

GOBLINS NEW 2000



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

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
Sir Jesse's Boots of Striding									15
Crushing Strength (2), Regeneration (5+)									[205]
Keywords: Troll									

Horde(6)	6	4	-	5	3	3	18	14/17	190
Maccwar's Potion of the Caterpillar									20
Crushing Strength (2), Regeneration (5+)									[210]
Keywords: Troll									

Horde(6)	6	4	-	5	3	3	18	14/17	190
Staying Stone									5
Crushing Strength (2), Regeneration (5+)									[195]
Keywords: Troll									

Horde(6)	6	4	-	5	3	3	18	14/17	[190]
Crushing Strength (2), Regeneration (5+)									[190]
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)									[65]
Keywords: Gizmo, Goblin									

1	5	-	4	4	2	0	10	8/10	[65]
War-Trombone (12", Piercing (1), Steady Aim)									[65]
Keywords: Gizmo, Goblin									

1	5	-	4	4	2	0	10	8/10	[65]
War-Trombone (12", Piercing (1), Steady Aim)									[65]
Keywords: Gizmo, Goblin									

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, Strider									[225]
Keywords: Giant, King's Pride									

1	7	4	-	5	6	1	D6+8	18/20	[225]
Brutal, Crushing Strength (4), Fury, Strider									[225]
Keywords: Giant, King's Pride									

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	
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]	
Wiz										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	-	4	3	0	1	9/11	45	
The Boomstick Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3) Individual Spells: Lightning Bolt (3) Keywords: Goblin									30 25 [100]	
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	
Blade of Slashing Crushing Strength (2), Inspiring (Troll only), Nimble, Regeneration (5+) Keywords: Troll									5 [115]	
1	6	3	-	5	3	1	5	12/15	110	
Mace of Crushing Crushing Strength (2), Inspiring (Troll only), Nimble, Regeneration (5+) Keywords: Troll									5 [115]	

Total Unit Strength: 19
 Total Core: 2000 (100%)

Total Units: 14



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.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Staying Stone	The unit gains +1 to its Wavering stat value.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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 3.