



ORCS AND GOBLINS

GOBLIN MAX LIST 2021 PART 2 - 6 392 POINTS



1605 pts (18.00 %) 2325 pts (27.00 %) 1062 pts (12.00 %) 160 pts (2.00 %) 1240 pts (14.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Death from Above** (15 Max) **Big 'n Nasty** (30 Max)

Characters



GOBLIN KING ON CAVE SQUIG

Goblin King - Large - Beast - 40x40mm

335 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 CAVE GNASHER

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Fearless, Oi it bites!, Bouncers, Fly (6", 12", 6", 12"), Light Troops		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	3	C	C	C+1	Hard Target	
Offensive	Att	Off	Str	Ap	Agi	
Cave Gnasher	3	4	6	3	3	Harnessed, Impact Hits (1, 1)

Options War Cry! • General • Cave Goblin • Cave Gnasher • Potion of Swiftness • Omen of the Apocalypse



GOBLIN KING ON CAVE SQUIG

Goblin King - Large - Beast - 40x40mm

360 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 CAVE GNASHER

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Fearless, Oi it bites!, Bouncers, Fly (6", 12", 6", 12"), Light Troops		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	3	C	C	C+1	Hard Target	
Offensive	Att	Off	Str	Ap	Agi	
Cave Gnasher	3	4	6	3	3	Harnessed, Impact Hits (1, 1)

Options Heavy Armour • Light Lance • Cave Goblin • Cave Gnasher • Talisman of Shielding • Titanic Might • Tuktek's Guard



GOBLIN MASTER WITCH DOCTOR (THAUMATURGY)

Goblin Witch Doctor - Standard - Infantry - 20x20mm

580 POINTS



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

Options | Thaumaturgy • Wizard Master • Cave Goblin • Light Armour • Talisman of the Void • Shield Breaker • Magical Heirloom • Tuktek's Guard



GOBLIN ADEPT WITCH DOCTOR (PYRO)

Goblin Witch Doctor - Standard - Infantry - 20x20mm

330 POINTS



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

Options | Pyromancy • Wizard Adept • Cave Goblin • Light Armour • Lucky Charm • Alchemist's Alloy • Book of Arcane Mastery

Core



NIGHT GOBLINS WITH BOWS (60)

Goblins x60 - Standard - Infantry - 20x20mm

755 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

Options | Champion • Musician • Standard Bearer • Bow (4+) • Cave Goblin • Nets • Mad Git x3 • Green Tide



NIGHT GOBLINS WITH BOWS (40)

Goblins x40 - Standard - Infantry - 20x20mm

485 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	5	Scoring, 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>
Common Goblin	1	2	3	0	2



MOUNT MAD GIT

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

Options	Champion • Musician • Standard Bearer • Bow (4+) • Cave Goblin • Mad Git x2 • Banner of Discipline
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FOREST GOBLINS WITH SPEARS AND SHIELDS (40)

Goblins x40 - Standard - Infantry - 20x20mm

370 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Scoring, 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>
Common Goblin	1	2	3	0	2 Poison Attacks

Options	Champion • Musician • Standard Bearer • Forest Goblin • Throwing Weapons (5+) • Green Tide
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COMMON GOBLINS WITH SPEARS AND SHIELDS (25)

Goblins x25 - Standard - Infantry - 20x20mm

245 POINTS



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



MOUNT SHADY GIT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Sneaky!, Insignificant	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Shady Git	2	4	3	0	3 Common Goblin, Lethal Strike, Paired Weapons

Options	Shady Git x2 • Shield and Spear • Champion • Musician • Standard Bearer • Common Goblin • Banner of Discipline
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GOBLIN WOLF RIDERS (10)

Goblin Raiders x10 - Standard - Cavalry - 25x50mm

245 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	6	Feigned Flight, Vanguard, Light Troops, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	2	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Raider	1	2	3	0	2	Common Goblin
Wolf	1	3	3	0	3	Harnessed, Common Goblin
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks, Common Goblin

Options	Shield • Light Lance • Bow (4+) • Champion • Musician • Standard Bearer • Common Goblin
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GOBLIN SPIDER RIDERS (10)

Goblin Raiders x10 - Standard - Cavalry - 25x50mm

225 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 • Light Lance • Bow (4+) • Champion • Musician • Standard Bearer • Forest Goblin
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Special



SQUIG HOPPERS (10)

Gnasher Dashers x10 - Standard - Cavalry - 20x20mm

245 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Light Troops, Fearless, Oi it bites!, Insignificant, Fly (6", 12", 6", 12")		
	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	2	4	5	2	4	Harnessed, Rows of Teeth



SQUIG HERD (36)

Gnasher Herd x36 - Standard - Beast - 20x20mm


478 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Fearless, Oi it bites!, Insignificant	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	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


They're Everywhere!




