

Goblins (Evil)								
Rabble								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	4+	25	19/21	125	Yellow-Bellied
Horde(40)	5	5+	-	4+	25	19/21	125	Yellow-Bellied
Horde(40)	5	5+	-	4+	25	19/21	125	Yellow-Bellied
- Crystal Pendant of Retribution							50	
Fleabag Chariots								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	9	4+	5+	4+	8	11/13	110	Base Size: (50x100mm), Bows (Range 24"), Thunderous Charge (2), Yellow-Bellied
Regiment(3)	9	4+	5+	4+	8	11/13	110	Base Size: (50x100mm), Bows (Range 24"), Thunderous Charge (2), Yellow-Bellied
Horde(6)	9	4+	5+	4+	16	14/16	170	Base Size: (50x100mm), Bows (Range 24"), Thunderous Charge (2), Yellow-Bellied
- Maccwar's Potion of the Caterpillar							20	
War-Trombone								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
Big Rocks Thrower								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	8/10	80	Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied
(1)	5	-	5+	4+	1	8/10	80	Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied
(1)	5	-	5+	4+	1	8/10	80	Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied
King on chariot								Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	4+	4+	4+	7	13/15	130	Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Inspiring, Nimble, Thunderous Charge (2), Yellow-Bellied
(1)	9	4+	4+	4+	7	13/15	130	Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Inspiring, Nimble, Thunderous Charge (2), Yellow-Bellied
(1)	9	4+	4+	4+	7	13/15	130	Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Inspiring, Nimble, Thunderous Charge (2), Yellow-Bellied
Wiz								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	10	5+	-	4+	1	9/11	45	Hero (Cav), Blizzard (2), Individual, Lightning Bolt (3), Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
- Blizzard (2) (L)							30	
- Inspiring Talisman							20	

Goblin Blaster	Monster
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	-	5+	*	8/10	65	Base Size: (50x100mm), Goblin Blaster, Height (3)
(1)	5	-	-	5+	*	8/10	65	Base Size: (50x100mm), Goblin Blaster, Height (3)
(1)	5	-	-	5+	*	8/10	65	Base Size: (50x100mm), Goblin Blaster, Height (3)

Grogger's Great Lobber[1]	War Engine
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	9/11	100	Big Shield, Blast (D6+2), Indirect Fire, Piercing (3), Reload!

- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc 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.
- Blizzard** 36" Range, Blast (D6). Indirect.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Crystal Pendant of Retribution** When the unit is Routed, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.
- Goblin Blaster** The Goblin operator (whose model, by the way, is always ignored) can trigger the Blaster explosion at any point during any of its Shoot phases, even if it has moved At The Double or is Disordered that turn - all units (friend and foe) within D6" of the Blaster model suffer 2D6 hits with Piercing (4), and then the Blaster model is immediately Routed. Roll the number of hits once, but then roll to damage individually for each unit hit. Friendly units taking damage as a result do not have to take Nerve tests, but enemy units will do as normal. If a Blaster routs as a result of a Nerve test, it explodes as above. *If a Blaster charges an enemy unit, it will simply detonate in the Shoot phase as above.
- Indirect Fire** The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
- Individual**
Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
Move Individuals have the Nimble special rule.
Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

- Maccwar's
Potion of
the
Caterpillar** The unit has the Pathfinder special rule.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Thunderous
Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.
- Yellow-
Bellied** When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge