



## 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]
Keywords: Expendable, Goblin, Mawpup Cage									

### Mawbeast Pack\*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	6	3	-	3	2	3	12	12/14	[120]
Crushing Strength (1), Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast									
Regiment(10)	6	3	-	3	2	3	12	12/14	[120]
Crushing Strength (1), Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast									
Regiment(10)	6	3	-	3	2	3	12	12/14	[120]
Crushing Strength (1), Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast									

### Mincer Mob\*

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	4	-	4	3	2	D6+21	-/16	[200]
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1) Keywords: Gizmo, Goblin									

### Mawpup Launcher

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	4	4	2	0	3	9/11	[75]
Mawpup Bombardment (36", Blast (D3), Ignores Cover, Indirect, Reload), Mawpup Delivery (36", Indirect, this attack always hits on a 4+, may only target friendly core units with the <b>Mawpup Cage</b> Keyword, including those in combat. Hits do not cause damage; instead, if one or more hits are scored, the target unit receives a Mawpup if ab Keywords: Gizmo, Goblin, Lobber									
1	5	-	4	4	2	0	3	9/11	[75]
Mawpup Bombardment (36", Blast (D3), Ignores Cover, Indirect, Reload), Mawpup Delivery (36", Indirect, this attack always hits on a 4+, may only target friendly core units with the <b>Mawpup Cage</b> Keyword, including those in combat. Hits do not cause damage; instead, if one or more hits are scored, the target unit receives a Mawpup if ab 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									
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									

<b>King</b>										<b>Hero (Inf)</b>
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]
<b>Flaggit</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	8/10	40	
Lute of Insatiable Darkness										25
Individual, Inspiring Keywords: Goblin										[65]
1	5	5	-	4	2	0	1	8/10	40	
The Scrying Gem										25
Individual, Inspiring Keywords: Goblin										[65]
<b>Gorp's Explodo'matic Bangstiks [1]</b>										<b>Formation</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
<b>Fleabag Riders (F)</b>										<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	10	4	-	4	3	3	14	13/15	165	
Mawpup										10
Explodo'matic Bangsticks, Nimble, Thunderous Charge (2), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage										[175]
Regiment(10)	10	4	-	4	3	3	14	13/15	165	
Mawpup										10
Explodo'matic Bangsticks, Nimble, Thunderous Charge (2), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage										[175]
<b>King on Fleabag (F)</b>										<b>Hero (Cav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	4	4	4	3	0	5	12/14	125	
Sacred Horn										15
Aura (Elite - (Melee - Cavalry with the Goblin keyword only)), Crushing Strength (1), Individual, Inspiring Shortbow (18") Keywords: Goblin										[140]

Total Unit Strength: 29  
Total Core: 2000 (100%)

Total Units: 18



## 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>Big Shield</b>	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
<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>Boom!</b>	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
<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>Explo'd-matic Bangsticks</b>	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 Bangstik backfires on the unlucky goblin wielding it. No Nerve tests are taken for the damage caused in this way.
<b>Fly</b>	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.
<b>Ignore Cover</b>	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.
<b>Indirect</b>	The unit cannot make Ranged attacks on targets that are within 12"
<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>Lute of Insatiable Darkness</b>	The unit gains the Bane Change (2) spell.
<b>Mawpup</b>	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.
<b>Mini-Winggit Flight Suit</b>	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.
<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>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Sacred Horn</b>	The unit gains as additional 3" range to all of its Auras.
<b>The Scrying Gem</b>	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 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.