



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									
Horde(40)	5	5	-	4	2	3	25	19/21	[125]
Keywords: Expendable, Goblin, Mawpup Cage									
Horde(40)	5	5	-	4	2	3	25	19/21	125 5
Blade of Slashing									
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									
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									

War-Trombone

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	4	4	2	0	10	8/10	[65]
War-Trombone (12", Piercing (1), Steady Aim)									
Keywords: Gizmo, Goblin									
1	5	-	4	4	2	0	10	8/10	[65]
War-Trombone (12", Piercing (1), Steady Aim)									
Keywords: Gizmo, Goblin									
1	5	-	4	4	2	0	10	8/10	[65]
War-Trombone (12", Piercing (1), Steady Aim)									
Keywords: Gizmo, Goblin									

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 15 15
Sacred Horn									
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									

Flaggit

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	8/10	40 25
Lute of Insatiable Darkness									
Individual, Inspiring									
Keywords: Goblin									

Wiz										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	Spellcaster: 1
1	5	5	-	4	2	0	1	9/11	45	
Conjurer's Staff Bane Chant (2)										10
										20
										[75]
Individual Spells: Lightning Bolt (3), Bane Chant (2) Keywords: Goblin										
1	5	5	-	4	2	0	1	9/11	45	
The Boomstick										25
										[70]
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]	
Crushing Strength (2), Inspiring, Nimble, Regeneration (5+) Keywords: Troll										
1	6	3	-	5	3	1	5	12/15	[110]	
Crushing Strength (2), Inspiring, Nimble, Regeneration (5+) Keywords: Troll										

NIGHTSTALKERS										EVIL
Doppelgangers										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	5	-	4	2	3	10	15/17	[145]	
Doppelganger, Mindthirst, Stealthy Keywords: Nightmare										
Regiment(20)	5	5	-	4	2	3	10	15/17	[145]	
Doppelganger, Mindthirst, Stealthy Keywords: Nightmare										
Regiment(20)	5	5	-	4	2	3	10	15/17	[145]	
Doppelganger, Mindthirst, Stealthy Keywords: Nightmare										

Total Unit Strength: 32

Total Core: 1865 (81.1%)

Total Ally: 435 (18.9%)

Total Units: 19

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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Doppelganger	When this unit attacks an enemy unit in melee, it may opt to use the Enemy's profile for its melee attacks instead of its own. If it does so then it uses the Enemy unit's Melee stat, Attacks stat and Crushing Strength value for that turn instead of its own. Any magical artefacts the Enemy unit has are ignored. The Doppelgangers themselves may still use a magic artefact as normal if they have one. Apply any bonuses and penalties granted by magic artefacts, spells, terrain or other sources after the decision on which stats to use.
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.
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.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Mindthirst	If this unit is within 12" of an enemy unit with the <i>Inspiring</i> or <i>Very Inspiring</i> special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
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.
Sacred Horn	The unit gains an additional 3" range to all of its Auras.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.