



## GOBLINS

EVIL

### 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
Upgrade with Det' Packs [1] (Horde only)									5
Crushing Strength (2), Regeneration (5+), Det' Packs [1]									[195]
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									
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									
Troop(5)	6	3	-	3	2	1	6	9/11	[80]
Crushing Strength (1), Nimble, Vicious (Melee), Wild Charge (D3)									
Keywords: Beast									

### Giant

### Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	6	1	D6+8	18/20	[225]
Brutal, Crushing Strength (4), Fury, Slayer (Melee - D6), Strider									
Keywords: Giant, King's Pride									
1	7	4	-	5	6	1	D6+8	18/20	[225]
Brutal, Crushing Strength (4), Fury, Slayer (Melee - D6), Strider									
Keywords: Giant, King's Pride									

### King

### Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	4	4	4	3	0	5	12/14	70
Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3)									35
Crushing Strength (1), Individual, Inspiring									[105]
Shortbow (18")									
Keywords: Goblin									

<b>King</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	4	4	2	0	5	12/14	70	
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									15 15 [100]	
<b>Banggit</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
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										
<b>Troll Bruiser</b>										<b>Hero (LrgInf)</b>
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										

Total Unit Strength: 24  
 Total Core: 2300 (100%)

Total Units: 16



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Blast</b>	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.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Det' Packs [1]</b>	When this unit suffers a Rout result, all units, both Friendly and Enemy within 6" of it suffer D6+1 hits at Piercing (1). These hits are resolved by the player that Routed the unit with the Det' Packs. Roll once and apply the number of hits to all units within range. No Nerve tests are required for damage caused in this way.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Headstrong</b>	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.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Nimble</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Regeneration</b>	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.

<b>Sacred Horn</b>	The unit gains an additional 3" range to all of its Auras.
<b>Shattering</b>	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.
<b>Slayer</b>	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Volatile Explosives</b>	When your opponent rolls to damage against this unit, rolls of a natural unmodified 6s deal 2 points of damage each instead of 1.
<b>Wild Charge</b>	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.