

PINK MIST CLAN - DAVE RANDALL



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									

Luggit Gang

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	4	-	4	2	1	15	-/11	105
Mawpup									
Brutal, Crushing Strength (1), Wild Charge (D3)									
Keywords: Berserker, Goblin, Mawpup Cage									
Troop(10)	5	4	-	4	2	1	15	-/11	105
Mawpup									
Brutal, Crushing Strength (1), Wild Charge (D3)									
Keywords: Berserker, 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]
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									

Fleabag Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	10	4	-	4	3	4	28	20/22	265
Sir Jesse's Boots of Striding									
Mawpup									
Nimble, Thunderous Charge (1), Vicious (Melee)									
Keywords: Beast, Goblin, Mawpup Cage									

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									

Mincer										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	3	1	D6+6	-/11	[90]	
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)										
Keywords: Gizmo, Goblin										
Winggit										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	4	4	3	1	1	11/13	120	
Bombs Away! Ra 4+, Eye in the Sky, Firebombs:12", Att: 3, Blast(D3), Piercing(1), Steady Aim, Vicious (Ranged), Ignore Cover. (Cannot take Ramming Speed!)										
Fly, Nimble, Eye in the Sky										
Firebombs (12", Att: 3, Blast (D3), Piercing (1), Steady Aim, Vicious (Ranged), Ignore Cover)										
Keywords: Gizmo, Goblin										
Goblin Slasher										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	5	5	6	1	10	16/18	210	
Aura (Rampage (Melee - D3) - Beast only)										
Crushing Strength (2), Strider, Aura (Rampage (Melee - D3) - Beast only)										
Sharpstick Thrower (36", Att: 2, Blast (D3), Piercing (2), Steady Aim)										
Keywords: Beast, Goblin, 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	
Ej Periscope										
Crushing Strength (1), Individual, Inspiring										
Shortbow (18")										
Keywords: Goblin										
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]	
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										
Flaggit										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	8/10	40	
Talisman of Silence										
Individual, Inspiring										
Keywords: Goblin										
Wiz										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	45	
The Boomstick										
Individual										
Spells: Lightning Bolt (3)										
Keywords: Goblin										

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]	
Crushing Strength (2), Inspiring, Nimble, Regeneration (5+)										
Keywords: Troll										
Grupp Longnail [1]										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	4	2	0	4	-/12	[90]	
Blast (D3), Crushing Strength (1), Duelist, Ensnare, FULG'URI, Individual										
Keywords: Gizmo, Goblin										
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	
Mawpup										10
										[175]
Explodo'matic Bangstiks, Nimble, Thunderous Charge (2), Vicious (Melee)										
Keywords: Beast, Goblin, Mawpup Cage										
Regiment(10)	10	4	-	4	3	3	14	13/15	165	
Mawpup										10
										[175]
Explodo'matic Bangstiks, Nimble, Thunderous Charge (2), Vicious (Melee)										
Keywords: Beast, Goblin, Mawpup Cage										
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	
Lute of Insatiable Darkness										25
										[150]
Aura (Elite - (Melee - Cavalry with the Goblin keyword only)), Crushing Strength (1), Individual, Inspiring										
Shortbow (18")										
Keywords: Goblin										

Total Unit Strength: 31
Total Core: 3000 (100%)

Total Units: 24



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.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing 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. Once this is done, roll damage as normal for all of this hits caused.
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.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Explodo'matic Bangstiks	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.

Eye in the Sky	At the start of each of your Ranged phases you can immediately target and “mark” an Enemy unit anywhere within 24” of this unit regardless of Line of Sight. For the remainder of the Turn, all friendly Core units with the Lobber keyword, while targeting the marked enemy unit, have the Elite (Ranged) special rule. This special rule may not be used while the Winggit is Disordered.
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.
FULG'UR!	When attacking in melee, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next Turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once and does not work in conjunction with the Weakness spell.
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 Individual	The unit cannot make Ranged attacks on targets that are within 12" 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.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
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.
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 Regeneration	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage. 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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Sharpstick Thrower	This unit is equipped with a ranged attack
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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.
Talisman of Silence	The unit gains the Mindfog (2) spell.
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 2.
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.
Wild Charge	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.