

Ringling Goblins

2300 / 2300 VALID

Goblins [2300]

Rabble	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [75] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	12	12/14	2	[75]
Inf Regiment [75] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	12	12/14	2	[75]
Inf Regiment [75] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	12	12/14	2	[75]

Fleabag Chariots	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Legion [220] Sir Jesse's Boots of Striding <i>Special Rules: Brutal, Thunderous Charge(2), Vicious(Melee) Keywords: Beast, Goblin</i>	9	4+	5+	4+	4	20	17/19	3	[205] [15]
Cht Legion [210] Healing Brew <i>Special Rules: Brutal, Thunderous Charge(2), Vicious(Melee) Keywords: Beast, Goblin</i>	9	4+	5+	4+	4	20	17/19	3	[205] [5]
Cht Legion [210] Staying Stone <i>Special Rules: Brutal, Thunderous Charge(2), Vicious(Melee) Keywords: Beast, Goblin</i>	9	4+	5+	4+	4	20	18/19	3	[205] [5]

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6) Keywords: Giant, King's Pride</i>	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]
Titan 1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6) Keywords: Giant, King's Pride</i>	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]
Titan 1 [225] Giant Club <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Rampage(Melee D6) Keywords: Giant, King's Pride</i>	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]

Troll Bruiser	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [115] Mace of Crushing <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Regeneration(5+) Keywords: Troll</i>	6	3+	-	5+	1	5	12/15	3	[110] [5]
Hero (Lrg Inf) 1 [115] Blade of Slashing <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Regeneration(5+) Keywords: Troll</i>	6	3+	-	5+	1	5	12/15	3	[110] [5]
Hero (Lrg Inf) 1 [120] Orb of Towering Presence <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Regeneration(5+) Keywords: Troll</i>	6	3+	-	5+	2	5	12/15	3	[110] [10]

Kuzlo & Madfall [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 1 [145] Hex (3) Enthral (5) <i>Special Rules: Crushing Strength(2), Inspiring(Self only), Nimble, Pathfinder, Regeneration(4+), Vicious(Melee), Ravenous Lizard, Sticky Tongue</i> <i>Keywords: Beast, Goblin</i>	8	3+	-	4+	1	5	13/15	3	[145] [0] [0]

King on Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [135] Fire-Oil Shortbow (18", Steady Aim) <i>Special Rules: Crushing Strength(1 / +1 vs. units with Regeneration), Inspiring, Nimble, Thunderous Charge(1), Piercing(+1 vs. units with Regeneration) Keywords: Beast, Goblin</i>	9	4+	4+	4+	1	7	13/15	3	[130] [5]
Hero (Cht) 1 [130] Shortbow (18", Steady Aim) <i>Special Rules: Crushing Strength(1), Inspiring, Nimble, Thunderous Charge(1) Keywords: Beast, Goblin</i>	9	4+	4+	4+	1	7	13/15	3	[130]

Total Units:

15

Total Unit Strength:

31

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Ravenous Lizard	While within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
Sticky Tongue	This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fury	While Wavering, this unit may still declare a Counter Charge.
Inspiring	If this unit, or any Friendly Core unit within 6 inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1 inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.

Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Staying Stone	The unit gains +1 to its Wavering stat value.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.