

GOBLINS

Alignment: Evil

Army Special Rules

Unless specified, all units are *Utterly Spineless*.

Utterly Spineless

Getting stuck in? That's what Orcs are for!

Any time the unit receives a 'Charge!' order, you must roll a die. If the die result is a 1, the unit 'misunderstands' the order and thinks it has been ordered to 'Halt!' instead.

Small Sharpstick Thrower

Not as powerful as a full-size version, this artillery piece is still quite unpleasant.

The unit has 1 ranged attack with Range 36" and the *Piercing (1)* and *Blast (D3)* special rules.

Big Shield

Designed to clear tunnels out, Mincers normally have to deal with enemies that come at them from a single direction... which makes them not very good when attacked from an unexpected angle.

All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+ rather than 4+.

Sharpsticks

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	75
Horde (40)	5	5+	-	4+	20	19/21	140

Special: *Phalanx*

Options: Banner (+15 pts); Musician (+10 pts)

Bows

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	5+	3+	10	12/14	90
Horde (40)	5	5+	5+	3+	20	19/21	170

Special: Bow

Options: Banner (+15 pts); Musician (+10 pts)

Rabble

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	60
Horde (40)	5	5+	-	4+	20	19/21	115

Options: Banner (+15 pts); Musician (+10 pts)

Mawbeasts Pack

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	3+	-	3+	5	9/11	40
Regiment (10)	6	3+	-	3+	10	12/14	75

Special: *Crushing Strength (2)*, *Nimble*

Note that the handlers models are purely decorative.

Fleabag Riders Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	4+	8	9/11	75
Regiment (10)	10	4+	-	4+	16	12/14	140

Special: *Crushing Strength (1), Nimble*

Options: Banner (+15 pts); Musician (+10 pts)

Fleabag Rider Sniffs Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	5+	3+	8	9/11	75
Regiment (10)	10	4+	5+	3+	16	12/14	140

Special: Bows. *Nimble*

Options: Musician (+10 pts)

Sharpstick Thrower War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	8/10	35

Special: *Blast (D3), Piercing (2)*

Bogies Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	5+	3	9/11	50
Troop (3)	6	4+	-	5+	9	11/13	120
Regiment (6)	6	4+	-	5+	18	14/16	230

Special: *Crushing Strength (2), Regeneration*

Note that Bogies are not *Utterly Spineless*, as that would require too much intelligence on their part.

War-Trombone War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	-	4+	*	8/10	45

Special: *Breath Attack (20), Piercing (1)*

Big Rocks Thrower War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	6+	4+	1	8/10	45

Special: *Blast (D6), Indirect Fire, Piercing (2)*

Forces Lists – Goblins

Wiz H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	4+	1	9/11	50

Special: *Individual, Inspiring, Zap! (3)*

Options: Mount on a Fleabag, increasing Speed to 10 (+10 pts)

Flaggit H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	3+	1	8/10	20

Special: *Individual, Inspiring*

Options: Mount on a Fleabag, increasing Speed to 10 (+5 pts)

Mincer H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+3D6*		9/11	50

Special: *Big Shield, Crushing Strength (1)*

* Roll for the number of Attacks every time you resolve a melee.

Sharpstick Slasher H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	5+	4+	8	11/13	175

Special: *Crushing Strength (3), Small Sharpstick Thrower*

Biggit H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	5+	4+	3	9/11	30

Special: Bow. *Individual, Inspiring*

Options: Mount on a Fleabag, increasing Speed to 10 (+5 pts)

Big Bogie H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+2D6*		16/19	180

Special: *Crushing Strength (3)*

Note that Big Bogies are not *Utterly Spineless*, as that's way too complex for them.

* Roll for the number of Attacks every time you resolve a melee

Leo & The Iron Goblin [1] H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	6+	6	10/12	125

Special: *Crushing Strength (3), Individual, Inspiring*

Note that the *Utterly Spineless* rule in this case represents a temporary mechanical failure rather than a lack of spine, as the Iron Goblin has (metal) spine to spare!