

Goblins - Blood Orange 2

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]

Sharpsticks	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [140] <i>Special Rules: Phalanx Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	30	19/21	2	[140]
Inf Horde [140] <i>Special Rules: Phalanx Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	30	19/21	2	[140]

Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [195] Det' Packs Staying Stone <i>Special Rules: Crushing Strength(2),Regeneration(5+),Det' Packs Keywords: Troll</i>	6	4+	-	5+	3	18	15/17	3	[190] [0] [5]

Fleabag Chariots	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Legion [220] Sir Jesse's Boots of Striding <i>Special Rules: Brutal, Thunderous Charge(2),Vicious(Melee) Keywords: Beast, Goblin</i>	9	4+	-	4+	4	20	17/19	3	[205] [15]

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 [220] Blessing of the Gods <i>Special Rules: Big Shield, Brutal, Crushing Strength(1),Thunderous Charge(1),Elite Keywords: Gizmo, Goblin</i>	5	4+	-	4+	2	D6+21	-/16	3	[200] [20]

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	-	4+	4+	0	10	8/10	2	[70]
WE 1 [70] War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i>	5	-	4+	4+	0	10	8/10	2	[70]
WE 1 [70] War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i>	5	-	4+	4+	0	10	8/10	2	[70]

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 [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, Blast(Melee D3),Fly, Thunderous Charge(2),Mini-Winggit Flight Suit 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									
Hero (Inf) 1 [65]	5	5+	-	4+	0	1	8/10	2	[40]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
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 2 [80]	5	5+	-	4+	0	1	9/11	2	[25]
Inspiring Talisman									[20]
Knowledgable[1]									[10]
Barkskin[1](5)									[25]
Special Rules: Individual, Inspiring Keywords: Goblin									

Troll Bruiser	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [125]	6	3+	-	5+	1	5	12/15	3	[110]
Trickster's Wand									[15]
Hex (2)									
Special Rules: Crushing Strength(2), Inspiring, Nimble, Regeneration(5+) Keywords: Troll									

Total Units: 17 **Total Unit Strength:** 24
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.

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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
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.
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.

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.
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.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

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.	
Barkskin [1] Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Skirmisher's Boots	Troops only. The unit gains the Nimble 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.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.

Blessing of the Gods	The unit gains the Elite special rule.
Inspiring Talisman	The unit gains the Inspiring special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
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.
