

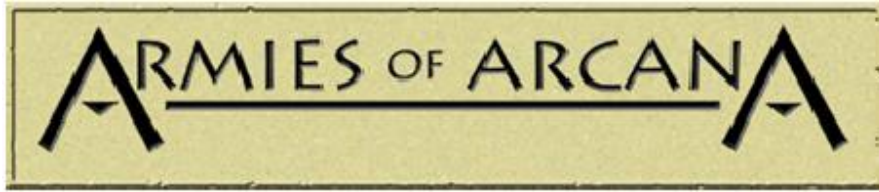
Goblins

Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Goblin Regulars	9	6"	1	2 - Shield	1	6	1 / 2		
Goblin Spearmen	14	6"	1	2 - Shield	1	6	1 / 2 - Str (0), Long Weapon		
Goblin Polearms	13	6"	1	1	1	6	1 / 2 - Str (1), Long Weapon		
Goblin Bowmen	21	6"	1	1	1	6	1 / 2	Bow (21"): 1 / 2 Str (1)	
Dervishes	37	6"	2	0	3	8	Sweep (3) / 3 - Str (1), First Strike		Berserk
Hobgoblins	23	7"	2	2 Fixed	2	8	1 / 2 - Str (1)		
Hobgoblins with 2-handed Weapons	22	7"	2	2 Fixed	2	8	1 / 2 - Str (3), Last Strike		
Hobgoblins with Spears	29	7"	2	2 Fixed	2	8	1 / 2 - Str (2), Long Weapons		
Wolfriders	22	18"	2	2	1	7	1 / 2 Wolf: 1 / 2		Base: 2
Wolfrider Scouts	31	18"	2	2	1	7	1 / 2 Wolf: 1 / 2	Light X-bow (12"): 1 / 2 Str (1)	Base: 2

Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Goblin King	184	6"	4	3 Fixed Evasion (2)	3	9 - Fearless	3 / 4 - Str (2), Magical, First Strike	(1 / 4)	
Goblin Noble	90	6"	3	2 Fixed Evasion (1)	2	8 - Fearless	3 / 3 - Str (1), Magical, First Strike	(1 / 3)	
Goblin Shaman	313	6"	3	2 Fixed Evasion (1)	4	7 - Fearless	2 / 3 - Str (1), Magical	(1 / 3)	Spell Caster Chaos, Fire, Air, Plague
Hobgoblin Hero	170	7"	4	2 Fixed Evasion (1)	3	9 - Fearless	3 / 4 - Str (3), Magical, First Strike		Fearsome
Wolf Mount	18	18"	1	Same as rider	-	Same as rider	1 / 2		Base: 2



Goblins

Artillery

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Goblin Cannon (Fires every other turn)	249	6"	4	3 Fixed	1	8 – Fearless	Wounds / 2	Ball (30"): 1 / 2 - Str (4), 2d3 hits, d3 wounds Shot:(24"): 1 / 2 - Str (2), 3d3 hits	Base 9