2300 / 2300 VALID

## MGT Goblins [2300]

	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mav	vpup Cage								
Inf Horde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mav	vpup Cage								
Inf Horde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mav	vpup Cage								
Inf Horde (40) [130]	5	5+	-	4+	3	25	19/21	2	[125]
Blade of Slashing	_								[5]
Keywords: Expendable, Goblin, Mav									
Inf Horde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mav	vpup Cage	-			0	05	10/01		[405]
Inf Horde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mav	vpup Cage								
Spitters*	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [95]	5	6+	5+	3+	2	10	12/14	2	[90]
Fire-Oil						-			[5]
Bows (24")									
Special Rules: Crushing Strength(+1	1 vs. units w	ith Regenera	ation),Pierci	ng(+1 vs. un	its with Reg	eneration) <b>K</b>	<b>(eywords:</b> G	oblin	
Inf Regiment (20) [90]	5	6+	5+	3+	2	10	12/14	2	[90]
Bows (24")									
Keywords: Goblin									
Inf Regiment (20) [90]	5	6+	5+	3+	2	10	12/14	2	[90]
Bows (24")									
Keywords: Goblin									
Big Rocks Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
Big Rocks Thrower (48", Blast(D3+1),In	direct, Pierc	ing(3),Reloa	a, Ignores C	Doscured)					
Keywords: Gizmo, Goblin, Lobber	-				0	2	0/44	0	[00]
		<u>^</u> .	E .			2	9/11	2	[90]
WE 1 [90]	5 direct Biore	0+ ing(2) Polog	5+	4+	0				[]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In	-		- ·		U				[]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In <i>Keywords:</i> Gizmo, Goblin, Lobber	direct, Pierc	ing(3),Reloa	d, Ignores C	Obscured)		2	9/11	2	
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In <i>Keywords: Gizmo, Goblin, Lobber</i> WE 1 [90]	direct, Pierc 5	ing(3),Reloa	d, Ignores ( 5+	Dbscured) 4+	0	2	9/11	2	[90]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In <i>Keywords: Gizmo, Goblin, Lobber</i> WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In	direct, Pierc 5	ing(3),Reloa	d, Ignores ( 5+	Dbscured) 4+		2	9/11	2	
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In <i>Keywords: Gizmo, Goblin, Lobber</i> WE 1 [90]	direct, Pierc 5	ing(3),Reloa	d, Ignores ( 5+	Dbscured) 4+		2	9/11	2	
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In <i>Keywords: Gizmo, Goblin, Lobber</i> WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In	direct, Pierc 5	ing(3),Reloa	d, Ignores ( 5+	Dbscured) 4+		2 Att	9/11 Ne	2 Ht	
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: <i>Keywords: Gizmo, Goblin, Lobber</i> WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: <i>Keywords: Gizmo, Goblin, Lobber</i> Sharpstick Thrower WE 1 [60]	direct, Pierc 5 direct, Pierc <b>Sp</b> 5	ing(3),Reloa 0+ ing(3),Reloa <u>Me</u> 0+	d, Ignores ( 5+ d, Ignores (	Dbscured) 4+ Dbscured)	0				[90]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: <i>Keywords: Gizmo, Goblin, Lobber</i> WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: <i>Keywords: Gizmo, Goblin, Lobber</i> Sharpstick Thrower	direct, Pierc 5 direct, Pierc <b>Sp</b> 5	ing(3),Reloa 0+ ing(3),Reloa <u>Me</u> 0+	d, Ignores ( 5+ d, Ignores ( <b>Ra</b>	Dbscured) 4+ Dbscured) De	0 US	Att	Ne	Ht	[90] Pts
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Piere Keywords: Gizmo, Goblin, Lobber	direct, Pierc 5 direct, Pierc <b>Sp</b> 5	ing(3),Reloa 0+ ing(3),Reloa <u>Me</u> 0+ ad)	d, Ignores ( 5+ d, Ignores ( <b>Ra</b>	Dbscured) 4+ Dbscured) De	0 US	Att	Ne	Ht	[90] Pts [60]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Piere Keywords: Gizmo, Goblin, Lobber WE 1 [60]	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo	ing(3),Reloa 0+ ing(3),Reloa <b>Me</b> 0+ ad) 0+	d, Ignores ( 5+ d, Ignores ( <b>Ra</b>	Dbscured) 4+ Dbscured) De	0 US	Att	Ne	Ht	[90] Pts
