Goblins

Evil

Rabble — Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	4	2	3	25	19/21	[125]

Keywords: Expendable, Goblin, Mawpup Cage

Trolls — Large Infantry

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

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

Mawbeast Pack* — Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	6	3	-	3	2	3	12	12/14	[120]

Crushing Strength (1), Nimble, Vicious (Melee), Wild Charge (D3)
Keywords: Beast

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	6	3	-	3	2	3	12	12/14	[120]

Crushing Strength (1), Nimble, Vicious (Melee), Wild Charge (D3)
Keywords: Beast

Fleabag Riders — Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	10	4	-	4	3	3	14	12/14	155
Mawpup									10
									[165]

Nimble, Thunderous Charge (1), Vicious (Melee)
Keywords: Beast, Goblin, Mawpup Cage

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	10	4	-	4	3	3	14	12/14	155
Mawpup									10
									[165]

Nimble, Thunderous Charge (1), Vicious (Melee)
Keywords: Beast, Goblin, Mawpup Cage

Goblin Slasher — Titan

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

Biggit — Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	4	4	2	0	3	9/11	55
Exchange two-handed weapon for Shortbow, losing Crushing Strength but gaining the ranged attack - Shortbow: 18", Ra: 4+									0
									[55]

Individual, Inspiring
Shortbows (18", Ra: 4+)
Keywords: Goblin

Flaggit — Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	8/10	40
Diadem of Dragonkind									30
									[70]

Individual, Inspiring
Keywords: Goblin

King on chariot — Hero (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	4	4	4	3	1	7	13/15	130
Piercing Arrow									10
									[140]

Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (1)
Shortbow (18", Steady Aim)
Keywords: Beast, Goblin

Wiz — Hero (Cav) Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	5	-	4	3	0	1	9/11	45
The Boomstick									30
Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3)									25
									[100]

Individual
Spells: Lightning Bolt (3)
Keywords: Goblin

Total Unit Strength: 23 — Total Units: 12
Total Core: 1650 (100%)

Special Rules and Spells:

Blast	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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Diadem of Dragonkind	The unit gains the Fireball (8) spell.
Individual	See page 34.
Inspiring	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 scond result stands. Note that a unit may also have a qualifier for its *Inspiring* rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: *Piercing* (1), Hits on a 5+ against unit in Cover.
Mawpup	The unit is equipped with a Mawpup, which must be used when the unit attacks in melee. During a melee, a Mawpup grants the unit an additional 6 attacks which always hit on a 4+ and are resolved with Crushing Strength (1). These attacks should be resolved separately before the unit's normal attacks and do not inherit special rules from the unit, nor do they double/triple attacks against flanks or rears. The unit's Mawpup is then destroyed and cannot be used again for the remainder of the game. A unit can only carry a single Mawpup at a time.
Nimble	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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
Regeneration	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.
Sharpstick Thrower	This unit is equipped with a ranged atta
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
The Boomstick	The unit gains the Lighning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's *Crushing Strength* (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	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 *Wild Charge* (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. *Wild Charge* (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.