



## Goblins [1995]

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

Flaggit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Squig Banner] Hero (Inf) 1 [65]	5	5+	-	4+	0	1	8/10	2	[40] [25]
The Boomstick Lightning Bolt (3)									
<b>Special Rules:</b> Aura(Strider - Infantry only), Command, Individual, Very Inspiring <b>Keywords:</b> Goblin									
[Dragon Banner] Hero (Inf) 1 [70]	5	5+	-	4+	0	1	8/10	2	[40] [30]
Diadem of Dragonkind Fireball (8)									
<b>Special Rules:</b> Aura(Strider - Infantry only), Command, Individual, Very Inspiring <b>Keywords:</b> Goblin									

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Puppet Master] Hero (Inf) 1 Spellcaster	5	5+	-	4+	0	1	9/11	3	[25]
1 [50] Ej Periscope Lightning Bolt (3)									
<b>Special Rules:</b> Individual <b>Keywords:</b> Goblin									
[Bat Staff] Hero (Inf) 1 Spellcaster	5	5+	-	4+	0	1	9/11	2	[25]
[55] Conjurer's Staff Lightning Bolt (3)									
<b>Special Rules:</b> Individual <b>Keywords:</b> Goblin									

Total Units: 23 Total Unit Strength: 25  
 Total Primary Core Points: 1995 (100.0%)

Custom Rule	Description
Mawpup Delivery	This attack always hits on a 4+, may only target friendly core units with the Mawpup Cage Keyword, including those in combat. Hits do not cause damage; instead, if one or more hits are scored, the target unit receives a Mawpup if able.
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.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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.

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
Mawpup Delivery	This attack always hits on a 4+, may only target friendly core units with the Mawpup Cage Keyword, including those in combat. Hits do not cause damage; instead, if one or more hits are scored, the target unit receives a Mawpup if able.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.