

**GOBLIN WARBAND SPECIAL ABILITY**

FLEE! (1) - this special ability is not limited to one use per Round. When an enemy model declares the intention to Engage a GOBLIN model, the GOBLIN model may elect to Flee unless it is already activated, Fatigued or Engaged. If the GOBLIN elects to FLEE, it moves before, and directly away from, the enemy model as far as possible up to its Speed following the normal movement rules. It is then marked as Fatigued. If the enemy model can no longer reach the GOBLIN to Engage it, it may perform a Walk action (if it wasn't already) and then its activation is over.

<b>Name</b>	Spitter		<b>Pts</b>	4	20mm	
<b>Race</b>	Goblin		<b>Type</b>	Grunt		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	6+	6+	6+	6+	1	2
<i>Scout</i>						
<b>Ranged</b>	2D8	<b>Equipment</b>				
<b>Melee</b>	1D8	Bow (Range 12")				

<b>Name</b>	Rabble		<b>Pts</b>	4	20mm	
<b>Race</b>	Goblin		<b>Type</b>	Grunt		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	7+	5+	5+	6+	1	2
<i>Sneaky</i>						
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	1D8	May take a spear for +1pt.				
Spear - Models with spears not Engaged with an enemy model but within 2" of a friendly model that is, grant the Engaged model one bonus die for its Melee attacks. Only 1 bonus die may be given to a model in this way, regardless of the number of spears in range. Models with spears participating in a Group Charge Action to do not have to engage enemy models but must end their move within 2" of a model in the group that is engaged.						

<b>Name</b>	Biggit		<b>Pts</b>	14	20mm	
<b>Race</b>	Goblin		<b>Type</b>	Command		
<b>Power Dice</b> 1 x R and 1 x W						
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	5	4+	5+	5+	3	2
<i>Sneaky, Inspiring, Crushing Strength (1)</i>						
<b>Ranged</b>	2D8	<b>Equipment</b>				
<b>Melee</b>	3D8					

<b>Name</b>	Troll		<b>Pts</b>	20	40mm	
<b>Race</b>	Troll		<b>Type</b>	Large		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
6	-	5+	4+	4+	4	3
<i>Regenerate, Crushing Strength (2), Pound</i>						
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	5D8					
<b>NOTES</b> Vicious Swipe – When attempting to Break Away from a Troll, enemy models have a -1 modifier when they make their Armour Save roll.						

<b>Name</b>	Wiz		<b>Pts</b>	15	20mm	
<b>Race</b>	Goblin		<b>Type</b>	Spellcaster		
<b>Power Dice</b> 1 x R						
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	5+	6+	6+	3+	3	2
<i>Inspiring</i>						
<b>Spells</b>	Zap (short), Stun (short)					
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	2D8					
<b>SPECIAL ABILITY</b> CACKLE! (1) – Use when the model activates. The model may cast the same spell twice this Turn if it has enough actions.						

<b>Name</b>	Mawbeast		<b>Pts</b>	8	20mm	
<b>Race</b>	Beast		<b>Type</b>	Support		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
7	-	5+	6+	5+	2	2
<i>Vicious</i>						
<b>Ranged</b>	-	<b>Equipment</b>				
<b>Melee</b>	3D8					
<b>SPECIAL ABILITY</b> HOWL! (1) – Use when the model activates or after it has finished its actions. Any friendly, non-Fatigued and non-activated Mawbeasts within 6" of this model can immediately make a Walk action directly towards this model without being marked as activated. An individual Mawbeast can only Howl! once per Round.						

<b>Name</b>	Luggit		<b>Pts</b>	6	20mm	
<b>Race</b>	Goblin		<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	6+	5+	5+	6+	2	2
<i>Sneaky</i>						
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	2D8					

<b>Name</b>	Banggit		<b>Pts</b>	15	20mm	
<b>Race</b>	Goblin		<b>Type</b>	Support		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
6	5+	6+	6+	5+	2	2
<i>Sneaky</i>						
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	1D8	Dodgy Grenades (Range: 6". Piercing (1). Area effect (2" / 1D8))				
<b>NOTES</b> When making a ranged attack, first roll 1D8. On the roll of 1, the grenade fails to explode and no further dice are rolled. Otherwise, the attack proceeds as normal.						