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Piere Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Piere	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo	ing(3),Reloa 0+ ing(3),Reloa <b>Me</b> 0+ ad) 0+	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+	Dbscured) 4+ Dbscured) De 4+	0 US 0	Att 2	<b>Ne</b> 9/11	Ht 2	[90] Pts [60]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pier Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pier Keywords: Gizmo, Goblin, Lobber	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo	ing(3),Reloa 0+ ing(3),Reloa <b>Me</b> 0+ ad) 0+ ad)	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+ 4+	Dbscured) 4+ Dbscured) De 4+ 4+	0 US 0	<b>Att</b> 2 2	<b>Ne</b> 9/11 9/11	Ht 2 2	[90] Pts [60] [60]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pier Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pier Keywords: Gizmo, Goblin, Lobber WE 1 [60]	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo	ing(3),Reloa 0+ ing(3),Reloa <b>Me</b> 0+ ad) 0+ ad) 0+	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+	Dbscured) 4+ Dbscured) De 4+	0 US 0	Att 2	<b>Ne</b> 9/11	Ht 2	[90] Pts [60]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pier Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pier Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pier	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo	ing(3),Reloa 0+ ing(3),Reloa <b>Me</b> 0+ ad) 0+ ad) 0+	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+ 4+	Dbscured) 4+ Dbscured) De 4+ 4+	0 US 0	<b>Att</b> 2 2	<b>Ne</b> 9/11 9/11	Ht 2 2	[90] Pts [60] [60]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pier Keywords: Gizmo, Goblin, Lobber WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pier Keywords: Gizmo, Goblin, Lobber WE 1 [60]	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo	ing(3),Reloa 0+ ing(3),Reloa <b>Me</b> 0+ ad) 0+ ad) 0+	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+ 4+	Dbscured) 4+ Dbscured) De 4+ 4+	0 US 0	<b>Att</b> 2 2	<b>Ne</b> 9/11 9/11	Ht 2 2	[90] Pts [60] [60]
<ul> <li>WE 1 [90]</li> <li>Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [90]</li> <li>Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>Sharpstick Thrower</li> <li>WE 1 [60]</li> <li>Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60]</li> <li>Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60]</li> <li>Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60]</li> <li>Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> </ul>	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo	ing(3),Reloa 0+ ing(3),Reloa <b>Me</b> 0+ ad) 0+ ad) 0+ ad)	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+ 4+ 4+	Dbscured) 4+ Dbscured) De 4+ 4+ 4+	0 US 0 0	Att 2 2 2	Ne 9/11 9/11 9/11	Ht 2 2 2	[90] Pts [60] [60]
<ul> <li>WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>Sharpstick Thrower</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> </ul>	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo <b>Sp</b>	ing(3),Reloa 0+ ing(3),Reloa Me 0+ ad) 0+ ad) 0+ ad) 0+ ad)	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+ 4+ 4+ 4+	Dbscured) 4+ Dbscured) De 4+ 4+ 4+ 4+ De	0 US 0 0 US	Att 2 2 2 2 Att	Ne 9/11 9/11 9/11 9/11 Ne	Ht 2 2 2 Ht	[90] Pts [60] [60] [60] Pts
<ul> <li>WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>Sharpstick Thrower</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> <li>ME 1 [60] Sharpstick Thrower (48", Blast(D3),Pien- Keywords: Gizmo, Goblin, Lobber</li> </ul>	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo 5 cing(2),Relo	ing(3),Reloa 0+ ing(3),Reloa <b>Me</b> 0+ ad) 0+ ad) 0+ ad)	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+ 4+ 4+	Dbscured) 4+ Dbscured) De 4+ 4+ 4+	0 US 0 0	Att 2 2 2	Ne 9/11 9/11 9/11	Ht 2 2 2	[90] Pts [60] [60]
