Goblins final.7.1 version 2 do not edit

2300 / 2300 VALID

1st Battalion

Groany Snark [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	10	4+	-	4+	2	5	14	2	[175]
Special Rules: *Blast(D3),Crushing Strength(1),Fly, Individual, Inspiring, Thunderous Charge(2),Dubious Tech*									

Flaggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	10	2	[60]
Special Rules: *Individual, Very Inspiring, Yielding*									
Champion Hero (Inf)	5	5+	-	4+	1	1	10	2	[60]
Special Rules: *Individual, Very Inspiring, Yielding*									

Rabble	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: *Green Horde*									
Core Inf Horde	5	5+	-	4+	4	25	21	2	[130]
Traits: *Green Horde*									
Core Inf Horde	5	5+	-	4+	4	25	21	2	[130]
Traits: *Green Horde*									

Fleabag Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	10	4+	-	4+	2	16	15	3	[170]
Maniacs									[10]
Special Rules: *Nimble, Thunderous Charge(2),Vicious(Combat)* ***Traits:*** *Green Horde*									
Core Cav Regiment	10	4+	-	4+	2	16	15	3	[185]
Maniacs									[10]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Nimble, Thunderous Charge(2),Vicious(Combat)* ***Traits:*** *Green Horde*									

Fleabag Chariots	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	9	4+	**5+**	4+	2	12	14	4	[155]
Shortbows									[15]
Shortbows (18", Att: 8)									
Special Rules: *Brutal(1),Thunderous Charge(2),Vicious(Combat)*									

Mincer Mob	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cht Regiment	5	**3+**	-	4+	2	D6+21	16	4	[265]
Brew of Sharpness									[45]
Special Rules: *Big Shield, Brutal(1),Crushing Strength(1),Headstrong, Thunderous Charge(1)*									

Goblin Blaster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	5	3+	6+	5+	1	3	10	3	[80]
Makeshift Grenades (12", Blast (D3))									
Special Rules: *Blast(D6 - Combat),Brutal(1),Crushing Strength(3),Fearless, Height(3),Boom*									

War-Trombone [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	4+	4+	1	12	10	2	[75]
War-Trombone (12", Piercing (1))									
Special Rules: *Yielding*									
Support War Eng	5	-	4+	4+	1	12	10	2	[75]
War-Trombone (12", Piercing (1))									
Special Rules: *Yielding*									

2nd Battalion

Wiz [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	**10**	5+	-	4+	1	1	11	**3**	[115]
Fleabag									[15]
Alchemist's Curse(4)									[45]

Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*

Luggit Gang	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	20	15	2	[150]

Special Rules: *Brutal(1),Crushing Strength(1),Headstrong, Wild Charge(D3)* ***Traits:*** *Green Horde*

Rabble	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]

Traits: *Green Horde*

War-Trombone [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	4+	4+	1	12	10	2	[75]
War-Trombone (12", Piercing (1))									

Special Rules: *Yielding*

Total Units: 20 **Total Unit Strength:** 37
Total Points: 2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Unleash the Mawpups	4	Units with the Green Horde Trait only. When the unit attacks in a Combat, separately roll 6 more attacks for the Mawpups, always hitting on 4+ and with Crushing Strength (1) - no other special rules from the unit have any effect. These attacks do not receive any bonus for rear/flank attacks and must be allocated to a single enemy unit.
The Green Wave	5	Infantry, Large Infantry units only. When the unit receives a Movement order, it gains either the Nimble or Pathfinder special rules.

Special Rule	Description
Big Shield	All attacks (Ranged and Combat) against the target unit's front facing treat its defence as 6+.
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Boom	At the end of a Turn in which this unit scores a successful hit in Combat, it is immediately Routed and removed from play.
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Dubious Tech	Before being given an order in the Movement Phase other than Halt!, Change Facing! or Reform!, roll a D6. On a result of 1, the flight suit malfunctions in spectacular fashion. All units from both sides within 6" of Groany, and Groany himself, suffer one point of damage. No Nerve tests are required for damage taken in this way.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.

Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Alchemist’s Curse Range: 12" Magical Missile	Add the target’s Defence value to the (n) value of this spell (e.g. Casting Alchemist’s Curse (2) against a Defence 4+ unit, will result in Alchemist’s Curse (6),rolling 6 dice for the spell). Piercing (4). Roll to damage as normal.

Artefact	Description
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.