SQUIG WRECKING TEAM

Gnasher Wrecking Team - Large - Beast - 60mm round

135 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3D6"	-"	3	Random Movement (3D6, 3D6), Fearless, Shambolic, Ricochet (2D6, 2D6), Look At 'Em Go!	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	0	4	0	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wrecking Team	-	0	6	4	3



CAVE SQUIGS COUNTS AS CAVE TROLLS (3)

Trolls x3 - Large - Infantry - 40x40mm

204 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	4	Fear, Fearless, Stupid	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	3	Fortitude (4+), Magic Resistance
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Common Trolls	3	3	5	2	1

Options	Cave Troll
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Death from Above



SQUIG GOBBA

Greenhide Catapult - Large - Construct - 75mm round

160 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	War Machine	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	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	3	0	2
Orc Overseer	1	3	3	0	2

Move or Fire, Common Goblin, Git Launcher (4+, 4+)
Move or Fire

Options	Orc Overseer • Splatterer (4+)
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Big 'n Nasty




ARACHNAROK

Gargantula - Gigantic - Beast - 150x100mm

510 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	6	Strider, Fearless, Stubborn	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	8	4	6	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblins (8)	1	2	3	0	2
Gargantula	8	4	5	2	4



GREAT GREEN IDOL (BSB)

Great Green Idol - Gigantic - Infantry - 100x100mm

450 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Fearless, Supernal, Smash 'Em Flat	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	2	8	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Great Green Idol	3	2	6	3	2


Options	Battle Standard Bearer
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GIANT SQUIG

Giant - Gigantic - Infantry - 50x75mm

280 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant Do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Giant	5	3	5	2	3

Options	Wrecking Ball
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Bring the Pain				
Mf	8+	18"	Hex	Last one Turn
Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.				



		Casting	Range	Type	Duration	Effect
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	Last 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	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

		Casting	Range	Type	Duration	Effect
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.



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	Last 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	Last 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	Last one Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

Magic items

Omen of the Apocalypse: Roll a single D3 at the Initiative Step in which the wielder is attacking. During this Initiative Step, the wielder gains a modifier equal to the result of the D3 roll to its Attack Value, Strength, and Armour Penetration while using this weapon. Attacks made with this weapon become Magical Attacks.

Potion of Swiftiness: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

Talisman of Shielding: The bearer gains Aegis (5+).

Titanic Might: Attacks made with this enchanted weapon gain +3 Strength and become Magical Attacks.

Tuktek's Guard: The wearer's model gains +1 Resilience. In addition, attacks made with Lethal Strike lose Lethal Strike when attacking the wearer's model.

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.

Shield Breaker: Attacks made with this enchanted weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

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

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

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

Magic banners

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.

Model Rules

Bow:

Cave Goblin: The model gains Insignificant.

Common Goblin: The model gains Insignificant.

Crush Attack:

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.

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

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

Giant See, Giant Do: Universal Rule.
The model gains Born to Fight.

Git Launcher: Catapult Artillery Weapon.

Range 12-60", Shots 1, Str 5, AP 4.

This weapon follows the rules for Catapult Artillery Weapons with the following exceptions: if the weapon hits (including with a Partial Hit), instead of causing a hit with Area Attack, the unit suffers D3+1 hits with the weapon's profile. In case of a Partial Hit, neither the number of hits nor their Strength and Armour Penetration are reduced.

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:

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.

Look At 'Em Go!: Universal Rule.

After contacting a unit for the first time, a Gnasher Wrecking Team gains Running Amok!! for the remainder of the game.

Magic Resistance:

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 model 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.

Power 'Shroom: Universal Rule.

Each instance of Power 'Shroom is One use only. Declare usage immediately before the model rolls to cast a non-Bound Spell. Any Dispelling Attempt made against this Casting Attempt suffers -D3 to the dispelling roll. Roll this dice directly when using the Power 'Shroom. If a natural '1' is rolled for this D3, the model using the Power 'Shroom suffers 1 hit with Toxic Attacks. This is an exception to the Casting and Dispelling Modifier rule (i.e. it is allowed to modify the dispelling roll by more than -2).

