War kings (mounted hero, us+1, cloak of death, wings, gnome shield)

• Goblins [2315]

Rabble	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
nf Horde [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin,	Mawpup Cage								
nf Horde [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin,									
nf Horde [125] Keywords: Expendable, Goblin,	5 Mawnun Cage	5+	-	4+	3	25	19/21	2	[125]
	manpap Cage								
Mincer Mob*	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [235]	5	3+	-	4+	2	D6+21	-/16	3	[200]
Brew of Sharpness									[35]
Special Rules: Big Shield, Bruta	l, Crushing Strer	ngth(1),Thun	iderous Cha	arge(1) Keyv	vords: Gizn	no, Goblin			
		_		_		_			
War-Trombone	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
VE 1 [70]	5	0+	4+	4+	0	10	8/10	2	[70]
War-Trombone (12", Piercing(1),Ste Keywords: Gizmo, Goblin	eady Alm)								
VE 1 [70]	5	0+	4+	4+	0	10	8/10	2	[70]
War-Trombone (12", Piercing(1),Ste	-	5.			Ŭ		0,10	-	[,]
Keywords: Gizmo, Goblin	, ,								
VE 1 [70]	5	0+	4+	4+	0	10	8/10	2	[70]
War-Trombone (12", Piercing(1), Ste	eady Aim)								
Keywords: Gizmo, Goblin									
		_							Die
Winagit	Sn	Mo	Ra	Do	211	Δ++	No	Ht	
	Sp	Me	Ra 4+	De 4+	US	Att 1	Ne	Ht 3	Pts
Winggit Mon 1 [120] Bombs Away!	Sp 10	Me 5+	Ra 4+	De 4+	<u>US</u> 1	Att 1	Ne 11/13	9 Ht	[120]
	10	5+	4+	4+					
Ion 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye	10 nores Obscured,	5+ Piercing(1),	4+ Steady Aim	4+)	1		11/13		[120] [0]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120]	10 nores Obscured,	5+ Piercing(1),	4+ Steady Aim	4+)	1				[120] [0] [120]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away!	10 nores Obscured, <i>in the Sky, Vicio</i> 10	5+ Piercing(1), <i>pus(Ranged)</i> 5+	4+ Steady Aim <i>Keywords</i> : 4+	4+) : Gizmo, Go 4+	1 blin	1	11/13	3	[120] [0]
 Ion 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Ion 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr 	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured,	5+ Piercing(1), <i>pus(Ranged)</i> 5+ Piercing(1),	4+ Steady Aim Keywords. 4+ Steady Aim	4+) : <u>Gizmo, Go</u> 4+	1 blin 1	1	11/13	3	[120] [0] [120]
Non 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Non 1 [120] Bombs Away!	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured,	5+ Piercing(1), <i>pus(Ranged)</i> 5+ Piercing(1),	4+ Steady Aim Keywords. 4+ Steady Aim	4+) : <u>Gizmo, Go</u> 4+	1 blin 1	1	11/13	3	[120] [0] [120]
 Non 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Non 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye 	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured, <i>in the Sky, Vicio</i>	5+ Piercing(1), <i>pus(Ranged)</i> 5+ Piercing(1),	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i>	4+) : <u>Gizmo, Go</u> 4+	1 blin 1 blin	1	11/13	3	[120] [0] [120]
 Non 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Non 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher 	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured,	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>us(Ranged)</i>	4+ Steady Aim Keywords. 4+ Steady Aim	4+ ; <i>Gizmo, Go</i> 4+ ; ; <i>Gizmo, Go</i>	1 blin 1	1	11/13	3	[120] [0] [120] [0] Pts
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured, <i>in the Sky, Vicio</i> Sp 7	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>us(Ranged)</i> Me	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> Ra	4+) : Gizmo, Go 4+) : Gizmo, Go De	1 blin blin US	1 1 Att	11/13 11/13 Ne	3 3 Ht	[120] [0] [120] [0]
