Amount	Name	MOV	CQ	BAR	Range	Damage	Specials	Points
1	Goblin Boss	d6	d12	d12	-	-	General, Axe, Shield, Axes, Shields	12

Goblin Boss Upgrades:
General

    General: This unit has the General designation.

Axe

    Axes: Soft counter versus units with shields and ignores default defense ability.

Shield

    Shields: Default defense.

Amount	Name	MOV	CQ	BAR	Range	Damage	Specials	Points
2	Goblin Wolf Riders	d8	d10	d10	d10	d20	Cavalry, Beast, Fast Cavalry, Short Bow, Volley Fire	54

Goblin Wolf Riders Rules:

    Cavalry: This unit is considered cavalry for the purpose of counters. Cavalry may not move laterally or backwards.

    Beast: This unit is of type beast for purposes of counters. Beast units are a hard counter versus cavalry.

    Fast Cavalry: Hard counter in melee versus war machines.

Goblin Wolf Riders Upgrades:
Short Bow

    Volley Fire: This missile weapon has the volley fire ability.

Amount	Name	MOV	CQ	BAR	Range	Damage	Specials	Points
2	Goblin Warriors	d6	d12	d12	-	-	Standard, Musician	30

Goblin Warriors Upgrades:
Standard

    Standard: Roll an additional die per standard on command rolls.

Musician

    Musician: When performing a rally action, a unit containing a musician may remove oen disordered token for free [without paying additional cost].

Amount	Name	MOV	CQ	BAR	Range	Damage	Specials	Points
2	Troll	d6	d8	d8	-	-	Behemoth, Damage, Fear	54

Troll Rules:

    Behemoth: This unit is considered behemoth for the purpose of counters.

    Damage: This unit has the damage trait.

    Fear: This unit causes fear.

Amount	Name	MOV	CQ	BAR	Range	Damage	Specials	Points
1	Giant	d8	d10	d8	d8	d10 giant strike	Impact, Giant's Strike, Terror, Damage, Giant, Monstrous Creature	44

Giant Rules:

    Impact: Impact allows a unit to perform impact hits. Impact is a soft counter cersus infantry, cavalry, and beasts.

    Giant's Strike: The giant's strike, while treated by the rules as a ranged attack, represents the reach of a giant's preferred melee attack range and vulnerability when surrounded in melee by units that have gotten up close and inside his guard.

    Terror: This unit causes terror.

    Damage: This unit has the damage trait.

    Giant: Soft counter versus behemoths and other monsterous creatures in melee.

    Monstrous Creature: This unit is a monstrous creature for purposes of counters.

Amount	Name	MOV	CQ	BAR	Range	Damage	Specials	Points
2	Bolt Thrower	d4	d12	d8	d20 plus default	d10	Bolt Thrower, War Machine, Reload	64

Bolt Thrower Rules:

    Bolt Thrower: Bolt Throwers are a soft counter versus infantry, and a hard counter versus flyers.

    War Machine: This unit is considered war machine for the purpose of counters.

    Reload: A unit must perform a reload action after each ranged attack before another ranged attack of any sort can be made with the weapon.

Amount	Name	MOV	CQ	BAR	Range	Damage	Specials	Points
1	Catapult	d4	d12	d8	Indirect Fire Attack	Full D10 / Splash D12	Catapult, Reload, War Machine	40

Catapult Rules:

    Catapult: Hard counter versus hordes and swarms.

    Reload: A unit must perform a reload action after each ranged attack before another ranged attack of any sort can be made with the weapon.

    War Machine: This unit is considered war machine for the purpose of counters.

| **Total Points:** | | | | | | | | **298** |