<ul> <li>WE 1 [90]</li> <li>Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [90]</li> <li>Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>Sharpstick Thrower</li> <li>WE 1 [60]</li> <li>Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60]</li> <li>Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60]</li> <li>Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60]</li> <li>Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60]</li> <li>Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> </ul>	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo 5 cing(2),Relo <b>Sp</b> 5 rcing(1))	ing(3),Reloa 0+ ing(3),Reloa Me 0+ ad) 0+ ad) 0+ ad) 0+ ad) 0+ ad)	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+ 4+ 4+ <b>A</b> + <b>A</b> + 5+	Dbscured)         4+         Dbscured)         De         4+         4+         4+         4+         4+         5+	0 US 0 0 0 US 1	Att 2 2 2 2 Att	Ne 9/11 9/11 9/11 9/11 Ne	Ht 2 2 2 Ht	[90] Pts [60] [60] [60] Pts
<ul> <li>WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>Sharpstick Thrower</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> </ul>	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo 5 cing(2),Relo <b>Sp</b> 5 rcing(1))	ing(3),Reloa 0+ ing(3),Reloa Me 0+ ad) 0+ ad) 0+ ad) 0+ ad) 0+ ad)	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+ 4+ 4+ 4+ 5+ <i>Keywords</i>	Dbscured) 4+ Dbscured) <b>De</b> 4+ 4+ 4+ 4+ 5+ 5+ <i>: Gizmo, Go</i>	0 US 0 0 0 US 1	Att 2 2 2 2 Att 3	Ne 9/11 9/11 9/11 9/11 <u>Ne</u> -/10	Ht 2 2 2 Ht 3	[90] Pts [60] [60] [60] Pts [65]
<ul> <li>WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> </ul>	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo 5 cing(2),Relo 5 cing(2),Relo 5 cing(2),Relo 5 cing(1)) shing Streng 5	ing(3),Reloa 0+ ing(3),Reloa Me 0+ ad) 0+ ad) 0+ ad) 0+ ad) 0+ ad)	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+ 4+ 4+ <b>A</b> + <b>A</b> + 5+	Dbscured)         4+         Dbscured)         De         4+         4+         4+         4+         4+         5+	0 US 0 0 0 US 1	Att 2 2 2 2 Att	Ne 9/11 9/11 9/11 9/11 Ne	Ht 2 2 2 Ht	[90] Pts [60] [60] [60] Pts
<ul> <li>WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),In: Keywords: Gizmo, Goblin, Lobber</li> <li>Sharpstick Thrower</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> <li>WE 1 [60] Sharpstick Thrower (48", Blast(D3),Pien Keywords: Gizmo, Goblin, Lobber</li> </ul>	direct, Pierc 5 direct, Pierc <b>Sp</b> 5 cing(2),Relo 5 cing(2),Relo 5 cing(2),Relo 5 cing(2),Relo 5 cing(1)) shing Streng 5 rcing(1))	ing(3),Reloa 0+ ing(3),Reloa Me 0+ ad) 0+ ad) 0+ ad) 0+ ad) 0+ ad) 0+ ad) 2+ 3+	d, Ignores ( 5+ d, Ignores ( <b>Ra</b> 4+ 4+ 4+ 4+ 5+ <i>Keywords</i> 5+	Dbscured) 4+ Dbscured) <b>De</b> 4+ 4+ 4+ <b>De</b> 5+ <i>: Gizmo, Go</i> 5+	0 US 0 0 US 1 blin 1	Att 2 2 2 2 Att 3	Ne 9/11 9/11 9/11 9/11 <u>Ne</u> -/10	Ht 2 2 2 Ht 3	[90] Pts [60] [60] [60] Pts [65]

Winggit	S	p Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [120]		0 5+	4+	4+	1	1	11/13	3	[120]
Bombs Away! Firebombs (12", Att: 3, Blast	t(D3) Japaras Oba	ured Diaroinal	I) Steady Ai~	)					[0]
Special Rules: Fly, Nimb					oblin				
Mon 1 [120]		0 5+	4+	4+	1	1	11/13	3	[120]
Bombs Away!				<b>`</b>					[0]
Firebombs (12", Att: 3, Blast Special Rules: Fly, Nimb					oblin				
	, _, e,	There are a second s		0.2					
King	S	p Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [100]		0 4+	4+	4+	0	5	12/14	2	[70]
