




1615 pts (36.00 %) 1125 pts (25.00 %) 816 pts (18.00 %) 0 pts (0.00 %) 1300 pts (29.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)


Characters




GOBLIN KING #1

Goblin King - Large - Cavalry - 50x50

325 POINTS




Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Insignificant		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin King	4	5	4	1	5	Common Goblin, Hand Weapon



MOUNT HUNTSMEN SPIDER

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Strider		
Defensive	HP	Def	Res	Arm		
	3	C	4	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Huntsmen Spider	3	3	4	1	4	Harnessed, Poison Attacks


Options | Shield • Heavy Armour • Forest Goblin • Huntsmen Spider • Troll Ale Flask • Dusk Forged • Basalt Infusion



GOBLIN WITCH DOCTOR #1


Goblin Witch Doctor - Standard - Infantry - 20x20

460 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Wizard Apprentice, Insignificant		
Defensive	HP	Def	Res	Arm		
	3	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin Witch Doctor	1	2	3	0	3	Common Goblin, Hand Weapon


Options | Thaumaturgy • Wizard Master • Binding Scroll x1 • Talisman of the Void



GOBLIN CHIEF #1

Goblin Chief - Standard - Infantry - 20x20

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Insignificant		
Defensive	HP	Def	Res	Arm		
	2	4	4	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin Chief	3	4	4	1	4	Common Goblin, Hand Weapon

Options | Battle Standard Bearer • Crown of the Cavern King



GOBLIN KING #2

Goblin King - Gigantic - Beast - 150x100

615 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Insignificant		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin King	4	5	4	1	5	Common Goblin, Hand Weapon



MOUNT GARGANTULA

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fearless, Stubborn, Strider		
Defensive	HP	Def	Res	Arm		
	8	4	6	3		
Offensive	Att	Off	Str	Ap	Agi	
Goblin (8)	1	2	3	0	2	Forest Goblin, Light Lance, Bow (4+, 4+)
Gargantula	8	4	5	2	4	Harnessed, Poison Attacks, Venomous Fangs

Options Great Weapon • War Cry! • General • Forest Goblin • Gargantula • Obsidian Rock • Lucky Charm

Core



GOBLINS #1

Goblins x30 - Standard - Infantry - 20x20

365 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	5	Scoring, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin	1	2	3	0	2	



MOUNT MAD GIT

Global	Adv	Mar	Dis	Model Rules		
	2D6"	-"	5	Fearless, Shambolic, Running Amok!!, Surprise!, Random Movement (2D6, 2D6), Ricochet (D6, D6), Insignificant		
Defensive	HP	Def	Res	Arm		
	1	0	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Mad Git	-	0	5	3	3	Cave Goblin

Options Champion • Musician • Standard Bearer • Shield • Cave Goblin • Mad Git x2 • Banner of the Relentless Company



ORC 'EADBASHERS


Orc 'Eadbashers x30 - Standard - Infantry - 25x25

585 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Orc 'Eadbasher	1	4	4	1	2	Born to Fight, Common Orc


Options	Paired Weapons • Champion • Musician • Standard Bearer • Common Orc • Green Tide
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Goblins #2

Goblins x20 - Standard - Infantry - 20x20

175 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Scoring, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Common Goblin	1	2	3	0	2

Options	Champion • Musician • Standard Bearer • Shield • Banner of Discipline
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Special



Iron Orcs #1


Iron Orcs x19 - Standard - Infantry - 25x25

481 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Fearless, Bodyguard	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Iron Orcs	1	5	4	1	2


Options	Champion • Musician • Standard Bearer • Banner of Speed
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Goblin Raiders #1

Goblin Raiders x5 - Standard - Cavalry - 25x50

125 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Strider, Feigned Flight, Vanguard, Light Troops, Scout, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	1	
Offensive	Att	Off	Str	Ap	Agi
Goblin Raider	1	2	3	0	2
Wolf	1	3	3	0	3
Scuttler Spider	1	3	3	0	4

Options	Shield • Forest Goblin • Throwing Weapons (5+)
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Grotlings #1

Grotlings x3 - Standard - Infantry - 40x40

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	4	Vanguard, Light Troops, Fearless, Scout, Skirmisher, Insignificant, Unstable	
Defensive	HP	Def	Res	Arm	
	5	2	2	0	
Offensive	Att	Off	Str	Ap	Agi
Grotlings	5	2	2	0	2



