

## FORCE ROSTER: WOLVES & GOBLINS

### GOBLIN WOLF RIDER CAPTAINS (3 HEROES)

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Champion (Level 1)	12	1	0	3	1	1
Missiles:	None					
<b>Traits:</b>						
Mounted	May move 2 ST					

### GOBLIN WOLF RIDERS (12 UNITS) First Goblin Attack

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Light Riders: Noble Riders and Light Chariots	192	8	0	3	2	2 each
Missiles:	None					
<b>Traits:</b>						
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation					
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one move					
Evade	May attempt to evade enemy charges on passing a Command Test (see Evade rules)					

### GOBLIN CAPTAINS (5 HEROES)

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Champion (Level 1)	10	1	0	3	1	1
Missiles:	None					

### GOBLIN WARRIORS (20 UNITS)

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Warriors: Heavy Infantry	300	12	0	2	4	2 each
Missiles:	None					
<b>Traits:</b>						
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points					
Impetuous	Must charge enemy within killing zone at the start of movement phase. Must pursue enemy defeated in melee combat unless a Command Test is passed using 2d6, using the lower score. May add +1 Combat Dice if at full strength with a Charging or Winning marker					

### BOLG SON OF AZOG (HERO)

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Legendary Hero (Level 4)	49	4	0	3	2	6
Missiles:	None					
<b>Traits:</b>						
Army Commander	May influence any Unit within 2 ST; +1 Reputation					
Today We Fight To Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice					
Battle Smiter	+1 Combat Dice in single combats					

### BOLG'S BODYGUARD (2 UNITS)

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Warriors: Heavy Infantry	58	12	0	4	4	3 each
Missiles:	None					
<b>Traits:</b>						
Impetuous	Must charge enemy within killing zone at the start of movement phase. Must pursue enemy defeated in melee combat unless a Command Test is passed using 2d6, using the lower score. May add +1 Combat Dice if at full strength with a Charging or Winning marker					
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina					

### MASSED WARGS (6 UNITS) Second Goblin Attack

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Heavy Riders: Medium Cavalry	108	10	0	3	3	2 each
Missiles:	None					
<b>Traits:</b>						
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation					
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one move					
Impetuous	Must charge enemy within killing zone at the start of movement phase. Must pursue enemy defeated in melee combat unless a Command Test is passed using 2d6, using the lower score. May add +1 Combat Dice if at full strength with a Charging or Winning marker					

### GOBLIN SKIRMISHERS (8 UNITS) Climbing over the Mountain

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation Points
Skirmishers: Shooters	96	6	6	2	2	1 each
Missiles:	Bows (range 3 ST)		3 if shot at			
<b>Traits:</b>						
Agile	No penalties in Rough Terrain					
Evade	May attempt to evade enemy charges on passing a Command Test (see Evade rules)					