Groany Snark									[30]
Shortbow (18") Special Rules: Crushing	Strength(1) Individ	dual Inspiring N	/ini-Winaait F	liaht Suit-B	last(Melee D	3) Elv Thur	derous Char	ae(2) <b>Kevv</b>	vords
Goblin	Calongan (1), marrie	idal, mophing, n	inin triniggict	iigin oun, D		o),, i <b>y</b> , inan		90(2) <b>,</b>	
Flaggit	S	p Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [65]	4	5 5+	-	4+	0	1	8/10	2	[40]
The Boomstick Lightning Bolt (3)									[25]
Special Rules: Individual	l, Inspiring <b>Keywo</b>	<b>rds:</b> Goblin							
Wiz	S		Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [70	)]	5 5+	-	4+	0	1	9/11	2	[45]
Knowledgable[1] Lightning Bolt (3)									[10] [0]
Alchemist's Curse[1](0)									[0] [15]
Special Rules: Individual					_				
Hero (Inf) 1 Spellcaster 1 [6	5]	5 5+	-	4+	0	1	9/11	2	[45]
Inspiring Talisman Lightning Bolt (3)									[20] [0]
Special Rules: Individual	I Inspiring Kouwo								[0]
	i, mspinny <b>neywo</b>	rds: Goblin							
-,		rds: Goblin							
Magwa & Jo'os [1]	S	p Me	Ra	De	US	Att	Ne	Ht	Pts
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster	S		Ra -	<b>De</b> 5+	<b>US</b> 0	Att 7	<b>Ne</b> 12/14	Ht 2	[150]
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4)	S [150]	р Ме 6 3+	-	5+	0	7	12/14	2	[150] [0]
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster	S [150]	р Ме 6 3+	-	5+	0	7	12/14	2	[150] [0]
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing	S [150]	р Ме 6 3+	- spiring, Mighty	5+ v, Vicious(M	0 Ielee), Wild C	7	12/14	2 east, Goblii	[150] [0]
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing	S [150]	p Me 5 3+ st, Individual, Ins	- spiring, Mighty T	5+	0 Ielee), Wild C	7	12/14	2	[150] [0]
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing	S [150]	p Me 5 3+ st, Individual, Ins 24	- spiring, Mighty T	5+ v, Vicious(M	0 Ielee), Wild C	7	12/14	2 east, Goblii	[150] [0]
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing	S [150]	p Me 5 3+ st, Individual, Ins 24	- spiring, Mighty T	5+ v, Vicious(M	0 Ielee), Wild C	7	12/14	2 east, Goblii	[150] [0]
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Total Units: Total Primary Core Points:	Strength(2), Duelis	p Me 3 3+ st, Individual, Ins 24 2300 (100.0	- spiring, Mighty Mighty T	5+ /, Vicious(M otal Unit S	0 lelee), Wild C trength:	7 harge(D3) <b>K</b>	12/14 <b>čeywords:</b> B	2 east, Goblin 28	[150] [0] 7
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule	S [150]	p Me 3 3+ st, Individual, Ins 24 2300 (100.0	- spiring, Mighty Mighty T	5+ /, Vicious(M otal Unit S	0 lelee), Wild C trength:	7 harge(D3) <b>K</b>	12/14 <b>čeywords:</b> B	2 east, Goblin 28	[150] [0] 7
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom!	S         2 [150]         Strength(2), Duelis         Description         At the end of a T play.	p Me 3 3+ st, Individual, Ins 24 2300 (100.0 <sup>-</sup> <sup>-</sup> <sup>-</sup> <sup>-</sup> <sup>-</sup> <sup>-</sup> <sup>-</sup> <sup>-</sup>	- spiring, Mighty 7 %) s unit scores a	5+ v, Vicious(M otal Unit S a successfu	0 lelee), Wild C trength: I hit in melee	7 harge(D3) <b>k</b> , it is immed	12/14 <b><i>(eywords:</i></b> B iately Routed	2 east, Goblin 28 d and remo	[150] [0] 7 ved from
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule	S         2 [150]         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea	p Me 3 3+ st, Individual, Ins 24 2300 (100.0 Furn in which this ch of your Rang	- spiring, Mighty %) s unit scores a led phases yo	5+ , Vicious(M otal Unit S a successfu	0 lelee), Wild C trength: I hit in melee ediately targe	7 harge(D3) <b>k</b> , it is immed et and "mark	12/14 <b><i>(eywords: B</i></b> iately Routed	2 east, Goblin 28 d and remo unit anywhe	[150] [0] ved from ere within