GOBLIN RAIDERS #2

Goblin Raiders x5 - Standard - Cavalry - 25x50

120 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Strider, Feigned Flight, Vanguard, Light Troops, Scout, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	2	3	1		
Offensive	Att	Off	Str	Ap	Agi	
Goblin Raider	1	2	3	0	2	Forest Goblin
Wolf	1	3	3	0	3	Harnessed, Forest Goblin
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks, Forest Goblin

Options

Shield • Forest Goblin

Big 'n Nasty



GARGANTULA #1

Gargantula - Gigantic - Beast - 150x100

510 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Strider, Fearless, Stubborn		
Defensive	HP	Def	Res	Arm		
	8	4	6	3		
Offensive	Att	Off	Str	Ap	Agi	
Goblins (8)	1	2	3	0	2	Forest Goblin, Light Lance, Bow (4+, 4+)
Gargantula	8	4	5	2	4	Harnessed, Poison Attacks, Venomous Fangs



GREAT GREEN IDOL #1

Great Green Idol - Gigantic - Infantry - 100x100

370 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fearless, Supernal, Smash 'Em Flat		
Defensive	HP	Def	Res	Arm		
	6	2	8	3		
Offensive	Att	Off	Str	Ap	Agi	
Great Green Idol	3	2	6	3	2	Impact Hits (D3, D3), Crush Attack

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Bring the Pain				
Mf	8+	18"	Translation missing: en.magic_spell_type_target.Hex	One Turn
Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.				



Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting	Range	Type	Duration	Effect
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment] Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
6	Trial of Faith	7+ [10+]	12" [18"]	Hex Missile Damage Focused Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	One Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
1	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
3	Speaking in Tongues	7+ [7+]	18"	Hex	One Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

Troll Ale Flask: The bearer may perform a Special Attack that is made at the bearer's Agility. In the corresponding Initiative Step, choose an enemy unit that the bearer is able to attack with Close Combat Attacks. This unit suffers a hit with Strength 5 and Armour Penetration 10.

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Talisman of the Void: The bearer gains Channel (1).

Crown of the Cavern King: Cannot be taken by models with Towering Presence.

All models in the bearer's unit that have at least one model part of the Greenhide Races Common Goblin, Cave Goblin, or Forest Goblin gain Vanguard and Feigned Flight. If the bearer is Common Goblin, Cave Goblin, or Forest Goblin, its Commanding Presence and Rally Around the Flag range (if available) is increased by 6".

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Obsidian Rock: The bearer gains Magic Resistance (2).

Magic banners

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Green Tide: 0-3 Banners per Army.
The bearer's unit gains Fight in Extra Rank.

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Born to Fight: Close Combat.

The model part's Close Combat Attacks gain +1 Strength and +1 Armour Penetration during a Round of Combat

- If it is the First Round of Combat.
- Or if the model part's unit is Steadfast at the start of the Round of Combat.

Bow:

Common Goblin: The model gains Insignificant.

Common Orc: The model part gains Born to Fight.

Crush Attack:

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Forest Goblin: The model gains Insignificant and Strider (Forest).

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Insignificant:

Iron Orc: The model part gains Born to Fight and Weapon Master. The model gains Fearless.

Light Armour: Armor +1

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Plate Armour: +3 Armor

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Smash 'Em Flat: Universal Rule.

Natural to-wound rolls of '1' with Melee Attacks from units within 6" of a friendly Great Green Idol must be rerolled.

Break Tests taken by units within 6" of one or more friendly Engaged Great Green Idols are subject to Minimised Roll.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Supernal:

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

Unstable:

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Venomous Fangs: Melee.

Before rolling to hit, nominate one Close Combat Attack from a model part with Venomous Fangs. This attack gains Multiple Wounds (D3+1).

If the attack is turned into more than one hit (e.g. a hit with Battle Focus), only a single hit, chosen by the owner, gains the effect.

Weapon Master:

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Goblin King #1	Goblin Witch Doctor #1	Goblin Chief #1	Goblin King #2	Goblins #1	Orc Fodders	Goblins #2	Iron Orcs #1	Goblin Raiders #1	Grotlings #1	Goblin Raiders #2	Gargantula #1	Great Green Idol