



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 | 3 | 3 | 18 | 14/17 | [190] |

Crushing Strength (2), Regeneration (5+)

Keywords: Troll

| | | | | | | | | | |
|----------|---|---|---|---|---|---|----|-------|-------|
| Horde(6) | 6 | 4 | - | 5 | 3 | 3 | 18 | 14/17 | [190] |
|----------|---|---|---|---|---|---|----|-------|-------|

Crushing Strength (2), Regeneration (5+)

Keywords: Troll

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

| | | | | | | | | | |
|--------------|----|---|---|---|---|---|----|-------|-----|
| 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

Mincer Mob*

Chariot

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|-------------|----|----|----|----|---|----|-------|------|-----|
| Regiment(3) | 5 | 4 | - | 4 | 3 | 2 | D6+21 | -/16 | 200 |

Maccwar's Potion of the Caterpillar

20

[220]

Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)

Keywords: Gizmo, Goblin

Big Rocks Thrower

War Engine

| 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

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|------|------|
| 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

Goblin Blaster

Monster (Cht)

| 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

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|------|------|
| 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

| Winggit | | | | | | | | | | Monster |
|--|----|----|----|----|---|----|------|-------|-------|-------------------|
| 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 | | | | | | | | | | 10 |
| Fly, Nimble, Eye in the Sky Firebombs (12", Blast (D3), Ignores Cover, Piercing (1), Steady Aim, Vicious (Ranged)) Keywords: Gizmo, Goblin | | | | | | | | | | [130] |
| Giant | | | | | | | | | | Titan |
| 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 | | | | | | | | | | |
| King | | | | | | | | | | Hero (Inf) |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 5 | 4 | 4 | 4 | 2 | 0 | 5 | 12/14 | 70 | |
| Sacred Horn Jareth's Pendant [1] - Aura (Headstrong). This upgrade cannot be taken in addition to a Fleabag Mount. | | | | | | | | | | 15 |
| Crushing Strength (1), Individual, Inspiring, Aura (Headstrong) Shortbow (18") Keywords: Goblin | | | | | | | | | | 15 |
| | | | | | | | | | | [100] |
| King | | | | | | | | | | Hero (Cav) |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 10 | 4 | 4 | 4 | 3 | 0 | 5 | 12/14 | 70 | |
| Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3) | | | | | | | | | | 35 |
| Crushing Strength (1), Individual, Inspiring Shortbow (18") Keywords: Goblin | | | | | | | | | | [105] |
| Banggit | | | | | | | | | | Hero (Inf) |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 5 | 6 | 4 | 4 | 2 | 0 | 3 | 9/11 | 60 | |
| Wings of Honeymaze | | | | | | | | | | 40 |
| Individual, Volatile Explosives Makeshift Grenades (12", Blast (D3), Piercing (1), Shattering) Keywords: Gizmo, Goblin | | | | | | | | | | [100] |
| 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 | |
| Sir Jesse's Boots of Striding | | | | | | | | | | 15 |
| Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (1) Shortbow (18", Steady Aim) Keywords: Beast, Goblin | | | | | | | | | | [145] |
| Magwa'ns [1] | | | | | | | | | | Cavalry |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| Regiment(10) | 6 | 3 | - | 4 | 2 | 3 | 12 | 12/14 | [130] | |
| Crushing Strength (1), Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast | | | | | | | | | | |

Total Unit Strength: 25
Total Core: 2300 (100%)

Total Units: 17





SPECIAL RULES AND SPELLS:

| | |
|--|--|
| Aura | (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. |
| Big Shield | All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+. |
| 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. |
| Boom! | At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play. |
| Brutal | 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 no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use. |
| Crushing Strength | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. |
| Eye in the Sky | 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. This special rule may not be used whilst Disordered. |
| Fly | 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. |
| Fury | While Wavering, this unit may still declare a Counter Charge. |
| Headstrong | If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required. |
| Ignore Cover | The unit fires in high arcs, hitting the target from the top, which means it only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit does need to have LoS to the target to fire at it. |
| Indirect | The unit cannot make Ranged attacks on targets that are within 12" |
| Individual | See page 34 (page 30 in gamers edition) |
| 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 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. |
| Maccwar's Potion of the Caterpillar | This unit gains the <i>Pathfinder</i> special rule. |
| 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. |
| 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. |
| Reload | The unit can only make ranged attacks if it received a Halt order in its previous Movement phase. |
| Sacred Horn | The unit gains as additional 3" range to all of its Auras. |
| Shattering | If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn. |
| 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. |
| 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 <i>Crushing Strength</i> (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. |
| Volatile Explosives | When your opponent rolls to damage against this unit, rolls of a natural unmodified 6s deal 2 points of damage each instead of 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 <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. |
| Wings of Honeymaze | Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2. |