Ion 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Ion 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Titan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured, <i>in the Sky, Vicio</i> Sp 7 east only) st(D3),Piercing(2	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>us(Ranged)</i> Me 3+ 2),Steady Air	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> Ra 5+	4+ ; <i>Gizmo, Go</i> 4+ ; <i>Gizmo, Go</i> De 5+	1 blin 1 blin US 2	1 1 Att 10	11/13 11/13 Ne 16/18	3 3 Ht 6	[120] [0] [120] [0] Pts [210]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Titan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured, <i>in the Sky, Vicio</i> Sp 7 east only) st(D3),Piercing(2 th(2),Strider, Aur	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>us(Ranged)</i> Me 3+ 2),Steady Air <i>ra(Rampage</i>)	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> Ra 5+ m) (<i>Melee D3</i> -	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only,	1 blin blin US 2) Keyword	1 1 Att 10 s: Beast, Gol	11/13 11/13 <u>Ne</u> 16/18 blin, King's P	3 3 <u>Ht</u> 6	[120] [0] [120] [0] Pts [210] [15]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Titan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Titan 1 [210]	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured, <i>in the Sky, Vicio</i> Sp 7 east only) st(D3),Piercing(2 <i>th</i> (2), <i>Strider, Aur</i> 7	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>us(Ranged)</i> Me 3+ 2),Steady Air <i>ra(Rampage</i> 3+	4+ Steady Aim Keywords: 4+ Steady Aim Keywords: Ra 5+ m) (Melee D3 - 5+	4+ ; <i>Gizmo, Go</i> 4+ ; <i>Gizmo, Go</i> De 5+	1 blin 1 blin US 2	1 1 Att 10	11/13 11/13 Ne 16/18	3 3 Ht 6	[120] [0] [120] [0] Pts [210]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Fitan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Fitan 1 [210] Sharpstick Thrower (36", Att: 2, Blas	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured, <i>in the Sky, Vicio</i> Sp 7 east only) st(D3),Piercing(2 <i>th</i> (2), <i>Strider, Aur</i> 7 st(D3),Piercing(2	5+ Piercing(1), <u>us(Ranged)</u> 5+ Piercing(1), <u>us(Ranged)</u> Me 3+ 2),Steady Air ra(Rampage 3+ 2),Steady Air	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> 7 8 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only, 5+	1 blin blin US 2) Keyword	1 1 Att 10 s: Beast, Gol	11/13 11/13 <u>Ne</u> 16/18 blin, King's P	3 3 <u>Ht</u> 6	[120] [0] [120] [0] Pts [210] [15]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Fitan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Fitan 1 [210]	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured, <i>in the Sky, Vicio</i> Sp 7 east only) st(D3),Piercing(2 <i>th</i> (2), <i>Strider, Aur</i> 7 st(D3),Piercing(2	5+ Piercing(1), <u>us(Ranged)</u> 5+ Piercing(1), <u>us(Ranged)</u> Me 3+ 2),Steady Air ra(Rampage 3+ 2),Steady Air	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> 7 8 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only, 5+	1 blin blin US 2) Keyword	1 1 Att 10 s: Beast, Gol	11/13 11/13 <u>Ne</u> 16/18 blin, King's P	3 3 <u>Ht</u> 6	[120] [0] [120] [0] Pts [210] [15]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Titan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blast Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blast Special Rules: Crushing Strengt Titan 1 [210]	10 nores Obscured, <i>in the Sky, Vicio</i> 10 nores Obscured, <i>in the Sky, Vicio</i> Sp 7 east only) st(D3),Piercing(2 <i>th</i> (2), <i>Strider, Aur</i> 7 st(D3),Piercing(2	5+ Piercing(1), <u>us(Ranged)</u> 5+ Piercing(1), <u>us(Ranged)</u> Me 3+ 2),Steady Air ra(Rampage 3+ 2),Steady Air	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> 