



GOBLINS

EVIL

Sharpsticks

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	15	12/14	[95]
Phalanx Keywords: Expendable, Goblin, Mawpup Cage									

Rabble

Infantry

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									

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
Staying Stone Crushing Strength (2), Regeneration (5+) Keywords: Troll									
Horde(6)	6	4	-	5	3	3	18	14/17	190
Healing Brew 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
Troop(5)	10	4	-	4	3	1	7	9/11	[100]
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									
Troop(5)	10	4	-	4	3	1	7	9/11	[100]
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									
Regiment(10)	10	4	-	4	3	3	14	12/14	155
Mead of Madness Mawpup									
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
Sir Jesse's Boots of Striding									
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 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										
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	
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										
										[85]
Wiz										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	[45]	
Individual Spells: Lightning Bolt (3) Keywords: Goblin										
1	5	5	-	4	2	0	1	9/11	[45]	
Individual Spells: Lightning Bolt (3) Keywords: Goblin										
Troll Bruiser										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	12/15	110	
Blade of Slashing										
Crushing Strength (2), Inspiring (Troll only), Nimble, Regeneration (5+) Keywords: Troll										
										5
										[115]
Magwa & Jo'os[1]										Hero (LrgCav) Spellcaster: 2
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										
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: 18





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+.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.
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.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
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.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (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.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) special rule.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
Phalanx	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.
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.
Sharpstick Thrower	This unit is equipped with a ranged attack
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Staying Stone	The unit gains +1 to its Wavering stat value.
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.
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.