



## GOBLINS

EVIL

### Sharpsticks

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	15	12/14	[95]
Phalanx Keywords: Expendable, Goblin, Mawpup Cage									

### Rabble

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Expendable, Goblin, Mawpup Cage									
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Expendable, Goblin, Mawpup Cage									
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Expendable, Goblin, Mawpup Cage									
Horde(40)	5	5	-	4	2	3	25	19/21	[125]
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
Maccwar's Potion of the Caterpillar									20
Crushing Strength (2), Regeneration (5+)									[210]
Keywords: Troll									
Horde(6)	6	4	-	5	3	3	18	14/17	190
Blood of the Old King									15
Upgrade with Det' Packs [1] (Horde only)									0
Crushing Strength (2), Regeneration (5+), Det' Packs [1]									[205]
Keywords: Troll									

### 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									35
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)									[235]
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									
1	5	-	4	4	2	0	10	8/10	[65]
War-Trombone (12", Piercing (1), Steady Aim)									
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									

<b>Mawpup Launcher</b>										<b>War Engine</b>
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										
<b>Goblin Blaster</b>										<b>Monster (Cht)</b>
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										
<b>Winggit</b>										<b>Monster</b>
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										
										0
										[120]
<b>King</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	4	4	2	0	5	12/14	70	
Jareth's Pendant [1] - Aura (Headstrong). This upgrade cannot be taken in addition to a Fleabag Mount. Crushing Strength (1), Individual, Inspiring, Aura (Headstrong) Shortbow (18") Keywords: Goblin										
										15
										[85]
<b>Banggit</b>										<b>Hero (Inf)</b>
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										
<b>Wiz</b>										<b>Hero (Inf) Spellcaster: 2</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	45	
Amulet of the Fireheart Knowledgeable [1] - Spellcaster tier +1 Library Alchemist's Curse [1](2) Individual Spells: Lightning Bolt (3), Alchemist Curse [1] (2) Keywords: Goblin										
										10
										10
										25
										[90]
<b>Wiz</b>										<b>Hero (Cav) Spellcaster: 1</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	-	4	3	0	1	9/11	45	
Conjuror's Staff Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3) Library Hex (2) Individual Spells: Lightning Bolt (3), Hex (2) Keywords: Goblin										
										10
										25
										15
										[95]



## SPECIAL RULES AND SPELLS:

<b>Alchemist Curse [1]</b>	Spell: 12", Enemy, Modifiers: Piercing (4), Hits on a 5+ against units in Cover - Add the target's Defence value to the (n) value of this spell.
<b>Amulet of the Fireheart</b>	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
<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>Blood of the Old King</b>	Once per game, the unit gains <i>Elite</i> (Melee) and <i>Vicious</i> (Melee) for one Turn. This must be declared before the unit rolls any attacks. For each die re-rolled, the unit receives an immediate point of damage on itself. No Nerve test is required for this self-inflicted damage.
<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>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<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>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Det' Packs [1]</b>	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.
<b>Eye in the Sky</b>	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 <i>Elite</i> (Ranged) special rule. This special rule may not be used while the Winggit is Disordered.
<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>Headstrong</b>	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.
<b>Hex</b>	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.
<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>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<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>Phalanx</b>	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.

<b>Regeneration</b>	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.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Shattering</b>	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.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<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>Volatile Explosives</b>	When your opponent rolls to damage against this unit, rolls of a natural unmodified 6s deal 2 points of damage each instead of 1.