7 8 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only, 5+	1 blin blin US 2) Keyword	1 1 Att 10 s: Beast, Gol	11/13 11/13 <u>Ne</u> 16/18 16/18 Ne	3 3 <u>Ht</u> 6	[120] [0] [120] [0] Pts [210] [15]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Titan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt	10 hores Obscured, in the Sky, Vicio 10 hores Obscured, in the Sky, Vicio Sp 7 east only) st(D3),Piercing(2 th(2),Strider, Aur 7 st(D3),Piercing(2 th(2),Strider Key	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>uus(Ranged)</i> Me 3+ 2),Steady Air <i>a(Rampage</i> 3+ 2),Steady Air <i>words: Bea</i>	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> Ra 5+ m) (<i>Melee D3 -</i> 5+ m) <i>st, Goblin, P</i>	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only, 5+ King's Pride	1 blin US 2)) Keyword 2	1 1 10 S: Beast, Gol 10	11/13 11/13 <u>Ne</u> 16/18 16/18	3 3 <u>Ht</u> 6 2 <i>ride</i> 6	[120] [0] [120] [0] Pts [210] [15] [210] Pts [70]
Aon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Aon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Titan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt	10 hores Obscured, in the Sky, Vicio 10 hores Obscured, in the Sky, Vicio Sp 7 east only) st(D3),Piercing(2 th(2),Strider, Aur 7 st(D3),Piercing(2 th(2),Strider Key Sp	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>ous(Ranged)</i> Me 3+ 2),Steady Air <i>a(Rampage</i> 3+ 2),Steady Air <i>words: Bea</i>	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> Ra 5+ m) (<i>Melee D3 -</i> 5+ m) <i>st, Goblin, P</i> Ra	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only, 5+ King's Pride De	1 blin US 2)) Keyword 2 US	1 1 10 5 <i>: Beast, Gol</i> 10 Att	11/13 11/13 <u>Ne</u> 16/18 16/18 Ne	3 3 Ht 6 Pride 6 Ht	[120] [0] [120] [0] Pts [210] [15] [210] [210] Pts
An 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Titan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt King Iero (Inf) 1 [100] Groany Snark Shortbow (18")	10 hores Obscured, in the Sky, Vicio 10 hores Obscured, in the Sky, Vicio Sp 7 east only) st(D3),Piercing(2 th(2),Strider, Aur 7 st(D3),Piercing(2 th(2),Strider Key Sp 10	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>uus(Ranged)</i> Me 3+ 2),Steady Air <i>a(Rampage</i> 3+ 2),Steady Air <i>words: Bea</i> Me 4+	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> Ra 5+ m) (<i>Melee D3</i> - 5+ m) <i>(Melee D3</i> - 5+ m) <i>(Melee D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m)	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only, 5+ King's Pride De 4+	1 blin US 2) Keyword 2 US 0	1 1 Att 10 s: Beast, Gol 10 Att 5	11/13 11/13 <u>Ne</u> 16/18 <u>Ne</u> 12/14	3 3 Ht 6 Pride 6 Ht 2	[120] [0] [120] [0] Pts [210] [15] [210] [210] [210] [210] [210] [30]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Fitan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Fitan 1 [210] Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt King Hero (Inf) 1 [100] Groany Snark Shortbow (18") Special Rules: Crushing Strengt	10 hores Obscured, in the Sky, Vicio 10 hores Obscured, in the Sky, Vicio Sp 7 east only) st(D3),Piercing(2 th(2),Strider, Aur 7 st(D3),Piercing(2 th(2),Strider Key Sp 10	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>uus(Ranged)</i> Me 3+ 2),Steady Air <i>a(Rampage</i> 3+ 2),Steady Air <i>words: Bea</i> Me 4+	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> Ra 5+ m) (<i>Melee D3</i> - 5+ m) <i>(Melee D3</i> - 5+ m) <i>(Melee D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m)	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only, 5+ King's Pride De 4+	1 blin US 2) Keyword 2 US 0	1 1 Att 10 s: Beast, Gol 10 Att 5	11/13 11/13 <u>Ne</u> 16/18 <u>Ne</u> 12/14	3 3 Ht 6 Pride 6 Ht 2	[120] [0] [120] [0] Pts [210] [15] [210] [210] [210] [210] [210] [30]