Rage: Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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.

Ricochet: Models with Ricochet cannot Charge enemy units and can move through all units (friend and foe) as if they were Open Terrain. If its move is ended in contact with another unit, or within 1" of a unit that it has moved through, its move distance is extended; keep moving the model in the same direction (still moving through other units) until it can be placed 1" away from all other units. If, after an extended move, the model would end up within 1" of Impassable Terrain or in contact with the Board Edge, immediately remove the model as a casualty. If there is no legal position where it follows the Unit Spacing rule when backtracking the model's move (based on the rules for Random Movement), immediately remove the model as a casualty.

If a unit's Unit Boundary is contacted by a Ricochet model's initial move (i.e. excluding an extension of the move distance needed to clear units), this unit suffers X hits, where X corresponds to the value given in brackets (after completing the move). For this purpose, all units Engaged in the same Combat are treated as a single unit. The owner of the model with Ricochet distributes the hits between all units Engaged in this Combat as evenly as possible (after this follow the normal rules for distributing hits to models within each unit).

Enemy units cannot Charge models with Ricochet. Units (friend and foe) ignore models with Ricochet regarding the Unit Spacing rule for all movement (including Ambush). In addition, they can move onto and through models with Ricochet. However, if a unit moves into contact with a Ricochet model, it immediately (before completing the move) suffers X+D6 hits, and the model with Ricochet is removed as a casualty. This is not triggered by moves that can move through units normally (e.g. Flying Movement), unless the move is ended in contact (note that units can move into contact with multiple Ricochet models simultaneously).

Hits are resolved with the Strength and Armour Penetration of the model with Ricochet.

a) The Ricochet model cannot be placed 1" behind unit B, because unit A is too close. The model is thus moved through both units following its original direction. Only unit B suffers the Ricochet hits as unit A is not within the initial Shambolic move.

b) After moving through units, the Ricochet model comes into contact with Impassable Terrain and is thus removed as a casualty. The Ricochet model moves through at least one unit Engaged in the Combat, inflicting 5 hits in total, which are distributed evenly amongst all units in the combat.

Rows of Teeth: Gnashers can make Supporting Attacks even though they have Harnessed. Their Goblin Riders 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 Gnasher Dasher unit of up to 5 models 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.

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.

Shambolic: Units with Shambolic models cannot be joined by Characters. When rolling the distance of a Random Movement move with a Shambolic unit, if all the dice show the same result, the unit loses D3 Health Points (with no saves of any kind allowed), and then moves in a random direction instead of the chosen direction. When units with Shambolic touch the Board Edge, stop 1" away from Impassable Terrain, or come into contact with or move inside any Terrain Feature other than Open Terrain or Hills, all models in the unit must take a Dangerous Terrain (2) Test.

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.

Stupid: Universal Rule.

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, and in the Movement Phase, immediately after Rallying Fleeing units, the unit must move D6" directly forward, stopping 1" before Impassable Terrain or other units.

Supernal:

They're Everywhere!: Special Attack.

When a Gnasher Herd 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 6" suffer 1 hit for every 5 Gnashers in the Gnasher Herd, rounding fractions down. Hits are resolved with Strength 5 and Armour Penetration 2.

Troll Belch: Special Attack.

At the model part's Initiative Step, the owner may choose an enemy unit Engaged in Combat that the model part is able to attack with Close Combat Attacks.

If so, this unit suffers a hit, which is resolved with Strength 5 and Armour Penetration 10, and the model part may not perform any Close Combat Attacks.

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.

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 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 on Cave Squig



Goblin King on Cave Squig



Goblin Master Witch Doctor (Thaumaturgy)



Goblin Adept Witch Doctor (Pyro)



Night Goblins with Bows (60)



Night Goblins with Bows (40)



Forest Goblins with Spears and Shields
(40)



Common Goblins with Spears and Shields
(25)



Goblin Wolf Riders (10)



Goblin Spider Riders (10)



Squig Hoppers (10)



Squig Herd (36)



Squig Wrecking Team



Cave Squigs counts as Cave Trolls (3)



Squig Gobba



Arachnarok



Great Green Idol (BSB)



Giant Squig