

Goblins - 2300 Entoyment (rule of 3) Final

2300 / 2300 VALID

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]
Inf Horde [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 [205] Det' Packs Chalice of Wrath <i>Special Rules: Crushing Strength(2),Regeneration(5+),Det' Packs, Fury Keywords: Troll</i>	6	4+	-	5+	3	18	14/17	3	[190] [0] [15]

Fleabag Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100] <i>Special Rules: Nimble, Thunderous Charge(1),Vicious(Melee) Keywords: Beast, Goblin, Mawpup Cage</i>	10	4+	-	4+	1	7	10/12	3	[100]

Mincer Mob*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Troop [170] Skirmisher's Boots <i>Special Rules: Big Shield, Brutal, Crushing Strength(1),Thunderous Charge(1),Nimble Keywords: Gizmo, Goblin</i>	5	4+	-	4+	1	D6+14	-/14	3	[160] [10]
Cht Regiment [215] Sir Jesse's Boots of Striding <i>Special Rules: Big Shield, Brutal, Crushing Strength(1),Thunderous Charge(1) Keywords: Gizmo, Goblin</i>	5	4+	-	4+	2	D6+21	-/16	3	[200] [15]

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	0+	4+	4+	0	10	8/10	2	[70]

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]

Goblin Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [220] War-Trumpets War-Trumpets (12", Steady Aim, Piercing(1)) <i>Special Rules: Crushing Strength(2),Strider Keywords: Beast, Goblin, King's Pride</i>	7	3+	4+	5+	2	10	16/18	6	[210] [10]
Titan 1 [210] Sharpstick Thrower (36", Att: 2, Blast(D3),Piercing(2),Steady Aim) <i>Special Rules: Crushing Strength(2),Strider Keywords: Beast, Goblin, King's Pride</i>	7	3+	5+	5+	2	10	16/18	6	[210]
Titan 1 [220] War-Trumpets War-Trumpets (12", Steady Aim, Piercing(1)) <i>Special Rules: Crushing Strength(2),Strider Keywords: Beast, Goblin, King's Pride</i>	7	3+	4+	5+	2	10	16/18	6	[210] [10]

King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [100] Groany Snark Shortbow (18") <i>Special Rules: Crushing Strength(1),Individual, Inspiring, Mini-Winggit Flight Suit, Blast(Melee D3),Fly, Thunderous Charge(2) Keywords: Goblin</i>	10	4+	4+	4+	0	5	12/14	2	[70] [30]

Flaggit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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), Individual, Very Inspiring Keywords: Goblin									

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [75]	5	5+	-	4+	0	1	9/11	2	[25]
Inspiring Talisman									[20]
Bane Chant (2)									[20]
Hex (2)									[10]
Special Rules: Individual, Inspiring Keywords: Goblin									

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)									[0]
Special Rules: Crushing Strength(2), Duelist, Individual, Inspiring, Mighty, Vicious(Melee), Wild Charge(D3) Keywords: Beast, Goblin									

Total Units: 16 **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.
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
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.
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.
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.
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.
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).
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.
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.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Chalice of Wrath	The unit gains the Fury special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Inspiring Talisman	The unit gains the Inspiring special rule.
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.