

Goblins (Evil)								
Spitters*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	6+	5+	3+	10	12/14	85	Bows (Range 24"), Yellow-Bellied
Regiment(20)	5	6+	5+	3+	10	12/14	85	Bows (Range 24"), Yellow-Bellied
Horde(40)	5	6+	5+	3+	20	19/21	140	Bows (Range 24"), Yellow-Bellied
- Heart-seeking Chant							30	
Trolls								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
- Brew of Courage							15	
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
- Chalice of Wrath							15	
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
- Dwarven Ale							10	
Mawbeast Pack*								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	6	4+	-	3+	12	12/14	95	Crushing Strength (1), Height (1), Nimble, Vicious, Yellow-Bellied
Regiment(10)	6	4+	-	3+	12	12/14	95	Crushing Strength (1), Height (1), Nimble, Vicious, Yellow-Bellied
Fleabag Rider Sniffs								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	10	5+	5+	3+	14	12/14	145	Bows (Range 24"), Nimble, Yellow-Bellied
Regiment(10)	10	5+	5+	3+	14	12/14	145	Bows (Range 24"), Nimble, Yellow-Bellied
War-Trombone								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
(1)	5	-	-	4+	10	8/10	65	Breath Attack (10), Piercing (1), Yellow-Bellied
Big Rocks Thrower								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	8/10	80	Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied
(1)	5	-	5+	4+	1	8/10	80	Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied
Flaggit								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	6+	-	4+	1	8/10	40	Hero (Inf), Individual, Inspiring, Yellow-Bellied

- Banner of the Griffin								25	
(1)	10	6+	-	4+	1	8/10		40	Hero (Cav), Individual, Inspiring, Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)								15	
- Crystal Pendant of Retribution								50	

Wiz **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
(1)	10	5+	-	4+	1	9/11	45	Hero (Cav), Alchemist's Curse (10), Individual, Lightning Bolt (3), Yellow-Bellied	
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)								15	
- Alchemist's Curse (10) (L)								30	
- Inspiring Talisman								20	

Slasher **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	3+	5+	5+	9	17/19	220	Base Size: (75x75mm), Crushing Strength (3), Piercing (2), Sharpstick Thrower, Steady Aim, Strider

Goblin Blaster **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	-	5+	*	8/10	65	Base Size: (50x100mm), Goblin Blaster, Height (3)

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- Alchemist's Curse** 12" Range. Instead of rolling to damage as normal, each roll under the target's Defence, including rolls of a 1, cause a point of damage. This roll cannot be re-rolled or modified in any way. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- 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.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Brew of Courage** When testing Nerve against this unit, the enemies suffer an additional -1 to their total.
- Chalice of Wrath** The unit gains the Fury Special Rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Crystal Pendant of Retribution** When the unit is Routed, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.
- Dwarven Ale** The unit has the Headstrong special rule.
- Goblin Blaster** The Goblin operator (whose model, by the way, is always ignored) can trigger the Blaster explosion at any point during any of its Shoot phases, even if it has moved At The Double or is Disordered that turn - all units (friend and foe) within D6" of the Blaster model suffer 2D6 hits with Piercing (4), and then the Blaster model is immediately Routed. Roll the number of hits once, but then roll to damage individually for each unit hit. Friendly units taking damage as a result do not have to take Nerve tests, but enemy units will do as normal. If a Blaster routs as a result of a Nerve test, it explodes as above. *If a Blaster charges an enemy unit, it will simply detonate in the Shoot phase as above.
- Heart-seeking Chant** The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
- Indirect Fire** The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
- Individual** Line of Sight Before being given an order, an individual may pivot to face any direction for

free. Individuals never block line of sight or offer cover against ranged attacks.

Move Individuals have the Nimble special rule.

Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

Inspiring If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

Inspiring Talisman This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

Lightning Bolt Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

Nimble The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.

Piercing All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Regeneration (5+) Every time this unit receives an 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 5+, the unit recovers a point of damage.

Reload! The unit can fire only if it received a Halt order that turn.

Sharpstick Thrower This unit is equipped with a ranged attack which has a range of 36" with 2 attacks and Blast (D3)

Steady Aim The unit does not suffer from the -1 to hit modifier for moving and shooting.

Strider The unit never suffers the penalty for Hindered charges.

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.

Yellow-Bellied When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge