



190 pts (8.00 %)

Death from 310 pts (14.00 %) 375 pts (17.00 %) 643 pts (29.00 %) 695 pts (31.00 %)
Above **Big 'n Nasty** **Characters** **Core** **Special**
 (15 Max) (30 Max) (40 Max) (25 Least) (0 NoLimit)

Characters



CAID GOBELIN #1
 Goblin Chief - Large - Beast - 40x40mm

190 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 Hand Weapon



MOUNT CAVE GNASHER

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Fly, Light Troops, Fearlessbites!, Bouncers	
	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

Options	General • Cave Goblin • Paired Weapons • Cave Gnasher
Magic items	Crown of the Wizard King



CAID GOBELIN #2
 Goblin Chief - Standard - Infantry - 20x20mm

185 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 Hand Weapon

Options	Battle Standard Bearer • Great Weapon
Magic items	Essence of Mithril (Light Armour)

Core



GOBELINS #1
 Goblins x30 - Standard - Infantry - 20x20mm

285 POINTS



Global	Adv	Mar	Dis	Model Rules	
--------	-----	-----	-----	-------------	--

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	X	Scoring		
<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	
Forest Goblin	1	2	3	0	2	
Cave Goblin	1	2	3	0	3	Poison Attacks

Options	Cave Goblin • Mad Git x1 • Bow (4+) • Musician • Standard Bearer
----------------	--



PILLARDS GÖBELINS #1

Goblin Raiders x8 - Standard - Cavalry - 25x50mm

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	X"	X"	6	Feigned Flight, Light Troops, Vanguard		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Raider	1	2	3	0	2	
Wolf	1	3	3	0	3	Harnessed
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks

Options	Common Goblin • Shield • Bow (4+) • Light Lance
----------------	---



PILLARDS GÖBELINS #2

Goblin Raiders x8 - Standard - Cavalry - 25x50mm

173 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	X"	X"	6	Feigned Flight, Light Troops, Vanguard		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Raider	1	2	3	0	2	
Wolf	1	3	3	0	3	Harnessed
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks

Options	Forest Goblin • Throwing Weapons (5+) • Shield • Light Lance
----------------	--

Special



BONDISSEURS GNIARKS #1

Gnasher Dashers x10 - Standard - Cavalry - 20x20mm

220 POINTS



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



MËUTE DE GNIARKS #1
Gnasher Herd x12 - Standard - Beast - 20x20mm

161 POINTS



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



EQUIPE DE DEMOLITION GNIARK #1
Gnasher Wrecking Team - Large - Beast - 60mm round

130 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	"	3	, Look at Em Fearless, Random Movement, Ricochet, ShambolicGo!		
Defensive	HP	Def	Res	Arm		
	3	0	4	0		Hard Target
Offensive	Att	Off	Str	Ap	Agi	
Wrecking Team		0	6	4	3	



MORVEUX #1
Grotlings x4 - Standard - Infantry - 40x40mm

104 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	4	Fearless, Insignificant, Light Troops, Scout, Skirmisher, Unstable, Vanguard		
Defensive	HP	Def	Res	Arm		
	5	2	2	0		Hard Target (1)
Offensive	Att	Off	Str	Ap	Agi	
Grotling	5	2	2	0	2	Extra Support (3), Throwing Weapons (5+)



CARRIOLEDE MORVEUX #1
Scrap Wagon - Large - Construct - 50x100mm

80 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	"	4	Fearless, Insignificant, Random Movement, Unstable, Shambolic, Pursuit Mode		
Defensive	HP	Def	Res	Arm		
	4	2	4	1		
Offensive	Att	Off	Str	Ap	Agi	
Grotling Crew	5	2	2	0	2	Throwing Weapons
Chassis			4	3		Harnessed, Impact Hits

Death from Above



CATAPULTE DES PEAUX-VERTES #1

Greenhide Catapult - Standard - Construct - 75mm round

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	4"	6	War Machine		
Defensive	HP	Def	Res	Arm	Light Armour	
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	Move or Fire, Common Goblin
Goblin Crew	3	2	3	0	2	

Options

Git Launcher (4+)

Big 'n Nasty



GIANT #1

Giant - Gigantic - Infantry - 50x75mm

310 POINTS



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

Options

Giant Club

Magics

Racial Trait Spell

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

Magic items

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Model Rules

Cave Goblin: The model gains Insignificant.

Common Goblin: The model gains Insignificant.

Extra Support:

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.

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

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

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.

Pursuit Mode: The roll for the distance moved with Random Movement in the Movement Phase is subject to Maximised Roll (consider only the used 3 dice for the purpose of Shambolic).

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.

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.

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.

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.

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 6" 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.

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.

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.

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.

Caïd gobelin #1



Caïd gobelin #2



Gobelins #1



Pillards gobelins #1



Pillards gobelins #2



Bondisseurs gniarks #1



Meute de gniarks #1



Équipe de démolition gniark #1



Morveux #1



Carriole de morveux #1



Catapulte des peaux-vertes #1



Giant #1

