

Goblins



M² - Monsters and Magic

Point Build v6.1

27th Jul 2021

Army Build 6.1

Leader	Min	Max	Unit type	Quality	Detached?	Characteristics				VM	Hits	Save	VP	Pts		
General	0	4	General on foot		×	-	-	-		2	0	2 +	2	40		
Wizard Level 1	0	3	General on foot		×	Wizard : Level 1	-	-		3	0	3 +	2	90		
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	-	-		4	0	3 +	2	140		
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	-	-		5	0	3 +	2	190		
Detached General or Mounted General or Senior General													+10			
Major Hero	0	4										+1		0		
Brilliant	0	1												+1	+40	
Minor Heroes	2	4													+10	
Camp	1	1 - Per Command												+1	+10	
Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts
<i>Squiggly beast</i>		0	1	Monstrous Creature (I)	Regular		-	-	-		2	2	5 +	1	100	
Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts
<i>Goblin Wolf Riders</i>	✓	0	4	Light cavalry, bow	Regular	-	Greenskin!	Animosity	Fleet	-	1	1	8 +	1	50	
<i>Forest Goblin Spider Riders</i>	✓	0	4	Light cavalry, javelin	Regular	-	Greenskin!	Animosity	Poison	-	1	1	7 +	1	55	
<i>Goblin Battle Chariot</i>	×	0	2	Heavy chariots, bow	Raw	-	Greenskin!	-	-	-	2	2	7 +	2	95	
<i>Common Goblins</i>	✓	0	10	Warriors, Deep	Regular	-	Greenskin!	Animosity	-	-	3	3	7 +	3	95	
<i>Forest Goblins</i>	✓	0	10	Javelinmen, Deep	Raw	-	Greenskin!	Animosity	Poison	-	3	3	8 +	3	75	
<i>Night Goblins</i>	✓	0	10	Spearmen, Deep	Raw	-	Greenskin!	Animosity	-	-	3	3	8 +	3	65	
<i>Goblin Bowmen</i>	✓	0	10	Bowmen	Raw	-	Greenskin!	Animosity	-	-	2	2	9 +	2	45	
<i>Squiggly beast Herd</i>	×	0	3	Elephant (African - Unescorted)	Regular	-	-	-	-	-	3	3	7 +	1	60	
<i>Goblin Runt Pump Wagon</i>	×	0	2	Scythed chariots	Regular	-	Animosity	-	-	-	1	1	7 +	1	40	
<i>Goblin Runts</i>	×	0	3	Mobs	Raw	-	Animosity	Swarm	-	-	1	3	9 +	2	50	
<i>Trolls</i>	×	0	2	Monstrous Creature (I)	Regular	-	Stupid	Regeneration	-	-	2	2	5 +	1	95	
<i>Ogres</i>	×	0	2	Monstrous Creature (I)	Regular	-	Mercenary	-	-	-	2	2	5 +	1	90	
<i>Giant</i>	×	0	1	Monstrous Creature (II)	Regular	-	Stupid	Giant	Terror	-	2	3	5 +	1	115	
<i>Giant Spider</i>	×	0	1	Monstrous Creature (III)	Regular	-	Poison	-	-	-	3	4	5 +	1	210	
<i>Goblin Ballista</i>	×	0	5	Artillery (Bolt Shooter) - mobile	Regular	-	-	-	-	-	1	1	7 +	1	65	

Army Trait		Pts
Squabbling	When troops with Greenskin! and Animosity draw a 1-PIP card to activate, place a Squabble token (Command (+2)) into the same, or adjacent, box containing a unit who have the Animosity characteristic and no Squabble token. If multiple boxes qualify the Goblin player decides where it placed.	-100
Army Characteristics		
Greenskin!	Greenskin! units do not take a rout test for the destruction of other Greenskin! Units if their armour save is better.	
Animosity	When activating troops with this characteristic, and a 1-PIP card is drawn one unit in the activation takes a hit. If a generals re-draw is then used no saves are allowed, otherwise a save can be made	
Fleet	Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.	
Poison	Saves made against a Poison attack save on a 7+. If the units save is worse than 7+, they use that instead.	
Stupid	Stupid troops count easy activations as difficult, and difficult activations as 'doubly' difficult	
Mercenary	Mercenary troops must be paid 1 victory medal before the battle begins. You may choose not to do this - then, if their very first activation is a 1-PIP card they retreat from the battlefield (counting as lost)	
Giant	<p>When activating any Giant and a 1-PIP or 10-PIP card is drawn, draw another card and consult the following table</p> <p>1-3The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey. This ends the Giants activation but not the commands</p> <p>4-6Move the Giant directly towards the nearest table edge. If equidistant randomise the direction. If he moves into another unit he will attack it regardless of which side it is on.</p> <p>7-8The Giant picks up a rock, tree, abandoned cart, outhouse or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see within 2 boxes.. Strikes with 3 shooting attacks worked out in the usual way</p> <p>9-10The Giant moves towards the nearest enemy unit that he can see. If he is adjacent to the foe he will attack as normal. If friends are in the way he will walk through them. Walking though friendly troops inflicts 1 hit as if in melee. If the box he moves into is fully occupied then he displaces one of those units. The Giant and the passed through unit are swapped. Unit orientations are kept as they are.</p> <p>When a Giant is killed he falls! Follow the rules for movement Deviation. Every unit in the destination box takes a hit. Saves may be made but with a +2 Penalty</p>	
Swarm	Troops with this characteristic deduct 1 from the Victory Point total. When a unit is destroyed Victory Medals lost are reduced by 2.	
Regeneration	When a unit with this characteristic activates and draws a 1-PIP card, they may remove one of their disruption markers. The activation fails as normal. If the card is redrawn for any reason regeneration still takes place.	
Terror	When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless	

Spells

Sorcerous Blast	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	7
Itchy Nuisance	If successfully cast, a place a Itchy Nuisance token in a box adjacent to the Wizard Itchy Nuisance token - Command (+4)	5
Great Green Power!	If cast successfully place Great Green! token in the Greenskin Wizards box - Great Green! token - Greenskin Wizard spells get a +1 PIP to the casting draw for each Greenskin unit in, or adjacent to, the Great Green! token. If however the casting total is greater than 10 the Greenskin Wizard must make a save, or explode with too much Great Green!	5
Green Power!	If cast successfully every Greenskins unit in or adjacent to the casting Wizard receives a Minor Hero marker - if it doesn't already have a Hero marker.	8