



1580 pts (35.00 %) 1127 pts (25.00 %) 1200 pts (27.00 %) 590 pts (13.00 %) 440 pts (10.00 %)  
**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 - Gigantic - Beast - 100x100

**650 POINTS**



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



### 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	1	2	3	0	2
Forest Goblin, Light Lance, Bow					
Gargantula	8	4	5	2	4
Harnessed, Poison Attacks, Venomous Fangs					

**Options** | Paired Weapons • Forest Goblin and Poison Attacks • Gargantula • Hero's Heart



**GOBLIN WITCH DOCTOR #1**  
Goblin Witch Doctor - Standard - Infantry - 20x20

**520 POINTS**



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

**Options** | Cave Goblin and 2 x Power 'Shroom • Thaumaturgy • Wizard Master and +1 Health Point • Light Armour • Binding Scroll x1 • Magical Heirloom



**GOBLIN CHIEF #1**  
Goblin Chief - Standard - Infantry - 20x20

**225 POINTS**



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

**Options** | Bow (3+) • Paired Weapons • Cave Goblin • Battle Standard Bearer • Crown of the Cavern King



**GOBLIN KING #2**  
Goblin King - Standard - Infantry - 20x20

185 POINTS



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

**Options** | General • Paired Weapons • Heavy Armour • Bow (3+) • Cave Goblin • +1 Discipline • Maza's Zappin

Special



**GNASHER HERD #1**  
Gnasher Herd x32 - Standard - Beast - 20x20

421 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Insignificant, Oi it bites!		
Defensive	HP	Def	Res	Arm		
	1	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Gnasher	2	4	5	2	4	They're Everywhere!



**TROLLS #1**  
Trolls x8 - Large - Infantry - 40x40

559 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	4	Fear, Fearless, Stupid		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Troll	3	3	5	2	1	Troll Belch

**Options** | Cave Troll



**GNASHER DASHERS #1**  
Gnasher Dashers x10 - Standard - Cavalry - 20x20

220 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Fly, Light Troops, Oi it bites!		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	1	2	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Rider	1	2	3	0	3	Cave Goblin
Gnasher Dasher	2	4	5	2	4	Harnessed, Rows of Teeth

Core



### GOBLINS #1

Goblins x31 - Standard - Infantry - 20x20

301 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer • Cave Goblin • Bow (4+) • Mad Git x1
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### GOBLINS #2

Goblins x45 - Standard - Infantry - 20x20

520 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer • Cave Goblin • Shield and Spear • Mad Git x3 • Green Tide
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### GOBLIN RAIDERS #1

Goblin Raiders x8 - Standard - Cavalry - 25x50

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	X"	X"	6	Feigned Flight, Light Troops, Vanguard	
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

<b>Options</b>	Forest Goblin
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### GOBLIN RAIDERS #2

Goblin Raiders x8 - Standard - Cavalry - 25x50

161 POINTS



Global	Adv	Mar	Dis	Model Rules	
	X"	X"	6	Feigned Flight, Light Troops, Vanguard	
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

<b>Options</b>	Common Goblin
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# Death from Above



## GREENHIDE CATAPULT #1

Greenhide Catapult - Standard - Construct - 75

**210 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Goblin Crew</b>	3	2	3	0	2

<b>Options</b>	Orc Overseer • Git Launcher (4+)
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## GREENHIDE CATAPULT #1 COPY

Greenhide Catapult - Standard - Construct - 75

**210 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Goblin Crew</b>	3	2	3	0	2

<b>Options</b>	Orc Overseer • Git Launcher (4+)
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## GREENHIDE CATAPULT #3

Greenhide Catapult - Standard - Construct - 75

**170 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Goblin Crew</b>	3	2	3	0	2

<b>Options</b>	Orc Overseer • Splatterer (4+)
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b><i>H Bring the Pain</i></b>				
<i>Mf</i>	8+	18"	Translation missing: en.magic_spell.type_target.Hex	One Turn
<i>Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.</i>				



**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+	18"	Universal	One Turn	If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.

## Magic items

**Hero's Heart:** The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

**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.

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Crown of the Cavern King:** 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 **Feigned Flight** and **Vanguard**. If the bearer is a Common Goblin, Cave Goblin, or Forest Goblin, the range of its Commanding Presence and Rally Around the Flag (if available) is increased by 6".

**Maza's Zappin:** The wielder's unit gains **Quick to Fire**. This Bow gains Aim (2+), and its profile is changed to: Range 24", Shots 3, Str as user, AP as user, **Magical Attacks**.

## Magic banners

**Green Tide:** The bearer's unit gains **Fight in Extra Rank**.

## Model Rules

**Cave Goblin:** The model gains Insignificant.

**Common Goblin:** The model gains Insignificant.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**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.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Fortitude:** Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming 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

**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.

#### **Insignificant:**

**Light Armour:** Armor +1

**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.

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**Oi it bites!:** Units with models with Oi it bites! cannot be joined by Characters.

**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.

**Rows of Teeth:** The Gnasher model part can make Supporting Attacks even though it has Harnessed. The Goblin Rider model part cannot make Supporting Attacks. Gnasher Dashers gain **Impact Hits** with the following exception: instead of causing a number of hits per Charging model, a Charging unit of up to 5 Gnasher Dashers causes D3 hits to a single enemy unit in base contact with the unit's Front Facing, while a unit of 6 or more Gnasher Dashers inflicts 2D3 hits instead.

**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.

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

**Stupid:** At the start of each friendly Player Turn, each unengaged non-Fleeing unit with one or more models with Stupid must take a Discipline Test. If the test is failed, all models in the unit become Shaken until the end of the Player Turn, with the following exception: in the Movement Phase, directly after Rallying Fleeing units, the unit must perform an Advance Move of D6" as far directly forwards as possible.

**They're Everywhere!:** When a Gnasher Herd unit Breaks from Combat, it is removed as a casualty at the end of step 7 of the Round of Combat Sequence (after taking Break Tests), and all units within "suffer 1 hit for every 5 models in the Gnasher Herd unit, rounding fractions down. Hits are resolved with Strength 5 and Armour Penetration 2.

**Troll Belch:** At the model part's Initiative Step, the owner may choose an enemy unit that the model part is able to attack with Close Combat Attacks. If so, this unit suffers a hit that is resolved with Strength 5 and Armour Penetration 10, and the model part with Troll Belch may not perform any Close Combat Attacks during this Round of Combat.

**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.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**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

You can print this page to have all your army's units QR code and cut them to stick them on your units, with them you can directly access to the unit's profile with your phone.

Goblin, Goblin, Witch, Goblin, Goblin, Creeper, Troll, Goblin, Creeper, Creeper, Creeper, Creeper, Goblin, Goblin, Goblin, Creeper

