
da Goblin Cavalry (16k, 311 pts)														
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]
Goblin Wolf Riders	5	4	2	3	3	3	1	2	1	6	4+	6+*		88
Composition: Core Size Matters - Goblins; Musician ; Standard Bearer ; Hand Weapon; Spear; Light Armour; Shield; Animosity; Fear Elves														
Wolf	5	9	3	-	3	3	1	3	1	3	-			[0]
Forest Goblin Spider Riders	9	4	2	3	3	3	1	2	1	6	5+	6+*		160
Composition: Core Strider - Forest; Strider - Obstacle; 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	10	7	3	-	3	3	1	4	1	2	-			[0]
Forest Strider; Obstacle Strider; Poisoned Attacks														
Total Cost:													999	

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.

Animosity:

1) Unit does nothing this turn

2-5) No Effect

6) Move D6" towards nearest enemy

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: 60

Total Characters: 213

Total Core: 518

Total Magic Items: 90

Total Rare: 205

Total Special: 63

% Characters: 21.3

% Core: 51.9

% Magic Items: 9

% Rare: 20.5

% Special: 6.3

Group	Min	Max	Used
Points of Lords	0	250	0
Points of Heroes	0	250	213
Points of Core	250	Unlimited	518
Points of Special	0	500	63
Points of Rare	0	250	205