

 Goblins [2300]

Rabble	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [175] Crystal Pendent of Retribution <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	25	19/21	2	[125] [50]
Inf Horde (40) [125] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	25	19/21	2	[125]
Inf Horde (40) [125] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	25	19/21	2	[125]
Inf Horde (40) [125] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	25	19/21	2	[125]

Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [190] <i>Special Rules: Crushing Strength(2),Regeneration(5+) Keywords: Troll</i>	6	4+	-	5+	3	18	14/17	3	[190]
Lrg Inf Horde (6) [200] Det' Packs Pipes of Terror <i>Special Rules: Crushing Strength(2),Regeneration(5+),Det' Packs, Brutal Keywords: Troll</i>	6	4+	-	5+	3	18	14/17	3	[190] [0] [10]

Big Rocks Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured) <i>Keywords: Gizmo, Goblin, Lobber</i>	5	0+	5+	4+	0	2	9/11	2	[90]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured) <i>Keywords: Gizmo, Goblin, Lobber</i>	5	0+	5+	4+	0	2	9/11	2	[90]
WE 1 [90] Big Rocks Thrower (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured) <i>Keywords: Gizmo, Goblin, Lobber</i>	5	0+	5+	4+	0	2	9/11	2	[90]

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	0+	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	0+	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	0+	4+	4+	0	2	9/11	2	[60]

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]
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]

Banggit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [80]	5	6+	4+	4+	0	3	9/11	2	[60]
Inspiring Talisman Makeshift Grenades (12", Blast(D3),Piercing(1),Shattering) Special Rules: Individual, Volatile Explosives, Inspiring Keywords: Gizmo, Goblin									
Hero (Inf) 1 [60]	5	6+	4+	4+	0	3	9/11	2	[60]
Makeshift Grenades (12", Blast(D3),Piercing(1),Shattering) Special Rules: Individual, Volatile Explosives Keywords: Gizmo, Goblin									
Hero (Inf) 1 [60]	5	6+	4+	4+	0	3	9/11	2	[60]
Makeshift Grenades (12", Blast(D3),Piercing(1),Shattering) Special Rules: Individual, Volatile Explosives Keywords: Gizmo, Goblin									

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [90]	5	5+	-	4+	0	1	9/11	2	[45]
Piercing Arrow [10] Knowledgeable[1] [10] Lightning Bolt (3) [0] Alchemist's Curse[1](2) [25] Special Rules: Individual Keywords: Goblin									

Troll Bruiser	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [115]	6	3+	-	5+	1	5	13/15	3	[110]
Staying Stone [5] Special Rules: Crushing Strength(2),Inspiring, Nimble, Regeneration(5+) Keywords: Troll									

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									

Total Units: 21 **Total Unit Strength:** 23
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Det' Packs	When this unit suffers a Rout result, all units, both Friendly and Enemy within 6" of it suffer D6+1 hits at Piercing (1). These hits are resolved by the player that Routed the unit with the Det' Packs. Roll once and apply the number of hits to all units within range. No Nerve tests are required for damage caused in this way.
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.
Volatile Explosives	When your opponent rolls to damage against this unit, rolls of a natural unmodified 6s deal 2 points of damage each instead of 1.
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
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.
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)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 1 inch 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.	
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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
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
Staying Stone	The unit gains +1 to its Wavering stat value.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
Pipes of Terror	This unit gains the Brutal special rule.
Inspiring Talisman	The unit gains the Inspiring special rule.
Crystal Pendent of	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are

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resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6 inches for their Regroup action, because they are deterred by the huge explosion.