






755 pts (34.00 %) 580 pts (26.00 %) 915 pts (41.00 %) 0 pts (0.00 %) 1575 pts (70.00 %)
Characters **Core** **Special** **Brood Rivalry** **Goblin Cunning**
 (40 Max) (25 Least) (0 NoLimit) (0 NoLimit) (0 NoLimit)

Characters



GENERAU
Goblin Demagogue - Standard - Infantry - 20x20

230 POINTS




Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Goblin Cunning		
Defensive	HP	Def	Res	Arm		
	3	4	4	0 (+1)	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Demagogue	3	4	4	2	5	Bow (4+), Hand Weapon, Paired Weapons

Options | General • Paired Weapons • Shield • Bow (4+) • Attack Gnasher • Tazrek's Guard



WIEDZMA
Goblin Witch - Standard - Infantry - 20x20

215 POINTS




Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Wizard Apprentice, Goblin Cunning		
Defensive	HP	Def	Res	Arm		
	3	2	3	0 (+1)	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Witch	1	2	2	0	3	Hand Weapon

Options | Wizard Adept • Pyromancy • Light Armour



SZTANDAROWY
Goblin Demagogue - Standard - Infantry - 20x20

200 POINTS




Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Goblin Cunning		
Defensive	HP	Def	Res	Arm		
	3	4	4	0 (+1)	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Demagogue	3	4	4	2	5	Bow (4+), Hand Weapon, Paired Weapons

Options | Battle Standard Bearer • Paired Weapons • Shield • Bow (4+) • Banner of Discipline x1 • Supernatural Dexterity



MAD GIT
Mad Git - Standard - Infantry - 25

55 POINTS




Global	Adv	Mar	Dis	Model Rules	

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2D6"	"	7	Fearless, Insignificant, Not a Leader, Random Movement (2D6"), Force of Destruction (2D6), Surprise!, Goblin Cunning	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Mad Git		4	4	2	4



MAD GIT
Mad Git - Standard - Infantry - 25

55 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2D6"	"	7	Fearless, Insignificant, Not a Leader, Random Movement (2D6"), Force of Destruction (2D6), Surprise!, Goblin Cunning	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Mad Git		4	4	2	4

Core



WLOCZNIKI
Goblin Rabble **x40** - Standard - Infantry - 20x20

220 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Scoring, Goblin Cunning	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0 (+1)	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin	1	2	2	0	3

Options	Shield • Champion • Musician • Standard Bearer
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LUCZNIKI
Goblin Rabble **x25** - Standard - Infantry - 20x20

180 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Scoring, Goblin Cunning	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0 (+1)	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin	1	2	2	0	3

Options	Bow (4+) • Shield and Spear • Musician
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LUCZNIKI
Goblin Rabble **x25** - Standard - Infantry - 20x20

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Scoring, Goblin Cunning	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0 (+1)	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin	1	2	2	0	3 Bow (4+), Spear

Options	Bow (4+) • Shield and Spear • Musician
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Special



ARTA

Goblin Artillery - Standard - Construct - 75

240 POINTS

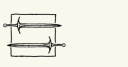


<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	4"	6	War Machine, Goblin Cunning, Git Launcher

<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>
Goblin Crew	3	2	2	0	3 Move or Fire


Options	Git Launcher
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GNASHERS

Gnashers x23 - Standard - Beast - 20x20

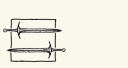
281 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	5	Fearless, Insignificant

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Gnasher	2	4	5	2	4



TROLLS

Trolls x6 - Large - Infantry - 40x40

394 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	12"	6	Fearless, Cave Troll

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	5	0	Fortitude (4+)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Troll	2	3	5	2	1 Troll Toll

Options	Cave Troll • Champion
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Magics

Racial Trait Spell
 The Orcs and Goblins Hereditary Spell is divided into two versions, each of which can only be cast by a certain Wizard, as specified in the spell description.

	Casting	Range	Type	Duration
<h3 style="color: #FFD700;">Guile And Fury</h3>				
<i>Mf</i>	7+	24"	Translation missing: en.magic_spell.type_target.Augment	One Turn

Casting**Range****Type****Duration**

Cannot be cast by Goblin Witches. The target gains +1 to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are increased by 2", up to +2".



