

GOBBO V3 2300 VERSION 2



GOBLINS

EVIL

Rabble

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Expendable, Goblin, Mawpup Cage									
Horde(40)	5	5	-	4	2	3	25	19/21	[125]
Keywords: Expendable, Goblin, Mawpup Cage									
Horde(40)	5	5	-	4	2	3	25	19/21	[125]
Keywords: Expendable, Goblin, Mawpup Cage									
Horde(40)	5	5	-	4	2	3	25	19/21	[125]
Keywords: Expendable, Goblin, Mawpup Cage									

Trolls

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	14/17	190
Dwarven Ale									
Crushing Strength (2), Regeneration (5+)									
Keywords: Troll									
									15
									[205]

Fleabag Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	-	4	3	1	7	10/12	[100]
Nimble, Thunderous Charge (1), Vicious (Melee)									
Keywords: Beast, Goblin, Mawpup Cage									
Troop(5)	10	4	-	4	3	1	7	10/12	[100]
Nimble, Thunderous Charge (1), Vicious (Melee)									
Keywords: Beast, Goblin, Mawpup Cage									

Mincer Mob*

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	4	-	4	3	2	D6+21	-/16	200
Brew of Strength									
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)									
Keywords: Gizmo, Goblin									
									30
									[230]
Regiment(3)	5	4	-	4	3	2	D6+21	-/16	200
Brew of Sharpness									
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)									
Keywords: Gizmo, Goblin									
									35
									[235]

Big Rocks Thrower

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	5	4	2	0	2	9/11	[90]
Big Rocks Thrower (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (3), Reload)									
Keywords: Gizmo, Goblin, Lobber									
1	5	-	5	4	2	0	2	9/11	[90]
Big Rocks Thrower (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (3), Reload)									
Keywords: Gizmo, Goblin, Lobber									

Mincer										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	3	1	D6+6	-/11	[90]	
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)										
Keywords: Gizmo, Goblin										
1	5	4	-	4	3	1	D6+6	-/11	[90]	
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1)										
Keywords: Gizmo, Goblin										
Goblin Blaster										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	5	3	1	3	-/10	[65]	
Blast (D6), Boom!, Brutal, Crushing Strength (3)										
Makeshift Grenades (12", Blast (D3), Piercing (1))										
Keywords: Gizmo, Goblin										
Winggit										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	4	4	3	1	1	11/13	120	
Bombs Away!: Ra 4+, Eye in the Sky, Firebombs:12", Att: 3, Blast(D3), Piercing(1), Steady Aim, Vicious (Ranged), Ignore Cover. (Cannot take Ramming Speed!)										
Fly, Nimble, Eye in the Sky										
Firebombs (12", Att: 3, Blast (D3), Piercing (1), Steady Aim, Vicious (Ranged), Ignore Cover)										
Keywords: Gizmo, Goblin										
										[120]
Flaggit										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	8/10	40	
Lute of Insatiable Darkness										
Individual, Inspiring										
Keywords: Goblin										
										25
										[65]
King on chariot										Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	4	4	4	3	1	7	13/15	[130]	
Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (1)										
Shortbow (18", Steady Aim)										
Keywords: Beast, Goblin										
1	9	4	4	4	3	1	7	13/15	[130]	
Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (1)										
Shortbow (18", Steady Aim)										
Keywords: Beast, Goblin										
Wiz										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	45	
Conjurer's Staff										
Bane Chant (2)										
Knowledgeable [1] - Spellcaster tier +1										
Library Celestial Restoration [1](2)										
Individual										
Spells: Lightning Bolt (3), Bane Chant (2), Celestial Restoration [1] (2)										
Keywords: Goblin										
										10
										20
										10
										25
										[110]

Total Unit Strength: 26
Total Core: 2300 (100%)

Total Units: 19



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
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.
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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Celestial Restoration [1]	Spell: 36", Friendly, CC, Modifiers: Indirect - For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dwarven Ale	The unit gains the <i>Headstrong</i> special rule.
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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Ignore Cover	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
Indirect	The unit cannot make Ranged attacks on targets that are within 12"
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
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.
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 <i>Crushing Strength</i> (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.