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom!	S         2 [150]         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit rekeyword, while taken the start of ea start of the s	p Me 5 3+ st, Individual, Ins 24 2300 (100.0 Furn in which this ch of your Range argeting the main	- spiring, Mighty T %) s unit scores a led phases yc ∋ of Sight. For ked enemy u	5+ , Vicious(M otal Unit S a successfu ou can imme the remain	0 lelee), Wild C trength: I hit in melee ediately targe der of the Tu	7 harge(D3) <b>k</b> , it is immed et and "mark irn, all friend	12/14 <b>(eywords:</b> But iately Routed ' an Enemy u ly Core units	2 east, Goblin 28 d and remo unit anywhe with the Lo	(150) (0) ved from ere within obber
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom!	S         2 [150]         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit response to the start of th	p Me 5 3+ st, Individual, Ins 24 2300 (100.0 Furn in which this ch of your Range argeting the main	- spiring, Mighty T %) s unit scores a led phases yc ∋ of Sight. For ked enemy u	5+ , Vicious(M otal Unit S a successfu ou can imme the remain	0 lelee), Wild C trength: I hit in melee ediately targe der of the Tu	7 harge(D3) <b>k</b> , it is immed et and "mark irn, all friend	12/14 <b>(eywords:</b> But iately Routed ' an Enemy u ly Core units	2 east, Goblin 28 d and remo unit anywhe with the Lo	(150) (0) ved from ere within obber
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom! Eye in the Sky	S         2 [150]         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit rekeyword, while taken the start of ea start of the s	Me         6       3+         st, Individual, Ins       24         2300 (100.0         Furn in which this         ch of your Range         egardless of Line         argeting the mai         /inggit is Disord	spiring, Mighty priving, Mighty T p%) s unit scores a led phases you of Sight. For ked enemy u ered.	5+ otal Unit S a successfu ou can imme the remain nit, have the	0 Ielee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang	7 harge(D3) <b>k</b> , it is immed et and "mark irn, all friend ed) special i	12/14 <i>(eywords: B</i> iately Routed ' an Enemy u ly Core units rule. This spe	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma	[150] [0] ved from ere within obber ay not be
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom!	S         2 [150]         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit re keyword, while the V used while the V         Before being giv On a result of a T	p       Me         5       3+         5t, Individual, Ins       24         2300 (100.0       24         2300 (100.0       24         Gardless of Line       24         argeting the mai       25         /inggit is Disord       25         en an order in the       1         1 the flight suit main       1	- spiring, Mighty 7 9%) s unit scores a led phases yo e of Sight. For ked enemy u ered. he movement halfunctions in	5+ otal Unit S a successfu bu can imme the remain nit, have the phase othe n spectacula	0 Ielee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang r than Halt, C ar fashion. Al	7 harge(D3) <b>k</b> , it is immed et and "mark irn, all friend ed) special i Change Faci I units, both	12/14 <b>(eywords:</b> But iately Routed ' an Enemy u ly Core units rule. This spe rule. This spe friendly and	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit	[150] [0] 7 ved from ere within obber ay not be roll a D6.
