

Goblin Warrior 55 Regular - Small Model Points	Goblin Linebreaker 55 Regular - Small Model Points	Goblin Flesh-hunter 65 Regular - Small Model Points	Goblin Sentry 65 Regular - Small Model Points
3 Equipment MOV Hand Weapon 5 ATT Medium Armour Shield 3 Perk MRK Soldier 5 Abilities DEF Vile Biology - May reroll a 1 once when rolling to negate wounds. 3 IV Sturdy - No MOV penalty for armour. 3 WP 5 ARM 4 EN 4 DAM Health ♥ ♥ ♥ ♥	3 Equipment MOV Great Weapon 5 ATT Medium Armour 3 Perk MRK Fighter 4 Abilities DEF Vile Biology - May reroll a 1 once when rolling to negate wounds. 4 IV Sturdy - No MOV penalty for armour. 3 WP 5 ARM 3 EN 5 DAM Health ♥ ♥ ♥ ♥	4 Equipment MOV Two Hand Weapons 5 ATT Medium Armour Crossbow - Range: 24" - DAM: 5 - Slow to Load 4 Perk MRK Ranger 4 Abilities DEF Vile Biology - May reroll a 1 once when rolling to negate wounds. 3 IV Sturdy - No MOV penalty for armour. 3 WP 5 ARM 3 EN 4 DAM Health ♥ ♥ ♥ ♥	3 Equipment MOV Polearm - Reach 5 ATT Medium Armour 3 Perk MRK Soldier 4 Abilities DEF Vile Biology - May reroll a 1 once when rolling to negate wounds. 3 IV Sturdy - No MOV penalty for armour. 3 WP 5 ARM 4 EN 5 DAM Health ♥ ♥ ♥ ♥
Troll 139 Regular - Large Model Points	Goblin Chosen 72 Veteran - Small Model Points	Goblin Devoted 72 Veteran - Small Model Points	Goblin Diabolist 77 Veteran - Small Model Points
4 Equipment MOV TwoHand Weapons 4 ATT Medium Armour 3 Perk MRK Marauder - Charge! for free instead of spending an order - if an enemy is within double their MOV range. If failed, they can no longer charge again for free that turn. 2 DEF 2 IV Ability 2 WP Longstrider - Pass through Difficult Terrain without any penalties. 6 ARM Fear (4) - Force enemies to make a Bravery test with a TN of 4 when attacking them. 8 EN 8 DAM Health ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥	3 Equipment MOV Hand Weapon 6 ATT Heavy Armour Shield 3 Perks MRK Soldier 4 DEF Natural Born Killer 3 Abilities IV Vile Biology - May reroll a 1 once when rolling to negate wounds. 4 WP Sturdy - No MOV penalty for armour. 6 ARM 5 EN 4 DAM Health ♥ ♥ ♥ ♥ ♥ ♥	3 Equipment MOV Great Weapon 6 ATT Heavy Armour 3 Perks MRK Fighter 3 DEF Natural Born Killer 5 Abilities IV Vile Biology - May reroll a 1 once when rolling to negate wounds. 5 WP Sturdy - No MOV penalty for armour. 6 ARM 4 EN 5 DAM Health ♥ ♥ ♥ ♥ ♥	3 Equipment MOV Great Weapon 4 ATT Light Armour 3 Perks MRK Mage 4 DEF Lightning Reflexes 4 Abilities IV Vile Biology - May reroll a 1 once when rolling to negate wounds. 5 WP Sturdy - No MOV penalty for armour. Spells 4 ARM Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook. 4 EN Possession - Range: 24" - Mana: 2 - TN: Target's WP Take control of an enemy model. 5 DAM Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success. Health ♥ ♥ ♥ ♥ ♥

Goblin Raider Veteran - Medium Model 62 Points 6 MOV Equipment Hand Weapon Medium Armour Shield 5 ATT 3 MRK Perks Rider Natural Born Killer Fleet Tough Pack Animal - +1 to any roll when 6" away from a friendly model. 4 DEF 2 IV 4 WP Abilities Vile Biology - May reroll a 1 once when rolling to negate wounds. Sturdy - No MOV penalty for armour. Tooth and Claw - Mount Cannot Equip Weapons. Mounted - Mount and rider count as 1 model. 5 ARM 6 EN 4 DAM Health	Goblin Champion Hero - Small Model 159 Points 3 MOV Equipment Blade of Might Ring of Defense Heavy Armour Shield 7 ATT 4 MRK Perks Soldier Natural Born Killer Lightning Reflexes 6 DEF 5 IV 4 WP Abilities Vile Biology - May reroll a 1 once when rolling to negate wounds. Diminutive - Base size 25mm or less. Sturdy - No MOV penalty for armour. 7 ARM 6 EN 7 DAM Health	Goblin Demon-Speaker Hero - Small Model 159 Points 3 MOV Equipment Great Weapon Light Armour 5 ATT 4 MRK Perks Mage Stubborn Artful Dodger 5 DEF 4 IV 6 WP Abilities Vile Biology - May reroll a 1 once when rolling to negate wounds. Diminutive - Base size 25mm or less. Sturdy - No MOV penalty for armour. 5 ARM 5 EN 5 DAM Health	Goblin Demon-Speaker Hero - Small Model 159 Points Spells Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook. Possession - Range: 24" - Mana: 2 - TN: Target's WP Take control of an enemy model. Counter-Spell - Range: 24" - Use as Interrupt Action This turns an enemy's spell into an opposed roll, see page 9 of the rulebook. Mana & TN are based on enemy's spell. Mana Nova - Range: 24" - Mana: 2 - TN: 5 - DAM: 3 Indirect Area of Effect, +1" radius per success, every enemy touched by radius is hit. Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success. Mana Leech - Range: 24" - Mana: 1 - TN: 4 Steal 1 unused mana per success from enemy mage. Health
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