

GOBLINS ON DA MOVE



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: Expensible, 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

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

Fleabag Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	-	4	3	1	7	10/12	[100]

Nimble, Thunderous Charge (1), Vicious (Melee)
Keywords: Beast, Goblin, Mawpup Cage

Fleabag Chariots

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	9	4	5	4	3	2	12	12/14	[155]

Thunderous Charge (2), Vicious (Melee)
Shortbows (18", Att: [T:4/R:6/H:8/L:10], Steady Aim)
Keywords: Beast, Goblin

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

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)
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 **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
Keywords: Gizmo, Goblin, Lobber

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

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									15 [225]	
King on chariot										Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	4	4	4	3	1	7	13/15	[130]	
Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (1) Shortbow (18", Steady Aim) Keywords: Beast , 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	
Staying Stone Crushing Strength (2), Inspiring, Nimble, Regeneration (5+) Keywords: Troll									5 [115]	
Kuzlo & Madfall[1]										Hero (LrgCav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	4	3	1	5	13/15	[145]	
Crushing Strength (2), Inspiring (Self only), Nimble, Pathfinder, Ravenous Lizard, Regeneration (4+), Sticky Tongue, Vicious (Melee) Spells: Enthral (5), Hex (3) Keywords: Beast , 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	
Sir Jesse's Boots of Striding Explodo'matic Bangstiks, Nimble, Thunderous Charge (2), Vicious (Melee) Keywords: Beast , Goblin , Mawpup Cage									15 [180]	
Regiment(10)	10	4	-	4	3	3	14	13/15	[165]	
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]	
Aura (Elite - (Melee - Cavalry with the Goblin keyword only)), Crushing Strength (1), Individual, Inspiring Shortbow (18") Keywords: Goblin										

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

Total Units: 16



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.
Enthral	Spell: 18", Enemy - For each hit scored, the target Enemy unit is pulled 1" directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.
Explodo'matic Bangsticks	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 Bangstick backfires on the unlucky goblin wielding it. No Nerve tests are taken for the damage caused in this way.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Ravenous Lizard	White within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
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.
Sharpstick Thrower	This unit is equipped with a ranged attack
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Slayer	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.
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.
Sticky Tongue	This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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.
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.