

## Barry Joyner Goblins (Evil)

<b>Sharpsticks</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	5	-	4	2	3	30	19/21	155	
Phalanx Keywords: Expendable, Goblin, Mawpup Cage										
Horde(40)	5	5	-	4	2	3	30	19/21	155	
Phalanx Keywords: Expendable, Goblin, Mawpup Cage										
<b>Trolls</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	-	5	2	3	18	14/17	190	
Crushing Strength (2), Regeneration (5+) Keywords: Troll										
<b>Fleabag Riders</b>										<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	10	4	-	4	3	3	14	12/14	155	
Blade of Slashing Mawpup Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage										
									5	
									10	
<b>Rabble</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	5	-	4	2	2	12	12/14	75	
Keywords: Expendable, Goblin, Mawpup Cage										
<b>Spitters*</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	6	5	3	3	3	20	19/21	160	
Bows (24") Keywords: Goblin										
<b>Mincer Mob*</b>										<b>Chariot</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	5	4	-	4	3	2	D6+21	-/16	200	
Sir Jesse's Boots of Striding Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1) Keywords: Gizmo, Goblin										
									15	
<b>Giant</b>										<b>Titan</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	4	-	5	6	1	D6+8	18/20	225	
Brutal, Crushing Strength (4), Fury, Strider Keywords: Giant, King's Pride										
<b>Goblin Blaster</b>										<b>Monster (Cht)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	5	3	1	3	-/10	65	
Blast (D6), Boom!, Brutal, Crushing Strength (3) Makeshift Grenades (12", Blast (D3), Piercing (1)) Keywords: Gizmo, Goblin										

<b>Goblin Slasher</b>									<b>Titan</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	5	5	6	1	8	16/18	210
Crushing Strength (2), Strider Sharpstick Thrower (36", Att: 2, Blast (D3), Piercing (2), Steady Aim) Keywords: Beast, Goblin, King's Pride									
<b>Winggit</b>									<b>Monster</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	5	4	4	3	1	3	13/15	120
Upgrade with Goblin Spotter, allowing the use of the Eye in the Sky unique special rule Fly, Nimble, Eye in the Sky Firebombs (12", Blast (D3), Ignores Cover, Piercing (1), Steady Aim, Vicious (Ranged)) Keywords: Gizmo, Goblin									
<b>Magwa &amp; Jo'os[1]</b>									<b>Hero (LrgCav) Spellcaster: 2</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	2	0	7	12/14	150
Crushing Strength (2), Duelist, Individual, Inspiring, Mighty, Vicious (Melee), Wild Charge (D3) Spells: Lightning Bolt (4) Keywords: Beast, Goblin									
<b>King</b>									<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	4	4	2	0	5	12/14	70
Lute of Insatiable Darkness Jareth's Pendant [1] - Aura (Headstrong). This upgrade cannot be taken in addition to a Fleabag Mount. Crushing Strength (1), Individual, Inspiring, Aura (Headstrong) Shortbow (18") Keywords: Goblin									
<b>Mawpup Launcher</b>									<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	4	4	2	0	3	9/11	75
Mawpup Bombardment (36", Blast (D3), Ignores Cover, Indirect, Reload), Mawpup Delivery (36", Indirect, this attack always hits on a 4+, may only target friendly core units with the <b>Mawpup Cage</b> Keyword, including those in combat. Hits do not cause damage; instead, if on or more hits are scored, the target unit receives a Mawpup if ab Keywords: Gizmo, Goblin, Lobber									
<b>Sharpstick Thrower</b>									<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	4	4	2	0	2	9/11	75
Sharpstick Thrower (48", Blast (D3), Piercing (2), Reload) Keywords: Gizmo, Goblin, Lobber									
<b>Big Rocks Thrower</b>									<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	5	4	2	0	2	9/11	90
Big Rocks Thrower (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (3), Reload) Keywords: Gizmo, Goblin, Lobber									

#### Special Rules and Spells:

<b>Aura</b>	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
<b>Big Shield</b>	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blast</b>	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
<b>Boom!</b>	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n)

value to the total rolled. If an enemy unit is subject to both the *Brutal* and *Dread* special rules, the attacking player must choose which to use.

<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Duelist</b>	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
<b>Eye in the Sky</b>	At the start of each of your ranged phases you can immediately target and “Mark” an Enemy unit anywhere within 24” of this unit regardless of line of sight. For the remainder of the turn, all friendly core units with the Lobber keyword targeting the Marked unit have the Elite (Ranged) special rule. Note: The unit does not have Eye in the Sky unless purchased.
<b>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Lute of Insatiable Darkness</b>	The unit gains the Bane Change (2) spell.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
<b>Phalanx</b>	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<b>Regeneration (5+)</b>	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
<b>Sharpstick Thrower</b>	This unit is equipped with a ranged attack.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and recovers this bonus by one when Hindered (to a minimum of zero).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10” away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.