

# Madcaps Goblins



Name [size]	Qua	Def	Equipment	Special Rules	Updg	Cost
Webcaps Trakket the Poisonus [1]	5+	5+	Hand Weapon (A3)	Cave-Clan (Furious), Shaman (Wizard(1)), Hero, Tough(3)	-	55
Death Caps [10]	5+	6+	Hand Weapons (A1)	Cave-Clan (Furious)	A	70
Stone Mushtrull [3]	4+	4+	Hand Weapons (A3, AP(1))	Regeneration, Cave Breed (Furious, Poison in melee), Tough(3)	B	200
Madcap Boss [1]	5+	5+	Halberd (A3, Rending)	Cave-Clan (Furious), Hero, Tough(3)	-	35
Death Caps archers [10]	5+	6+	Shortbows (18", A1), Hand Weapons (A1)	Cave-Clan (Furious)	-	95
Deathjaws Herd [10]	5+	5+	Vicious Jaws (A2, Rending)	Boing	C	140
Porcini sniffers [6]	5+	6+	Hand Weapons (A1, Poison)	Furious, Power Shrooms	-	80
Grakkit the skullcap [1]	5+	5+	Hand Weapon (A3)	Big Boss (Instigator), Pet Cave-Beast (Warning cry) Cave-Clan (Furious), Shaman (Wizard(1)), Hero, Tough(3)	-	125
Psilocybin Crazycaps [3]	5+	6+	Balls & Chains (A3, AP(1))	Boing, Destructive, Tough(3)	-	155
Madcap Boss on Giantjaws [1]	4+	3+	Halberd (A3, Rending), Giant Jaws (A8, Rending), Stomp (A4, AP(1))	Cave-Clan (Furious), Hero, Tough (15), Boing, Fear	-	275
Mad Council of Misconceptions [5]	5+	5+	Hand Weapon (A3)	Furious, Tough (3), Wizard (1), Instigator, Warning cry, Magic potions, Fear	-	290
Bigjaws Jumpers [10]	5+	5+	Hand Weapons (A1), Vicious Jaws (A1, Rending)	Fast, Impact(1), Boing, Furious	-	200
Amanita Spider [1]	4+	3+	Shortbow Crew (18", A6), Stomp (A4, AP(1)), Toxic Fangs (A6, Poison)	Fear, Strider, Tough(12)	-	245
Amanita Spider with catapult [1]	4+	3+	Web Catapult (24", A2, Blast(3), Indirect), Stomp (A4, AP(1)), Toxic Fangs (A6, Poison)	Fear, Strider, Tough(12)	-	260
Wild Amanita Spider [1]	4+	3+	Stomp (A4, AP(1)), Toxic Fangs (A6, Poison)	Fear, Strider, Tough(12)	-	215
Bigjaws Heavy hitters [10]	5+	5+	Lances (A1, Impact (1)), Vicious jaw (A1, Rending)	Fast, Impact(1), Boing, Furious	-	250
Madcap Boss on Bigjaws [1]	5+	5+	Halberd (A3, Rending), Vicious bite (A1, Rending)	Cave-Clan (Furious), Hero, Tough (3), Boing, Fear, Fast, Impact(1)	-	55
Madcaps on scorpions [10]	5+	5+	Lances (A1, Impact (1)), Stinger (A1, Poison)	Fast, Impact(1), Strider	-	230
MadBoss with hungryjaws [1]	5+	5+	Halberd (A3, Rending)	Hero, Tough (3), Warning Cry, Furious	-	45
Rottin trolls [3]	4+	4+	3x Great Weapon (A3, AP(3))	Regeneration, Tough(3), Furious, Poison in melee	-	215
Spores Mushtrull [1]	4+	3+	Giant Club (A6, AP(2)), Stomp (A4, AP(1))	Fear, Regeneration, Tough(12), Furious Poison in melee	-	305



UPGRADES	
<b>A</b>	<b>Upgrade with:</b>
	Sergeant +5pts
	Musician +10pts
	Battle Standard +10pts
<b>B</b>	<b>Replace any Hand Weapon:</b>
	Great Weapon (A3, AP(3)) +5pts
	Throw Rocks (12", A3, AP(1)), Bash (A2) +5pts
<b>C</b>	<b>Upgrade with:</b>
	Goblin Herder (Fearless, Furious) +15pts

SPECIAL RULES:
<b>Boing:</b> When this model is activated, you may place it anywhere within D3+1".
<b>Bombard:</b> Whenever this model moves over enemy units, pick one of them and roll 2 dice. For each 2+ it takes 3 hits with AP(1).
<b>Camouflage:</b> The hero and its unit get the Stealth special rule.
<b>Destructive:</b> This model may move through enemy units. Whenever it does, pick one of them and roll 1 die. On a 2+ it takes 3 hits with AP(1).
<b>Instigator:</b> Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".
<b>Magic Potions:</b> The hero and its unit get AP(+1) in melee.
<b>Power Shrooms:</b> Once per activation, pick one friendly unit within 6", which gets +1 to hit rolls next time it fights in melee.
<b>Surprise:</b> This models counts as having the Ambush rule, and may be deployed up to 1" away from enemy units. Once deployed roll one die, on 2+ it deals 2 hits with AP(1) to one enemy unit within 3".
<b>Takedown:</b> When this model is in melee, may pick one model from the target and roll one die. On a 2+ it takes 1 hit with AP(1) and Deadly(3).

WIZARD SPELLS
<b>Glare (4+):</b> Target enemy unit within 6" takes 1 hit with AP(2) and Deadly(3).
<b>Spider's Might (4+):</b> Target 2 friendly units within 6" get Poison next time they fight in melee.
<b>Death Shroud (5+):</b> Target enemy unit within 6" takes 4 hits with AP(2).
<b>Nuisance (5+):</b> Target 2 friendly units within 12" get +1 to defense next time they take hits.
<b>Curse (6+):</b> Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.
<b>Sneaky (6+):</b> Target 2 friendly units within 6" get +3" next time they Advance, or +6" next time they Charge/Rush