		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Scorching Salvo	8+	24" Aura	Hex Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6" Aura]	Augment	One Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex Missile Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
6	Enveloping Embers	11+	24"	Hex Damage Direct	Instant	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cloak of Cinders	7+ [9+]	18"	Augment	One Turn	Melee {and Ranged} Attacks against the target suffer -1 to wound.
A	Blaze		24"	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball (rep)	4+	36"	Hex Missile Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

Attack Gnasher: When performing Close Combat Attacks other than Crush Attacks, the wielder **must** perform 3 additional Close Combat Attacks in the same Initiative Step whose Strength is **always** set to 5 and whose Armour Penetration is **always** set to 2.

Tazrek's Guard: The bearer's model gains +1 Health Point and its Resilience is **set** to 6.

Supernatural Dexterity: The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

Magic banners

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.

Model Rules

Bow:

Cave Troll: The models gains +3 Armour and **Strider(Ruins)**.

Exclusive:

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.

Force of Destruction: The model cannot declare any Charges, and other units cannot declare any Charges against the model. The model and other units ignore each other regarding the Unit Spacing rule for all movement and can touch and move through one another during any movement (note that this includes Ambush). When the model touches another unit, the model is immediately removed as a casualty, and the other unit immediately suffers X hits with the model's Strength and Armour Penetration. If several units are touched simultaneously, the Active Player chooses which units suffer the hits. If the model was removed due to another unit moving into contact with it, that unit suffers an additional D6 hits.

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

Git Launcher: This weapon follows the rules for Catapult Artillery Weapons with the following exceptions: • **Hit:** The target suffers 2D6 hits with Strength 4 and Armour Penetration 2. • **Partial Hit:** Place a Gogtuk Initiate with Mad Git within 3" of the target, following the rules for Summoned Units.

Goblin Cunning: Apply the following rules to any unit consisting entirely of models with Goblin Cunning: • It gains **Maximised (Flee Distance)**. • Before rolling any dice for the corresponding test, it may choose to fail any Break Test and, unless more than half its models are Fearless, any Panic Test. • If it Flees due to a voluntary Flee Charge Reaction or due to choosing to fail a Panic or Break Test, it automatically passes its next Rally Test. This does not apply if the unit is Decimated or if it Flees involuntarily.

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

Heavy Armour: +2 Armor

Insignificant:

Light Armour: Armor +1

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.

Not a Leader: The model cannot be the General.

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.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate. Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

Spear:

Surprise! The model is not deployed normally. Instead it is said to be concealed inside the unit for which it was purchased. It is a unit upgrade, and as such is ignored when calculating Victory Points (its Point Cost is already included in the Goblin unit concealing it, and Victory Points are awarded for destroying the unit concealing it). Until released and moved out of its unit, the model cannot be harmed or otherwise affected, or affect the game in any way. When it is removed as a casualty, it does not cause Panic Tests. It still moves, acts, and is influenced by all rules independently like a normal unit (once released) and does not count towards the model count of the unit concealing it. It can be released in two ways: • Mad Gits may be released when their unit declares a Stand and Shoot Charge Reaction with a Shooting Weapon (the unit still shoots as normal). If the unit does not have any Shooting Weapons, it may declare a Stand and Shoot Charge Reaction with Mad Gits. If so, all Mad Gits in the unit must be released. This is not considered a Shooting Attack. • At the start of the owner's Shooting Phase, if a unit with one or more concealed Mad Gits is not Engaged in Combat, not Fleeing, and is within 8" of an enemy unit, it **must** immediately release all its Mad Gits. Resolve released Mad Gits one at a time. Place the released Mad Git just outside of base contact with the concealing unit and choose a direction to move the model in (ignore the Mad Git's Running Amok!). This cannot be a direction that can potentially bring the released Mad Git into contact with its concealing unit. When releasing the Mad Git, move it in the chosen direction using the Shambolic rules. During this move, rolling the same result on all dice does not cause the Mad Git to lose D3 Health Points nor move in a random direction.

Troll Toll: Attack Attribute – Close Combat.

For each Fortitude Save the model fails against enemy Melee Attacks, the model must perform a Close Combat Attack at the same Initiative Step if able to, before any casualties are removed.

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

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.