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom! Eye in the Sky	S         2 [150]         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit re keyword, while the V used while the V         Before being giv	p       Me         5       3+         5t, Individual, Ins       24         2300 (100.0       24         2300 (100.0       24         Gardless of Line       24         argeting the mai       25         /inggit is Disord       25         en an order in the       1         1 the flight suit main       1	- spiring, Mighty 7 9%) s unit scores a led phases yo e of Sight. For ked enemy u ered. he movement halfunctions in	5+ otal Unit S a successfu bu can imme the remain nit, have the phase othe n spectacula	0 Ielee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang r than Halt, C ar fashion. Al	7 harge(D3) <b>k</b> , it is immed et and "mark irn, all friend ed) special i Change Faci I units, both	12/14 <b>(eywords:</b> But iately Routed ' an Enemy u ly Core units rule. This spe rule. This spe friendly and	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit	[150] [0] ved from ere within obber ay not be roll a D6.
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom! Eye in the Sky	S         2 [150]         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit re keyword, while the V used while the V         Before being giv On a result of a T	p       Me         5       3+         5t, Individual, Ins       24         2300 (100.0       24         2300 (100.0       24         Gardless of Line       24         argeting the mai       25         /inggit is Disord       25         en an order in the       1         1 the flight suit main       1	- spiring, Mighty 7 9%) s unit scores a led phases yo e of Sight. For ked enemy u ered. he movement halfunctions in	5+ otal Unit S a successfu bu can imme the remain nit, have the phase othe n spectacula	0 Ielee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang r than Halt, C ar fashion. Al	7 harge(D3) <b>k</b> , it is immed et and "mark irn, all friend ed) special i Change Faci I units, both	12/14 <b>(eywords:</b> But iately Routed ' an Enemy u ly Core units rule. This spe rule. This spe friendly and	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit	[150] [0] ved from ere within obber ay not be roll a D6.
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom! Eye in the Sky	S         2 [150]         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit re keyword, while the V used while the V         Before being giv On a result of a T	Me         6       3+         5t, Individual, Ins       24         2300 (100.0       24         2300 (100.0       24         Gardless of Line       24         Arrow and the second sec	- spiring, Mighty 7 9%) s unit scores a led phases yo e of Sight. For ked enemy u ered. he movement halfunctions in	5+ otal Unit S a successfu bu can imme the remain nit, have the phase othe n spectacula	0 Ielee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang r than Halt, C ar fashion. Al	7 harge(D3) <b>k</b> , it is immed et and "mark irn, all friend ed) special i Change Faci I units, both	12/14 <b>(eywords:</b> But iately Routed ' an Enemy u ly Core units rule. This spe rule. This spe friendly and	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit	[150] [0] 7 ved from ere within obber ay not be roll a D6.
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom! Eye in the Sky Mini-Winggit Flight Suit	Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit rekeyword, while the V         Before being giv On a result of a take a point of day	Me         5       3+         5t, Individual, Ins       24         2300 (100.0       24         2300 (100.0       24         curn in which this       24         conditional state       24	- spiring, Mighty T (%) s unit scores a led phases yo e of Sight. For ked enemy u ered. he movement halfunctions in g this unit. No	5+ otal Unit S a successfu bu can imme the remain nit, have the phase othe n spectacula Nerve tests ffers a num	0 Ielee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang r than Halt, C ar fashion. Al s are require ber of hits ec	7 harge(D3) <b>k</b> , it is immed et and "mark irn, all friend ed) special i Change Faci I units, both d for damag	12/14 Teywords: Ba iately Routed ' an Enemy u ly Core units rule. This spe rule. This spe rule. This spe rule. This spe rule. This spe taken in thi	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit s way.	[150] [0] ved from ere within obber ay not be oll a D6. hin 6" of it
