

Ride it like a Tony

2300 / 2300 VALID

Goblins [2300]

Rabble	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Little pricks] Inf Regiment (20) [85] Mawpup <i>Special Rules: Mawpup</i> Keywords: <i>Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	12	12/14	2	[75] [10]
[Little pricks] Inf Regiment (20) [85] Mawpup <i>Special Rules: Mawpup</i> Keywords: <i>Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	12	12/14	2	[75] [10]

Sharpsticks	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Long procks] Inf Regiment (20) [105] Mawpup <i>Special Rules: Phalanx, Mawpup</i> Keywords: <i>Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	15	12/14	2	[95] [10]
[Long procks] Inf Regiment (20) [105] Mawpup <i>Special Rules: Phalanx, Mawpup</i> Keywords: <i>Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	15	12/14	2	[95] [10]
[Long procks] Inf Regiment (20) [105] Mawpup <i>Special Rules: Phalanx, Mawpup</i> Keywords: <i>Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	15	12/14	2	[95] [10]

Spitters*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Range pricks] Inf Regiment (20) [90] Bows (24") Keywords: <i>Goblin</i>	5	6+	5+	3+	2	10	12/14	2	[90]
[Range pricks] Inf Regiment (20) [90] Bows (24") Keywords: <i>Goblin</i>	5	6+	5+	3+	2	10	12/14	2	[90]

Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Leo's boyz] Lrg Inf Horde (6) [190] <i>Special Rules: Crushing Strength(2),Regeneration(5+)</i> Keywords: <i>Troll</i>	6	4+	-	5+	3	18	14/17	3	[190]

Fleabag Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [155] <i>Special Rules: Nimble, Thunderous Charge(1),Vicious(Melee)</i> Keywords: <i>Beast, Goblin, Mawpup Cage</i>	10	4+	-	4+	3	14	13/15	3	[155]
Cav Regiment (10) [155] <i>Special Rules: Nimble, Thunderous Charge(1),Vicious(Melee)</i> Keywords: <i>Beast, Goblin, Mawpup Cage</i>	10	4+	-	4+	3	14	13/15	3	[155]

Mawbeast Pack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) [80] <i>Special Rules: Crushing Strength(1),Nimble, Vicious(Melee),Wild Charge(D3)</i> Keywords: <i>Beast</i>	6	3+	-	3+	1	6	9/11	2	[80]
Cav Troop (5) [80] <i>Special Rules: Crushing Strength(1),Nimble, Vicious(Melee),Wild Charge(D3)</i> Keywords: <i>Beast</i>	6	3+	-	3+	1	6	9/11	2	[80]
Cav Troop (5) [80] <i>Special Rules: Crushing Strength(1),Nimble, Vicious(Melee),Wild Charge(D3)</i> Keywords: <i>Beast</i>	6	3+	-	3+	1	6	9/11	2	[80]

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)</i> Keywords: <i>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)</i> Keywords: <i>Gizmo, Goblin</i>	10	5+	4+	4+	1	1	11/13	3	[120] [0]

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Slayer(Melee D6)</i> Keywords: <i>Giant, King's Pride</i>	7	4+	-	5+	1	D6+8	18/20	6	[225] [0]

King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75]	5	4+	4+	4+	0	5	12/14	2	[70]
Healing Brew									
Shortbow (18")									
Special Rules: <i>Crushing Strength(1), Individual, Inspiring</i> Keywords: <i>Goblin</i>									
Hero (Cav) 1 [105]	10	4+	4+	4+	0	5	12/14	3	[70]
Fleabag Mount									
Shortbow (18")									
Special Rules: <i>Crushing Strength(1), Individual, Inspiring</i> Keywords: <i>Goblin</i>									

Biggit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [55]	5	4+	-	4+	0	3	9/11	2	[55]
Shortbow									
Shortbow (18", Ra: 4+)									
Special Rules: <i>Individual, Inspiring</i> Keywords: <i>Goblin</i>									

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [75]	5	5+	-	4+	0	1	9/11	2	[45]
Inspiring Talisman									
Knowledgeable[1]									
Lightning Bolt (3)									
Special Rules: <i>Individual, Inspiring</i> Keywords: <i>Goblin</i>									

Magwa & Jo'os [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 2 [150]	6	3+	-	5+	0	7	12/14	2	[150]
Lightning Bolt (4)									
Special Rules: <i>Crushing Strength(2), Duelist, Individual, Inspiring, Mighty, Vicious(Melee), Wild Charge(D3)</i> Keywords: <i>Beast, Goblin</i>									

Total Units: 21 **Total Unit Strength:** 29
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.
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.
Special Rule	Description
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.

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 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.
Mawpup	The unit is equipped with a Mawpup, which must be used when the unit attacks in melee. During a melee, a Mawpup grants the unit an additional 6 attacks which always hit on a 4+ and are resolved with Crushing Strength (1). These attacks should be resolved separately before the unit's normal attacks and do not inherit special rules from the unit, nor do they double/triple attacks against flanks or rears. The unit's Mawpup is then destroyed and cannot be used again for the remainder of the game. A unit can only carry a single Mawpup at a time.
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 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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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 Terrain or Obstacles.
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).
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 doubled. For instance, 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

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
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Inspiring Talisman	The unit gains the Inspiring special rule.