



GOBLINS

EVIL

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									
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Expendable, Goblin, Mawpup Cage									
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
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Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
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Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Expendable, Goblin, Mawpup Cage									
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
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]
Keywords: Expendable, Goblin, Mawpup Cage									

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									

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									
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									

King										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	4	4	4	2	0	5	12/14	70	
Upgrade to Groany Snark [1] - Speed 10, Fly, Thunderous Charge (2), Blast ((D3) - Melee), Mini-Winggit Flight suit. Cannot take mount or magical artefact.									30	
Crushing Strength (1), Individual, Inspiring, Fly, Thunderous Charge (2), Blast (D3 - Melee), Mini-Winggit Flight Suit Shortbow (18") Keywords: Goblin									[100]	
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	
Inspiring Talisman Individual, Volatile Explosives Makeshift Grenades (12", Att: 3, Blast (D3), Piercing (1), Shattering) Keywords: Gizmo, Goblin									20	
									[80]	
1	5	6	4	4	2	0	3	9/11	[60]	
Individual, Volatile Explosives Makeshift Grenades (12", Att: 3, Blast (D3), Piercing (1), Shattering) Keywords: Gizmo, Goblin										
1	5	6	4	4	2	0	3	9/11	[60]	
Individual, Volatile Explosives Makeshift Grenades (12", Att: 3, Blast (D3), Piercing (1), Shattering) Keywords: Gizmo, Goblin										
Wiz										Hero (Cav) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	-	4	3	0	1	9/11	45	
Crown of the Wizard King Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3) Knowledgeable [1] - Spellcaster tier +1 Library Host Shadowbeast (8)									15	
									25	
									10	
									30	
Individual Spells: Lightning Bolt (3), Host Shadowbeast (8) Keywords: Goblin									[125]	
Gorp's Explodo'matic Bangstiks [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Fleabag Riders (F)										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	10	4	-	4	3	3	14	13/15	165	
Custom name: Flags Helm of the Drunken Ram Mawpup									15	
									10	
Explodo'matic Bangstiks, Nimble, Thunderous Charge (2), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									[190]	
Regiment(10)	10	4	-	4	3	3	14	13/15	165	
Blade of Slashing Mawpup									5	
									10	
Explodo'matic Bangstiks, Nimble, Thunderous Charge (2), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									[180]	

King on Fleabag (F)									Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	4	4	4	3	0	5	12/14	125
Pipes of Terror									10
Aura (Elite - (Melee - Cavalry with the Goblin keyword only)), Crushing Strength (1), Individual, Inspiring									[135]
Shortbow (18")									
Keywords: Goblin									

Total Unit Strength: 28

Total Core: 2300 (100%)

Total Units: 25



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.
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.
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.
Crown of the Wizard King	The unit gains an additional 6" range on all of its spells that target Friendly units.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Explodo'matic Bangsticks	Whenever a unit in this Formation rolls a natural unmodified 6 to hit in Melee, resolve that hit with the Blast (2) special rule. In addition, for each 6 rolled the attacking unit receives a point of damage as the Bangstick backfires on the unlucky goblin wielding it. No Nerve tests are taken for the damage caused in this way.
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.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
Host Shadowbeast	Spell: 12", Friendly, Individuals only, CC - For each hit scored, the target unit gains +1 attacks when attacking in Melee for the rest of the Turn. Multiple, subsequent castings from different sources are not cumulative.
Ignore Cover	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight 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.
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.
Mini-Winggit Flight Suit	Before being given an order in the movement phase other than Halt, Change Facing or Counter Charge, roll a D6. On a result of a 1 the flight suit malfunctions in spectacular fashion. All units, both Friendly and Enemy within 6" of it take a point of damage, including this unit. No Nerve tests are required for damage taken in this way.
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.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.

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.
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.
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.