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Total Primary Core Points: Custom Rule Boom! Eye in the Sky Mini-Winggit Flight Suit Special Rule Blast	Strength(2), Duelis         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit re keyword, while the V         Before being giv On a result of a take a point of data take take take take take take take t	p       Me         5       3+         5t, Individual, Ins       24         2300 (100.0       24         2300 (100.0       24         Gurn in which this       24         ch of your Range       2300 (100.0         Gurn in which this       24         ch of your Range       2300 (100.0         Gurn in which this       24         ch of your Range       2300 (100.0         Gurn in which this       24         ch of your Range       2300 (100.0         Gurn in which this       24         ch of your Range       2300 (100.0         en an order in the       1         1 the flight suit namage, including       24         k hits the target, this is done, roll       24	- spiring, Mighty 7 9%) s unit scores a led phases yo e of Sight. For ked enemy u ered. he movement halfunctions in g this unit. No the target su damage as n	5+ <i>y</i> , <i>Vicious(M</i> <b>otal Unit S</b> a successfu bu can imme the remain nit, have the phase othe n spectacula Nerve testa ffers a num ormal for al	0 Ielee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang r than Halt, C ar fashion. Al s are require ber of hits ec l of this hits c	7 harge(D3) <b>k</b> , it is immed et and "mark irn, all friend ed) special i Change Faci I units, both d for damag qual to the mi caused.	12/14 Teywords: Ba iately Routed ' an Enemy u ly Core units rule. This spe rule. This spe rule. This spe rule. This spe unter this spe rule taken in thi	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit s way.	[150] [0] ved from ere within obber ay not be oll a D6. hin 6" of it
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom! Eye in the Sky Mini-Winggit Flight Suit	Strength(2), Duelis         Strength(2), Duelis         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit rekeyword, while the W         Before being giv         On a result of a take a point of data take a take take	p       Me         5       3+         5t, Individual, Ins       24         2300 (100.0       24         2300 (100.0       24         Gardless of Line       24         argeting the mar       24         Vinggit is Disord       25         en an order in the flight suit mar       24         k hits the target, including       25         k hits the target this is done, roll       26         e Nerve of an em       27	- spiring, Mighty (%) s unit scores a ed phases yo e of Sight. For ked enemy u ered. he movement halfunctions in g this unit. No the target su damage as n emy unit in N	5+ , Vicious(M otal Unit S a successfu bu can imme the remain nit, have the phase othe n spectacula Nerve tests ffers a num ormal for al lelee with o	0 lelee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang r than Halt, C ar fashion. Al s are required ber of hits ed l of this hits con ne or more o	7 harge(D3) <b>K</b> , it is immed et and "mark irn, all friend ed) special i Change Faci I units, both d for damag qual to the ne aused.	12/14 Teywords: Ba iately Routed ' an Enemy u ly Core units rule. This spe ng or Counte Friendly and e taken in thi umber in brack	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit s way. ckets, rathe add the his	[150] [0] ved from ere within obber ay not be oll a D6. hin 6" of it er than a ghest Bruta
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom! Eye in the Sky Mini-Winggit Flight Suit Special Rule Blast	Strength(2), Duelis         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit re keyword, while the V         Before being giv On a result of a take a point of data take take take take take take take t	p       Me         5       3+         5t, Individual, Ins       24         2300 (100.0       24         2300 (100.0       24         'urn in which this       24         ch of your Range       2300 (100.0         'urn in which this       24         ch of your Range       2300 (100.0         'urn in which this       24         ch of your Range       2300 (100.0         'unggit is Disord       24         en an order in the flight suit manage, including       24         k hits the target       24         this is done, roll       24         e Nerve of an en       24         otal rolled. If no       24	- spiring, Mighty (%) s unit scores a led phases yo e of Sight. For ked enemy u ered. he movement halfunctions in g this unit. No the target su damage as n emy unit in N value is spec	5+ , Vicious(M otal Unit S a successfu bu can imme the remain nit, have the phase othe n spectacula Nerve tests ffers a num ormal for al lelee with ou ified, the un	0 lelee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang r than Halt, C ar fashion. Al s are required ber of hits ed l of this hits con ne or more o it has Brutal	7 harge(D3) K , it is immed et and "mark irn, all friend ed) special i Change Faci I units, both d for damag qual to the ne aused. f your units v (1). If an end	12/14 Teywords: Ba iately Routed ' an Enemy u ly Core units rule. This spe ng or Counte Friendly and e taken in thi umber in brack	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit s way. ckets, rathe add the his	[150] [0] ved from ere within obber ay not be oll a D6. hin 6" of it er than a ghest Brut
