

NORTHERN KINGS - GOBLINS



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
Mawpup									
Keywords: Expendable, Goblin, Mawpup Cage									
Horde(40)	5	5	-	4	2	3	25	19/21	125
Mawpup									
Keywords: Expendable, Goblin, Mawpup Cage									
Horde(40)	5	5	-	4	2	3	25	19/21	125
Mawpup									
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
Chalice of Wrath									
Crushing Strength (2), Regeneration (5+)									
Keywords: Troll									

Fleabag Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	10	4	-	4	3	3	14	13/15	155
Mawpup									
Nimble, Thunderous Charge (1), Vicious (Melee)									
Keywords: Beast, Goblin, Mawpup Cage									

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
Brew of Sharpness									
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)									
Keywords: Gizmo, Goblin									
Regiment(3)	5	4	-	4	3	2	D6+21	-/16	200
Brew of Strength									
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)									
Keywords: Gizmo, Goblin									

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									

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]	
<p>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 Mawpup Cage 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</p> <p>Keywords: Gizmo, Goblin, Lobber</p>										
Winggit										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	4	-	4	3	1	5	13/15	120	
<p>Ramming Speed! Nerve 13/15, Att:5, Me 4+, Thunderous Charge(1), Vicious (Melee). (Cannot take Bombs Away!)</p> <p>[120]</p> <p>Fly, Nimble, Thunderous Charge (1), Vicious (Melee)</p> <p>Keywords: Gizmo, Goblin</p>										
1	10	4	-	4	3	1	5	13/15	120	
<p>Ramming Speed! Nerve 13/15, Att:5, Me 4+, Thunderous Charge(1), Vicious (Melee). (Cannot take Bombs Away!)</p> <p>[120]</p> <p>Fly, Nimble, Thunderous Charge (1), Vicious (Melee)</p> <p>Keywords: Gizmo, Goblin</p>										
1	10	5	4	4	3	1	1	11/13	120	
<p>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!)</p> <p>[120]</p> <p>Fly, Nimble, Eye in the Sky</p> <p>Firebombs (12", Att: 3, Blast (D3), Piercing (1), Steady Aim, Vicious (Ranged), Ignore Cover)</p> <p>Keywords: Gizmo, Goblin</p>										
King										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	4	4	4	2	0	5	12/14	70	
<p>Upgrade to Groany Snark [1] - Speed 10, Fly, Thunderous Charge (2), Blast ((D3) - Melee), Mini-Winggit Flight suit. Cannot take mount or magical artefact.</p> <p>30</p> <p>[100]</p> <p>Crushing Strength (1), Individual, Inspiring, Fly, Thunderous Charge (2), Blast (D3 - Melee), Mini-Winggit Flight Suit</p> <p>Shortbow (18")</p> <p>Keywords: Goblin</p>										
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	
<p>Fire-Oil</p> <p>5</p> <p>[65]</p> <p>Individual, Volatile Explosives</p> <p>Makeshift Grenades (12", Att: 3, Blast (D3), Piercing (1), Shattering)</p> <p>Keywords: Gizmo, Goblin</p>										
Flaggit										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	8/10	40	
<p>The Boomstick</p> <p>25</p> <p>[65]</p> <p>Individual, Inspiring</p> <p>Keywords: Goblin</p>										

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	
Inspiring Talisman Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3) Hex (2)									20	
Individual Spells: Lightning Bolt (3), Hex (2) Keywords: Goblin									25	
									10	
									[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	
Mace of Crushing									5	
Crushing Strength (2), Inspiring, Nimble, Regeneration (5+)									[115]	
Keywords: Troll										

Total Unit Strength: 23
 Total Core: 2300 (100%)

Total Units: 18



SPECIAL RULES AND SPELLS:

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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
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.
Hex	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.
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	The unit cannot make Ranged attacks on targets that are within 12"
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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.

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.
Mini-Winggit Flight Suit	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.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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.
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.