Aon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Aon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Titan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt King Hero (Inf) 1 [100] Groany Snark Shortbow (18") Special Rules: Crushing Strengt	10 hores Obscured, in the Sky, Vicio 10 hores Obscured, in the Sky, Vicio Sp 7 east only) st(D3),Piercing(2 th(2),Strider, Aur 7 st(D3),Piercing(2 th(2),Strider Key Sp 10	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>uus(Ranged)</i> Me 3+ 2),Steady Air <i>a(Rampage</i> 3+ 2),Steady Air <i>words: Bea</i> Me 4+	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> Ra 5+ m) (<i>Melee D3</i> - 5+ m) <i>(Melee D3</i> - 5+ m) <i>(Melee D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m)	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only, 5+ King's Pride De 4+	1 blin US 2) Keyword 2 US 0	1 1 Att 10 s: Beast, Gol 10 Att 5	11/13 11/13 <u>Ne</u> 16/18 <u>Ne</u> 12/14	3 3 Ht 6 Pride 6 Ht 2	[120] [0] [120] [0] Pts [210] [15] [210] [210] [210] [210] [210] [30]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Fitan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blast Special Rules: Crushing Strengt Fitan 1 [210] Sharpstick Thrower (36", Att: 2, Blast Special Rules: Crushing Strengt Fitan 1 [210] Groany Snark Shortbow (18") Special Rules: Crushing Strengt Goblin	10 hores Obscured, in the Sky, Vicio 10 hores Obscured, in the Sky, Vicio Sp 7 east only) st(D3),Piercing(2 th(2),Strider, Aur 7 st(D3),Piercing(2 th(2),Strider Key Sp 10 th(1),Individual, I	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>uus(Ranged)</i> Me 3+ 2),Steady Air <i>a(Rampage</i> 3+ 2),Steady Air <i>words: Bea</i> Me 4+	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> Ra 5+ m) (<i>Melee D3</i> - 5+ m) <i>(Melee D3</i> - 5+ m) <i>(Melee D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m) <i>(Melea D3</i> - 5+ m)	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only, 5+ King's Pride De 4+	1 blin US 2) Keyword 2 US 0 ast(Melee D	1 1 Att 10 s: Beast, Gol 10 Att 5	11/13 11/13 <u>Ne</u> 16/18 <u>Ne</u> 12/14	3 3 Ht 6 Pride 6 Ht 2	[120] [0] [120] [0] Pts [210] [15] [210] [210] [210] [210] [210] [30]
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Titan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blas Special Rules: Crushing Strengt King Hero (Inf) 1 [100] Groany Snark Shortbow (18") Special Rules: Crushing Strengt Goblin	10 hores Obscured, in the Sky, Vicio 10 hores Obscured, in the Sky, Vicio Sp 7 east only) st(D3),Piercing(2 th(2),Strider, Aur 7 st(D3),Piercing(2 th(2),Strider Key Sp 10 th(1),Individual, I Sp	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>ous(Ranged)</i> Me 3+ 2),Steady Air <i>a(Rampage</i>) 3+ 2),Steady Air <i>words: Bea</i> Me 4+ <i>hspiring, Mir</i>	4+ Steady Aim Keywords. 4+ Steady Aim Keywords. Ra 5+ m) (Melee D3 - 5+ m) (Melee D3 - 5+ m) (Melee D3 - 4+	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ <i>Beast Only</i> , 5+ <i>King's Pride</i> 4+ <i>Light Suit, Bl</i>	1 blin US 2) Keyword 2 US 0	1 1 1 10 s: Beast, Gol 10 Att 5 03),Fly, Thune Att	11/13 11/13 <u>Ne</u> 16/18 0/0000000000000000000000000000000000	3 3 Ht 6 Ht 2 ge(2) Keyv Ht	[120] [0] [120] [0] Pts [210] [15] [210] [210] [210] [30] vords:
Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Mon 1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Igr Special Rules: Fly, Nimble, Eye Goblin Slasher Titan 1 [225] Aura (Rampage (Melee - D3) - Be Sharpstick Thrower (36", Att: 2, Blast Special Rules: Crushing Strengt Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blast Special Rules: Crushing Strengt Titan 1 [210] Groany Snark Shortbow (18") Special Rules: Crushing Strengt Goblin	10 hores Obscured, in the Sky, Vicio 10 hores Obscured, in the Sky, Vicio Sp 7 east only) st(D3),Piercing(2 th(2),Strider, Aur 7 st(D3),Piercing(2 th(2),Strider Key Sp 10 th(1),Individual, I	5+ Piercing(1), <i>us(Ranged)</i> 5+ Piercing(1), <i>ous(Ranged)</i> Me 3+ 2),Steady Air <i>a(Rampage</i> 3+ 2),Steady Air <i>words: Bea</i> Me 4+	4+ Steady Aim <i>Keywords</i> 4+ Steady Aim <i>Keywords</i> Ra 5+ m) (<i>Melee D3 -</i> 5+ m) <i>(Melee D3 -</i> 5+ m) <i>(Mele D3 -</i> 5+ m) <i>(Mele D3 -</i> 5+ m) <i>(Mele D3 -</i> 5+ <i>(Mele D3 -)</i> <i>(Mele D3 -)</i>	4+) : Gizmo, Go 4+) : Gizmo, Go De 5+ Beast Only, 5+ King's Pride De 4+ (light Suit, Bl	1 blin 1 blin 2 0) Keyword 2 US 0 US	1 1 1 10 s: Beast, Gol 10 Att 5 03),Fly, Thune	11/13 11/13 <u>Ne</u> 16/18 <u>Dlin, King's P</u> 16/18 <u>Ne</u> 12/14 derous Char	3 3 Ht 6 Pride 6 Ht 2 ge(2) Keyv	[120] [0] [120] [0] Pts [210] [15] [210] [210] Pts [70] [30] words:

Magwa & Jo'os [1]		Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaste Lightning Bolt (4) Special Rules: Crushin		6 Duelist, Ind	3+ lividual, Insp	- iring, Mighty	5+ , Vicious(Me	0 elee),Wild C	7 harge(D3) K	12/14 Ceywords: B	2 east, Goblir	[150] [0]
[F] The Bangstiks (Flea	abag	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Riders - Gorp's Explod Bangstiks) [1]	lo'matic									
Cav Regiment [180] Helm of the Drunken Ram Special Rules: Nimble,	Thunderous (10 Charge(3) V	4+ /icious(Mele	- e) Explodo'n	4+	3 tiks Keywo l	14 r ds: Beast (13/15 Soblin Mawn	3 wn Cage	[165] [15]
						-	_			
[F] The Bangstiks (Flea Riders - Gorp's Explod Bangstiks) [1]		Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [180] Sir Jesse's Boots of Stridin Special Rules: Nimble,		10	4+ /icious(Mele	- e) Explodo'n	4+	3 iiks Keywo i	14 ds: Beast (13/15 Soblin Mawn	3 un Care	[165] [15]
						-	_			
[F] Gorp (King on Fleal Gorp's Explodo'matic I [1]		Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [130] Blade of Slashing		10	4+	4+	4+	0	5	12/14	3	[125] [5]
Shortbow (18") Special Rules: Aura(El Keywords: Goblin	ite (Melee - Ca	avalry with t	the Goblin ke	eyword only))),Crushing S	Strength(1),	Individual, Ir	nspiring, Expl	'odo'matic E	Bangstiks
Fotal Units: Fotal Primary Core Points: Custom Rule	Descriptio		17 315 (100.0%		otal Unit St	rength:			23	
Fotal Primary Core Points	Descriptio At the start 24" of this of keyword, w	n of each of unit regardl /hile targeti	315 (100.0% your Range ess of Line of	6) d phases yo of Sight. For ed enemy u	u can imme the remainc	diately targe	ırn, all friend	" an Enemy u ly Core units rule. This spe	unit anywhe	obber
Total Primary Core Points: Custom Rule	Descriptio At the start 24" of this of keyword, w used while Before beir On a result	n of each of unit regardl /hile targeti the Winggi ng given an t of a 1 the	315 (100.0% your Range ess of Line o ng the marke it is Disorder order in the flight suit ma	d phases yo of Sight. For ed enemy u red. movement alfunctions ir	u can imme the remaind hit, have the phase other o spectacula	diately targe ler of the Tu Elite (Rang than Halt, 0 r fashion. A	urn, all friend ed) special u Change Faci Il units, both	ly Core units	unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit	obber ay not be oll a D6.
