



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
Hann's Sanguinary Scripture Mawpup									10
									10
									[145]
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									

Mawbeast Pack*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	6	3	-	3	2	1	6	9/11	[80]
Crushing Strength (1), Nimble, Vicious (Melee), Wild Charge (D3)									
Keywords: Beast									
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
Nimble, Thunderous Charge (1), Vicious (Melee)									[165]
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
Brew of Sharpness									35
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)									[235]
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									
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										

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 Fly, Nimble, Eye in the Sky Firebombs (12", Blast (D3), Ignores Cover, Piercing (1), Steady Aim, Vicious (Ranged)) Keywords: Gizmo, Goblin										10 [130]

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										15 [85]

Flaggit										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	8/10	[40]	
Individual, Inspiring Keywords: Goblin										

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	
Inspiring Talisman Individual Spells: Lightning Bolt (3) Keywords: Goblin										20 [65]

RATKIN **EVIL**

Shock Troops										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	6	4	-	4	2	4	30	20/22	[220]	
Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin										

Total Unit Strength: 24
 Total Core: 1780 (89.0%)
 Total Ally: 220 (11.0%)

Total Units: 16

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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
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.
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.
Hann's Sanguinary Scripture	The unit gains the <i>Lifefeech</i> (+1) special rule.
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 does not suffer the -1 to hit modifier for enemy targets being in cover. Note that the firing unit does still need to have LoS to its target to fire at it.
Indirect	The unit cannot make Ranged attacks on targets that are within 12"
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 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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
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.
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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.