

Goblins [2300]

Rabble	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [125] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	25	19/21	2	[125]
Inf Horde [125] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	25	19/21	2	[125]
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Inf Horde [125] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	25	19/21	2	[125]

War-Trombone	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [70] War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i>	5	-	4+	4+	0	10	8/10	2	[70]
WE 1 [70] War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i>	5	-	4+	4+	0	10	8/10	2	[70]
WE 1 [70] War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i>	5	-	4+	4+	0	10	8/10	2	[70]

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

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

Mincer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [90] <i>Special Rules: Big Shield, Brutal, Crushing Strength(1),Thunderous Charge(1) Keywords: Gizmo, Goblin</i>	5	4+	-	4+	1	D6+6	-/11	3	[90]
Mon (Chariot) 1 [90] <i>Special Rules: Big Shield, Brutal, Crushing Strength(1),Thunderous Charge(1) Keywords: Gizmo, Goblin</i>	5	4+	-	4+	1	D6+6	-/11	3	[90]
Mon (Chariot) 1 [90] <i>Special Rules: Big Shield, Brutal, Crushing Strength(1),Thunderous Charge(1) Keywords: Gizmo, Goblin</i>	5	4+	-	4+	1	D6+6	-/11	3	[90]

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

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: Command, Crushing Strength(1),Individual, Inspiring, Blast(Melee D3),Fly, Thunderous Charge(2),Mini-Winggit Flight Suit									
Keywords: Goblin									

Flaggit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [55]	5	5+	-	4+	0	1	8/10	2	[40]
Trickster's Wand									[15]
Hex (2)									
Special Rules: Aura(Strider - Infantry only),Command, Individual, Very Inspiring Keywords: Goblin									
Hero (Inf) 1 [70]	5	5+	-	4+	0	1	8/10	2	[40]
Diadem of Dragonkind									[30]
Fireball (8)									
Special Rules: Aura(Strider - Infantry only),Command, Individual, Very Inspiring Keywords: Goblin									

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [85]	5	5+	-	4+	0	1	9/11	3	[25]
Ej Periscope									[5]
Knowledgable[1]									[10]
Mindfog(2)									[10]
Alchemist's Curse[1](2)									[35]
Special Rules: Individual Keywords: Goblin									

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

King on Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [130]	9	4+	4+	4+	1	7	13/15	3	[130]
Shortbow (18", Steady Aim)									
Special Rules: Command, Crushing Strength(1),Inspiring, Nimble, Thunderous Charge(1) Keywords: Beast, Goblin									

Total Units:	24	Total Unit Strength:	26
Total Primary Core Points:	2300 (100.0%)		

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
Silent Feet	4	Movement	Non-Titan unit only. This unit gains the Stealthy Special Rule until the end of the Turn.

Tooth and Nail	3	Melee	This unit gains the Lifeleech (+2) Special Rule until the end of the Turn.
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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.
Ravenous Lizard	While within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
Sticky Tongue	This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.

Special Rule	Description
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.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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)).
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.
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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, roll a number of dice

	equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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).
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.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
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
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
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.