

GOBLIN ARMIES

Goblin Army Special Rules

Alignment: Evil

Utterly Spineless

All units in this list have the Yellow Bellied special rule, unless specified otherwise.

Sharpsticks

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	5+	-	4+	15	12/14	95
Horde (40)	5	5+	-	4+	30	19/21	155
Legion (60)	5	5+	-	4+	35	25/27	230

Special

Phalanx

Rabble

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	5+	-	4+	12	12/14	75
Horde (40)	5	5+	-	4+	25	19/21	125
Legion (60)	5	5+	-	4+	30	25/27	180

Spitters

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	6+	5+	3+	10	12/14	85
Horde (40)	5	6+	5+	3+	20	19/21	140

Special

Bows

Fleabag Riders

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	10	4+	-	4+	7	9/11	95
Regiment (10)	10	4+	-	4+	14	12/14	145
Horde (20)	10	4+	-	4+	28	17/19	255

Special

Thunderous Charge (1), Nimble

Fleabag Chariots

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	9	4+	5+	4+	8	10/12	110
Horde (6)	9	4+	5+	4+	16	13/15	170

Special

Bows, Base Size: 50x100mm, Thunderous Charge (2)

Fleabag Rider Sniffs

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	10	5+	5+	3+	7	9/11	95
Regiment (10)	10	5+	5+	3+	14	12/14	145

Special

Bows, Nimble

Trolls

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	-	5+	9	11/14	125
Horde (6)	6	4+	-	5+	18	14/17	190

Special

Crushing Strength (2), Regeneration (5+)

Note that Trolls are not Yellow Bellied, as that would require too much intelligence on their part.

War-Trombone

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	-	4+	12	8/10	65

Special

Breath Attack (Att), Piercing (1)

STARTER FORCE LISTS

Mincer

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	(D6+6)*	9/11	80

Special

Base Size: 50x100mm, Height 3, Big Shield, Brutal, Thunderous Charge (3),

* Roll for the number of Attacks every time you resolve a melee.

Biggit

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	4+	4+	3	9/11	60

Special

Bow, Individual, Inspiring

Options

- Mount on a Fleabag, increasing Speed to 10 (+15 pts) and changing to Hero (Cav)

King

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	4+	4+	5	11/13	90

Special

Bow, Individual, Inspiring

Options

- Mount on a Fleabag, increasing Speed to 10 (+20 pts) and changing to Hero (Cav)

Wiz

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	-	4+	1	9/11	45

Special

Individual, Lightning Bolt (3)

Options

- Wind Blast (5) for +15pts
- Bane-chant (2) for +15pts
- Fireball (6) for +15pts
- Mount on a Fleabag, increasing Speed to 10 (+15 pts) and changing to Hero (Cav)

Flaggit

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	6+	-	4+	1	8/10	40

Special

Individual, Inspiring

Options

- Mount on a Fleabag, increasing Speed to 10 (+15 pts) and changing to Hero (Cav)

Starter Force Lists

These are a selection of army stats. For the full listings, including those right, pick up your copy of the *Kings of War Second Edition Rulebook*.

Mawbeasts Pack, Giant, Slasher, King on Chariot, Big Rocks Thrower, Sharpstick Thrower, Troll Bruiser, Magwa & Jo'os

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