MGT

Goblins [2300]

Rabble	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mawpup Cage									
Inf Horde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mawpup Cage									
Inf Horde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mawpup Cage									
Inf Horde (40) [130]	5	5+	-	4+	3	25	19/21	2	[125]
Blade of Slashing									[5]
Keywords: Expendable, Goblin, Mawpup Cage									
Inf Horde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mawpup Cage									
Inf Horde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mawpup Cage									

Spitters*	Sp	Me	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 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) **Keywords:** *Goblin*									
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),Indirect, Piercing(3),Reload, Ignores Obscured)									
Keywords: Gizmo, Goblin, Lobber									
WE 1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
Big Rocks Thrower (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured)									
Keywords: Gizmo, Goblin, Lobber									
WE 1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
Big Rocks Thrower (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured)									
Keywords: Gizmo, Goblin, Lobber									

Sharpstick Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [60]	5	0+	4+	4+	0	2	9/11	2	[60]
Sharpstick Thrower (48", Blast(D3),Piercing(2),Reload)									
Keywords: Gizmo, Goblin, Lobber									
WE 1 [60]	5	0+	4+	4+	0	2	9/11	2	[60]
Sharpstick Thrower (48", Blast(D3),Piercing(2),Reload)									
Keywords: Gizmo, Goblin, Lobber									
WE 1 [60]	5	0+	4+	4+	0	2	9/11	2	[60]
Sharpstick Thrower (48", Blast(D3),Piercing(2),Reload)									
Keywords: Gizmo, Goblin, Lobber									

Goblin Blaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [65]	5	3+	5+	5+	1	3	-/10	3	[65]
Makeshift Grenades (12", Blast(D3),Piercing(1))									
Special Rules: Blast(D6),Brutal, Crushing Strength(3),Boom! **Keywords:** *Gizmo, Goblin*									
Mon (Chariot) 1 [65]	5	3+	5+	5+	1	3	-/10	3	[65]
Makeshift Grenades (12", Blast(D3),Piercing(1))									
Special Rules: Blast(D6),Brutal, Crushing Strength(3),Boom! **Keywords:** *Gizmo, Goblin*									

Winggit		Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [120]		10	5+	**4+**	4+	1	1	11/13	3	[120]
Bombs Away!										[0]
Firebombs (12", Att: 3, Blast(D3),Ignores Obscured, Piercing(1),Steady Aim)										
***Special Rules:** Fly, Nimble, Eye in the Sky, Vicious(Ranged)* **Keywords:** *Gizmo, Goblin*										
Mon 1 [120]		10	5+	**4+**	4+	1	1	11/13	3	[120]
Bombs Away!										[0]
Firebombs (12", Att: 3, Blast(D3),Ignores Obscured, Piercing(1),Steady Aim)										
***Special Rules:** Fly, Nimble, Eye in the Sky, Vicious(Ranged)* **Keywords:** *Gizmo, Goblin*										

King		Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [100]		**10**	4+	4+	4+	0	5	12/14	2	[70]
Groany Snark										[30]
Shortbow (18")										
***Special Rules:** Crushing Strength(1),Individual, Inspiring, Mini-Winggit Flight Suit, Blast(Melee D3),Fly, Thunderous Charge(2)* **Keywords:** *Goblin*										

Flaggit		Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [65]		5	5+	-	4+	0	1	8/10	2	[40]
The Boomstick										[25]
Lightning Bolt (3)										
***Special Rules:** Individual, Inspiring* **Keywords:** *Goblin*										

Wiz		Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster **2 [70]**		5	5+	-	4+	0	1	9/11	2	[45]
Knowledgable[1]										[10]
Lightning Bolt (3)										[0]
Alchemist's Curse[1](0)										[15]
***Special Rules:** Individual* **Keywords:** *Goblin*										
Hero (Inf) 1 Spellcaster 1 **[65]**		5	5+	-	4+	0	1	9/11	2	[45]
Inspiring Talisman										[20]
Lightning Bolt (3)										[0]
***Special Rules:** Individual, Inspiring* **Keywords:** *Goblin*										

Magwa & Jo'os [1]		Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 2 **[150]**		6	3+	-	5+	0	7	12/14	2	[150]
Lightning Bolt (4)										[0]
***Special Rules:** Crushing Strength(2),Duelist, Individual, Inspiring, Mighty, Vicious(Melee),Wild Charge(D3)* **Keywords:** *Beast, Goblin*										

Total Units:	24	**Total Unit Strength:**	28
Total Primary Core Points:	2300 (100.0%)		

Custom Rule	Description
Boom!	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
Eye in the Sky	At the start of each of your Ranged phases you can immediately target and "mark" an Enemy unit anywhere within 24" of this unit regardless of Line of Sight. For the remainder of the Turn, all friendly Core units with the Lobber keyword, while targeting the marked enemy unit, have the Elite (Ranged) special rule. This special rule may not be used while the Winggit is Disordered.
Mini-Winggit Flight Suit	Before being given an order in the movement phase other than Halt, Change Facing or Counter Charge, roll a D6. On a result of a 1 the flight suit malfunctions in spectacular fashion. All units, both Friendly and Enemy within 6" of it take a point of damage, including this unit. No Nerve tests are required for damage taken in this way.

Special Rule	Description
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.

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
Lightning Bolt 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 Piercing special rule (+1 - vs. units with Regeneration).
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.