Total Primary Core Points: Custom Rule Eye in the Sky	Descriptio At the start 24" of this of keyword, w used while Before beir On a result take a poin	n of each of unit regardl /hile targeti the Winggi ng given an t of a 1 the t of damag	315 (100.0% your Range ess of Line o ng the marke it is Disorder order in the flight suit ma e, including	d phases yo of Sight. For ed enemy u red. movement alfunctions ir this unit. No	u can imme the remaind nit, have the phase other spectacula Nerve tests	diately targe ler of the Tu Elite (Rang than Halt, (r fashion. A are require	Irn, all friend ed) special I Change Faci Il units, both d for damag	ly Core units rule. This spe ng or Counte Friendly and	unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit s way.	obber ay not be oll a D6. hin 6" of it
Total Primary Core Points: Custom Rule Eye in the Sky Mini-Winggit Flight Suit	Descriptio At the start 24" of this of keyword, w used while Before beir On a result take a poin When your	n of each of unit regardl /hile targeti the Winggi ng given an of a 1 the t of damag	315 (100.0% your Range ess of Line o ng the marke it is Disorder order in the flight suit ma e, including	d phases yo of Sight. For ed enemy u red. movement alfunctions ir this unit. No	u can imme the remaind nit, have the phase other spectacula Nerve tests	diately targe ler of the Tu Elite (Rang than Halt, (r fashion. A are require	Irn, all friend ed) special I Change Faci Il units, both d for damag	ly Core units rule. This spe ng or Counte Friendly and e taken in thi	unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit s way.	obber ay not be oll a D6. hin 6" of it
Fotal Primary Core Points: Custom Rule Eye in the Sky Mini-Winggit Flight Suit Volatile Explosives	Descriptio At the start 24" of this of keyword, w used while Before beir On a result take a poin When your instead of 2 Descriptio (x) refers to within 6" of grant the sp of the same gain Thunc Crushing S	n of each of unit regardl /hile targeti the Winggi ng given an of a 1 the t of damag opponent 1. n o another sp i thave the pecial rule f e type are r derous Cha strength etc movement	315 (100.0% your Range ess of Line of ng the market it is Disorder order in the flight suit ma e, including to rolls to dama pecial rule the (x) special rule to the unit with ot cumulative roge (+2). Un .) if they are	d phases yo of Sight. For ed enemy ur ed. movement alfunctions in this unit. No age against f nat the Aura rule. Note ar ith that name ve. So, for in its only gain within the A	u can imme the remaind hit, have the phase other spectacula Nerve tests this unit, roll grants to un Aura may le or keyword stance, a un special rule ura when th	diately targe ler of the Tu Elite (Rang than Halt, 0 r fashion. A are require s of a natura its around i have a furth d in addition hit covered I s that affect e combat is	Irn, all friend ed) special i Change Faci II units, both d for damag al unmodified t. This unit a er qualifier, i to the unit v by two Aura melee or ra being resolv	ly Core units rule. This spe ng or Counte Friendly and e taken in thi	unit anywhe with the Lo cocial rule ma er Charge, r Enemy wit s way. oints of dar y Core unit the Aura v itself. Effec Charge (+' t (such as E ly gain spe	s while vill only s while vill only ts of Aura 1)) do not Brutal, Elito cial rules
