


Goblins [2345]

Rabble Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (60) [185]	5	5+	-	4+	4	30	26/27	2	[180]
Staying Stone									[5]
<i>Keywords: Expendable, Goblin, Mawpup Cage</i>									

Sharpsticks Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [95]	5	5+	-	4+	2	15	12/14	2	[95]
<i>Special Rules: Phalanx Keywords: Expendable, Goblin, Mawpup Cage</i>									
Regiment (20) [95]	5	5+	-	4+	2	15	12/14	2	[95]
<i>Special Rules: Phalanx Keywords: Expendable, Goblin, Mawpup Cage</i>									

Luggit Gang Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [160]	5	4+	-	4+	3	20	-/15	2	[160]
<i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Goblin, Mawpup Cage</i>									

Spitters* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [90]	5	6+	5+	3+	2	10	12/14	2	[90]
Bows (24")									
<i>Keywords: Goblin</i>									
Regiment (20) [90]	5	6+	5+	3+	2	10	12/14	2	[90]
Bows (24")									
<i>Keywords: Goblin</i>									

Trolls Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [205]	6	4+	-	5+	3	18	14/17	3	[190]
Det' Packs									[0]
Dwarven Ale									[15]
<i>Special Rules: Crushing Strength(2), Regeneration(5+), Det' Packs, Headstrong Keywords: Troll</i>									

Fleabag Riders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [155]	10	4+	-	4+	3	14	13/15	3	[155]
<i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Goblin, Mawpup Cage</i>									

Mincer Mob* Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [235]	5	3+	-	4+	2	D6+21	-/16	3	[200]
Brew of Sharpness									[35]
<i>Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1) Keywords: Gizmo, Goblin</i>									

Big Rocks Thrower War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
Big Rocks Thrower (48", Blast(D3+1), Indirect, Piercing(3), Reload, Ignores Obscured)									
<i>Keywords: Gizmo, Goblin, Lobber</i>									
1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
Big Rocks Thrower (48", Blast(D3+1), Indirect, Piercing(3), Reload, Ignores Obscured)									
<i>Keywords: Gizmo, Goblin, Lobber</i>									

Sharpstick Thrower War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [60]	5	0+	4+	4+	0	2	9/11	2	[60]
Sharpstick Thrower (48", Blast(D3), Piercing(2), Reload)									
<i>Keywords: Gizmo, Goblin, Lobber</i>									

Winggit Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [120]	10	5+	4+	4+	1	1	11/13	3	[120]
Bombs Away!									
Firebombs (12", Att: 3, Blast(D3), Ignores Obscured, Piercing(1), Steady Aim)									
<i>Special Rules: Fly, Nimble, Eye in the Sky, Vicious(Ranged) Keywords: Gizmo, Goblin</i>									

Goblin Slasher Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [210] Sharpstick Thrower (36", Att: 2, Blast(D3),Piercing(2),Steady Aim) <i>Special Rules: Crushing Strength(2),Strider Keywords: Beast, Goblin, King's Pride</i>	7	3+	5+	5+	2	10	16/18	6	[210]

Giant Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Slayer(Melee D6) Keywords: Giant, King's Pride</i>	7	4+	-	5+	1	D6+8	18/20	6	[225] [0]

King Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [100] Groany Snark Shortbow (18") <i>Special Rules: Crushing Strength(1),Individual, Inspiring, Mini-Winggit Flight Suit, Blast(Melee D3),Fly, Thunderous Charge(2) Keywords: Goblin</i>	10	4+	4+	4+	0	5	12/14	2	[70] [30]

Flaggit Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [65] Shroud of the Saint Heal (3) <i>Special Rules: Individual, Inspiring Keywords: Goblin</i>	5	5+	-	4+	0	1	8/10	2	[40] [25]

Wiz Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [75] Inspiring Talisman Lightning Bolt (3) Hex (2) <i>Special Rules: Individual, Inspiring Keywords: Goblin</i>	5	5+	-	4+	0	1	9/11	2	[45] [20] [0] [10]

Total Units: 18 **Total Unit Strength:** 27
Total Primary Core Points: 2345 (100.0%)

Custom Rule	Description
Det' Packs	When this unit suffers a Rout result, all units, both Friendly and Enemy within 6" of it suffer D6+1 hits at Piercing (1). These hits are resolved by the player that Routed the unit with the Det' Packs. Roll once and apply the number of hits to all units within range. No Nerve tests are required for 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.
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.

Special Rule	Description
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 Brutal (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 Brutal and Dread 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.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
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.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unimpeded Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
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 on its profile 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.
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 Crushing Strength (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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Hex Range: 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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Dwarven Ale	The unit gains the Headstrong special rule.
Inspiring Talisman	The unit gains the Inspiring special rule.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.

Brew of Sharpness

The unit has a +1 to hit modifier with Melee attacks.