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Total Units: Total Primary Core Points: Custom Rule Boom! Eye in the Sky Mini-Winggit Flight Suit Special Rule Blast Brutal	Description         At the end of a T play.         At the start of ea 24" of this unit re keyword, while the W         Before being giv On a result of a take a point of data take take take take take take take t	p       Me         5       3+         5t, Individual, Ins       24         2300 (100.0       24         2300 (100.0       24         'urn in which this       25         'unggit is Disord       25         en an order in the flight suit manage, including       24         'this is done, roll       25         'e Nerve of an emotal rolled. If no d special rules, t       25	spiring, Mighty piring, Mighty T sunit scores a solution scores a	5+ , Vicious(M otal Unit S a successfu ou can imme the remain nit, have the phase othe n spectacula Nerve tests ffers a num ormal for al lelee with ou player must	0 lelee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang r than Halt, C ar fashion. Al s are required ber of hits ed I of this hits of ne or more o it has Brutal choose whic	7 harge(D3) <b>K</b> , it is immed et and "mark urn, all friend ed) special i Change Faci I units, both d for damag qual to the ne caused. f your units v (1). If an end th ouse.	12/14 <b>Teywords:</b> Ba <b>Teywords:</b> Ba iately Routed ' an Enemy u ly Core units rule. This spec- ng or Counter Friendly and e taken in this umber in brack with this rule, emy unit is su	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit s way. ckets, rathe add the his	[150] [0] ved from ere within obber ay not be oll a D6. hin 6" of it er than a ghest Brut
Magwa & Jo'os [1] Hero (Lrg Cav) 1 Spellcaster Lightning Bolt (4) Special Rules: Crushing Fotal Units: Fotal Primary Core Points: Custom Rule Boom! Eye in the Sky Mini-Winggit Flight Suit Special Rule Blast	Strength(2), Duelis         Strength(2), Duelis         Strength(2), Duelis         Description         At the end of a T play.         At the start of ea 24" of this unit re keyword, while the W         Before being giv On a result of a take a point of data take a not be being giv On a result of a take a point of data take take take take take take take t	p       Me         5       3+         5       3+         24       24         2300 (100.0         Furn in which this         ch of your Range         egardless of Line         argeting the mail         /inggit is Disord         en an order in the         1 the flight suit manage, including         k hits the target, this is done, roll         e Nerve of an en         otal rolled. If no         d special rules, t         y Melee attacks	spiring, Mighty piring, Mighty T Sumit scores a red phases you a of Sight. For ked enemy u ered. The movement nalfunctions in g this unit. No the target su damage as n emy unit in M value is spec he attacking p from this unit	5+ <i>v</i> , <i>Vicious(M</i> <b>otal Unit S</b> a successfu bu can imme the remain nit, have the phase othe n spectacula Nerve tests ffers a num ormal for al lelee with or offied, the un olayer must have a +(n	0 lelee), Wild C trength: I hit in melee ediately targe der of the Tu e Elite (Rang r than Halt, C ar fashion. Al s are required ber of hits ed I of this hits con ne or more o it has Brutal choose whice ) modifier wh	7 harge(D3) K e, it is immed et and "mark irn, all friend ed) special i Change Faci I units, both d for damag qual to the ne caused. f your units i (1). If an end th to use.	12/14 <b>(eywords:</b> Ba iately Routed ' an Enemy u ly Core units ule. This spe riendly and e taken in thi umber in brack with this rule, emy unit is su damage.	2 east, Goblin 28 d and remo unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit s way. ckets, rathe add the his	[150] [0] ved from ere within obber ay not be oll a D6. hin 6" of it er than a ghest Bruta

Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Arcane Ability	Description	
Knowledgable [1]	Spellcaster Tier +1	
Spell	Description	Special Rules
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover
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 (+1 - vs. units with Regeneration).	e Piercing special ru
Inspiring Talisman	The unit gains the Inspiring special rule.	

The Boomstick

The unit gains the Lighning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.