

Rabble Dabble Dooo! Goblins Alistair Vowles

2500 / 2500 VALID

1st Battalion

Flaggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	10	2	[90]
Diadem of Dragonkind									[30]
Fireball (4)									
Special Rules: Individual, Very Inspiring, Yielding									

Wiz [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[95]
Blizzard(4)									[40]
Special Rules: Individual, Yielding Traits: Spellcaster									

Rabble	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[80]
Traits: Green Horde									
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Goblin Slasher	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	5+	5+	2	10	18	5	[205]
Sharpstick Thrower (36", Att: 2, Blast (D3),Piercing (2))									
Special Rules: Crushing Strength(2),Strider									
Support Ti	7	3+	5+	5+	2	10	18	5	[205]
Sharpstick Thrower (36", Att: 2, Blast (D3),Piercing (2))									
Special Rules: Crushing Strength(2),Strider									

Big Rocks Thrower [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	6+	4+	1	2	11	2	[75]
Big Rocks Thrower (48", Blast (D3+1), Indirect, Piercing (3), Reload)									
Traits: Lobber									
Support War Eng	5	-	6+	4+	1	2	11	2	[75]
Big Rocks Thrower (48", Blast (D3+1), Indirect, Piercing (3), Reload)									
Traits: Lobber									

2nd Battalion

Flaggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	10	2	[60]
Special Rules: Individual, Very Inspiring, Yielding									

Wiz [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[90]
Celestial Restoration(3)									[35]
Special Rules: Individual, Yielding Traits: Spellcaster									

enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).

Artefact	Description
Diadem of Dragonkind	The unit gains the Fireball (4) spell, or if the unit already has a Fireball spell, its value is increased by 2.