

GOBLINS



TO THE STRONGHOLD!

v5.2

Army Trait

Squabbling

When troops with Greenskins & 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.

Greenskins

With Greenskins it's a question of size matters -
Goblins do not take a rout test for the destruction of Snotlings

Doom Diver

When drawing for *Deviation*, the Doom Diver pilot can add or deduct 1 from the destination result

Army Characteristics

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

Goblin Fanatics

Troops with this characteristic must be represented with a Fanatic model. When the unit they belong to charges, or is charged, the Fanatic is released. The Fanatic is detached from the unit immediately (before any charge combat) and moves - using *Deviation*. Fanatics subsequently deviate in the same way at the start of each player turn.
If the Fanatic moves into a box containing terrain he is destroyed.
If the Fanatic moves into a box contains any troops he inflicts 1 hit. Saves can be made.
If the save is made, the Fanatic draws a card on a 6+ he is destroyed



Spells

MORK SAVE UZ!

Cast 5+

The Shaman summons the power of Mork to protect the greenskins from the enemy.

If successfully cast, a place a *Mork Save Uz! token* in the Wizards box, or an adjacent box.
Mork Save Uz! token While in the same box as the token Greenskin units draws two cards when making a saving throw, discarding the lowest.

BRAIN BUSTA

Cast 6+

A fearsome bolt of pure Waaagh! energy issues from the Shaman's outstretched hand and strikes an enemy unit.

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.

ITCHY NUISANCE

Cast 7+

The Shaman vigorously scratches his armpits, cackling maniacally as he does so, and projects unhygienic discomfort and painful chafing onto a nearby foe

If successfully cast, a place a *Itchy Nuisance token* in a box adjacent to the Wizard
Itchy Nuisance token - Command (+4)

LITTLE WAAAGH!

Cast 8+

The shaman summons the power of the mighty Waaagh! to invigorate the greenskins.

If cast successfully place *Little Waaagh! token* in the Wizards box -
Little Waaagh! token Goblin spells get a +1 PIP to the casting draw for each Goblin Greenskin unit in, or adjacent to, the *Little Waaagh! token*.
If however the casting total is greater than 10 the Wizard must make a save, or explode with too much Waaagh! power.

GOBLINS



Squabbling

Points

-30

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points
General	1	4	General on foot		2	2 +	2	50
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	0	0
Detached General or Mounted General or Senior General								+10
Major Hero						+ 1		+10
Brilliant	0	1					+1	+40
Minor Heroes	2	4						+10
Camp	1	1 - Per Command					+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Squig	Monstrous Creature (I)				2	2	5 +	1		100

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Goblin Wulfboyz	●	0	4	Light cavalry, bow		Greenskins	Animosity Fleet	1	1	8 +	1		47
Forest Goblin Spider Riders	●	0	4	Light cavalry, javelin		Greenskins	Animosity Poison	1	1	7 +	1		52
Goblin Battle Chariot		0	2	Heavy chariots, javelin	Raw	Greenskins		2	2	7 +	2		92
Common Goblins	●		10	Warriors, Deep	Raw	Greenskins	Animosity	3	3	8 +	3		62
Forest Goblins	●	4	10	Javelinmen, Deep	Raw	Greenskins	Animosity Poison	3	3	8 +	3		72
Night Goblins	●		10	Spearmen, Deep	Raw	Greenskins	Animosity Goblin Fanatics	3	3	8 +	3		72
Stickas	●	0	10	Bowmen	Raw	Greenskins	Animosity	2	2	9 +	2		42
Squid Herd		0	3	Elephant (African - Unescorted)				3	3	7 +	1		60
Snotling Pump Wagon		0	2	Scythed chariots		Animosity		1	1	7 +	1		40
Snotlings		0	3	Mobs	Raw	Animosity	Swarm	1	3	9 +	2		50
Trolls		0	2	Monstrous Creature (I)		Stupid	Regeneration	2	2	5 +	1		95
Ogres		0	2	Monstrous Creature (I)		Mercenary		2	2	5 +	1		90
Giant		0	1	Monstrous Creature (II)		Stupid	Terror Giant	2	3	5 +	1		115
Giant Spider		0	1	Monstrous Creature (II)		Poison		2	3	5 +	1		150
Doom Diver Catapult		0	2	Artillery (Catapult)		Doom Diver	Deviates	1	1	7 +	1		70
Spear Chukka		0	4	Artillery (Bolt Shooter) - mobile				1	1	7 +	1		65