Fotal Primary Core Points: Custom Rule Eye in the Sky Mini-Winggit Flight Suit Volatile Explosives Special Rule	Descriptio At the start 24" of this u keyword, w used while Before beir On a result take a poin When your instead of 2 Descriptio (x) refers to within 6" of grant the sp of the same gain Thund Crushing S that affect u	n of each of unit regardl while targeti the Winggi ng given an of a 1 the t of damag opponent i 1. opponent i 1. opponent i 1. opponent i 1.	315 (100.0% your Range ess of Line of ng the market it is Disorder order in the flight suit ma e, including to rolls to dama pecial rule the (x) special rule to the unit with ot cumulative roge (+2). Un .) if they are	d phases yo of Sight. For ed enemy ur ed. movement alfunctions ir this unit. No age against f nat the Aura rule. Note ar ith that name ve. So, for in its only gain within the A	u can imme the remaind nit, have the phase other n spectacula Nerve tests this unit, roll grants to un n Aura may l e or keyword stance, a un special rule ura when th der, Wild Ch	diately targe der of the Tu Elite (Rang than Halt, (r fashion. A are require s of a natura its around i nave a furth d in addition hit covered I s that affect e combat is harge etc.) it	Irn, all friend ed) special i Change Faci II units, both d for damag al unmodified t. This unit a er qualifier, i to the unit v by two Aura melee or ra being resolv they are wit	ly Core units rule. This spe- ng or Counte Friendly and e taken in thi d 6s deal 2 p nd all Friendl n which case vith the Aura (Thunderous nged comba ved. Units on hin the Aura	unit anywhe with the Lo cocial rule ma er Charge, r Enemy wit s way. oints of dar y Core unit the Aura v itself. Effec Charge (+' t (such as E ly gain spe	s while vill only s while vill only ts of Aura 1)) do not Brutal, Elite cial rules
Fotal Primary Core Points: Custom Rule Eye in the Sky Mini-Winggit Flight Suit Volatile Explosives Special Rule Aura	Descriptio At the start 24" of this u keyword, w used while Before beir On a result take a poin When your instead of 2 Descriptio (x) refers to within 6" of grant the sp of the same gain Thunc Crushing S that affect n their mover All attacks	n of each of unit regardl while targeti the Winggi og given an of a 1 the t of damag opponent i t of damag opponent i t of damag opponent i t have the pecial rule t e type are r derous Cha strength etc movement ment. (Ranged an attack hits	315 (100.0% your Range ess of Line of ng the market is Disorder order in the flight suit ma e, including rolls to dama pecial rule th (x) special rule to the unit without cumulativ rge (+2). Un .) if they are (such as Pat	d phases yo of Sight. For ed enemy ur ed. movement alfunctions in this unit. No age against f age against f rule. Note ar ith that name ve. So, for in within the A thfinder, Stri gainst the ta he target su	u can imme the remaind nit, have the phase other n spectacula Nerve tests this unit, roll grants to un n Aura may l e or keyword stance, a ur special rule ura when th der, Wild Ch rget unit's fr	diately targe der of the Tu Elite (Rang than Halt, (r fashion. A are require s of a natura its around i nave a furth d in addition nit covered I s that affect e combat is narge etc.) it ont facing tr per of hits et	Irn, all friend ed) special I Change Faci II units, both d for damag al unmodified t. This unit a er qualifier, i to the unit v by two Aura melee or ra being resolv they are wit eat its defen qual to the n	ly Core units rule. This spe- ng or Counte Friendly and e taken in thi d 6s deal 2 p nd all Friendl n which case vith the Aura (Thunderous nged comba ved. Units on hin the Aura	unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit s way. oints of dar y Core unit e the Aura v itself. Effec Charge (+' t (such as E ly gain spe at the begi	bbber ay not be oll a D6. hin 6" of it nage each s while vill only ts of Aura 1)) do not Brutal, Elite cial rules nning of
