



0 pts (0.00 %) **Death from Above** (15 Max)
 0 pts (0.00 %) **Big 'n Nasty** (30 Max)
 0 pts (0.00 %) **Characters** (40 Max)
 120 pts (3.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)

Core



GOBLINS #1

Goblins x20 - Standard - Infantry - 20x20mm

120 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	Poison Attacks

Magics

Racial Trait Spell

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

Model Rules

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.

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.

Goblins #1