Fotal Primary Core Points: Custom Rule Eye in the Sky Mini-Winggit Flight Suit Volatile Explosives Special Rule Aura Big Shield	Descriptio At the start 24" of this of keyword, w used while Before beir On a result take a poin When your instead of Descriptio (x) refers to within 6" of grant the si of the same gain Thunc Crushing S that affect r their mover All attacks If the unit's single hit. C When testin (n) value to	n of each of unit regardl hile targeti the Winggi og given an of a 1 the t of damag opponent n t of a another sp it have the pecial rule f e type are r derous Cha strength etc movement (Ranged an attack hits Dnce this is on the total ro	315 (100.0% your Range ess of Line of ng the market is Disorder order in the flight suit ma e, including rolls to dama pecial rule th (x) special rule th (x) special r to the unit with ot cumulative rige (+2). Un .) if they are (such as Pat and Melee) ag the target, the done, roll d	d phases yo of Sight. For ed enemy ur ed. movement alfunctions ir this unit. No age against t mat the Aura rule. Note ar ith that name ve. So, for in its only gain within the A thfinder, Stri gainst the ta he target sur amage as no my unit in M alue is speci	u can imme the remaind nit, have the phase other a spectacula Nerve tests this unit, roll grants to un a Aura may l e or keyword stance, a ur special rule ura when th der, Wild Ch rget unit's fru- ffers a numb ormal for all elee with on fied, the uni	diately targe ler of the Tu Elite (Rang than Halt, 0 r fashion. A are require s of a natura its around i nave a furth d in addition hit covered I s that affect e combat is narge etc.) if ont facing tr per of hits etc of this hits of e or more of t has Brutal	Irn, all friend ed) special i Change Faci II units, both d for damag al unmodified t. This unit a er qualifier, i to the unit v by two Aura melee or ra being resolv they are wit eat its defen qual to the no caused. f your units v (1). If an end	ly Core units rule. This spe- ng or Counte Friendly and e taken in thi d 6s deal 2 p d 6s deal 2 p	unit anywhe with the Lo ecial rule ma er Charge, r Enemy wit s way. oints of dar y Core unit e the Aura v itself. Effec Charge (+ t (such as E ly gain spe at the begi ckets, rathe add the hig	obber ay not be oll a D6. hin 6" of it nage each s while vill only s of Aura 1)) do not Brutal, Elite cial rules nning of er than a ghest Brut

Explodo'matic Bangstiks	Whenever a unit in this Formation rolls a natural unmodified 6 to hit in Melee, resolve that hit v special rule. In addition, for each 6 rolled the attacking unit receives a point of damage as the the unlucky goblin weilding it. No Nerve tests are taken for damage caused in this way.	
Fly	The unit can move over anything and may pivot while above anything, as long as the flying un clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also have rule, then the Nimble special rule is also lost while the unit is Disordered.	t does not suffer n or touching them.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted Obscured Target (although the unit may still benefit from Cover from another source (e.g. by b	
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 oppor Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring 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 a including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end	a unit in Melee with
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling	g to damage.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the s at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot same unit.	special rules, the
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 Te	errain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is i Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces t 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 doub with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's to for each unit that has a variable wild charge before issuing any movement orders.	the (n) value may be a
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.
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.	
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the S special rules when carrying out a Charge.	trider or Pathfinder
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the	Furn.
Inopiring Toligners	The unit going the legenizing energial rule	

Inspiring Talisman The unit gains the Inspiring special rule.

Brew of Sharpness The unit has a +1 to hit modifier with Melee attacks.