Northen Kings II Goblins [2300]

2300 / 2300 VALID

Rabble Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
lorde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Maw									
lorde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Maw	pup Cage	-			-				
lorde (40) [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Maw	pup Cage								
		_		_		_			
Mincer Mob* Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [200]	5	4+	-	4+	2	D6+21	-/16	3	[200]
Special Rules: Big Shield, Brutal, Cru	sning Strei	19th(1), I hur 4+	nderous Cha	arge(1) <b>Key</b> ( 4+	voras: Gizn	D6+21	-/16	3	[000]
Regiment (3) [200] Special Rules: Big Shield, Brutal, Cru	J Ishina Stroi		- derous Cha		Z vords: Gizn		-/10	3	[200]
Regiment (3) [200]	5	4+	-	4+	2	D6+21	-/16	3	[200]
Special Rules: Big Shield, Brutal, Cru	ushing Strer	ngth(1),Thur	nderous Cha	arge(1) <b>Keyv</b>	vords: Gizn		,	Ū	[_00]
	0	0 ( )/		0 ( )		,			
Big Rocks Thrower War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[90]	5	0+	5+	4+	0	2	9/11	2	[90]
Big Rocks Thrower (48", Blast(D3+1),Ind	lirect, Pierci	ing(3),Reloa			-	_		-	[]
Keywords: Gizmo, Goblin, Lobber									
[90]	5	0+	5+	4+	0	2	9/11	2	[90]
Big Rocks Thrower (48", Blast(D3+1),Ind	lirect, Pierci	ing(3),Reloa	ad, Ignores (	Obscured)					
Keywords: Gizmo, Goblin, Lobber									
		_		_		_			
Mawpup Launcher War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[75]	5	0+	4+	4+	0	3	9/11	2	[75]
	words: Giz	zmo, Goblin,	s Obscured) , <i>Lobber</i>						
Special Rules: Mawpup Delivery Key			, Lobber						
Special Rules: Mawpup Delivery Key Winggit Monster	Sp	Ме	, Lobber Ra	De	US	Att	Ne	Ht	Pts
Special Rules: Mawpup Delivery Key Winggit Monster [120]			, Lobber	<b>De</b> 4+	US 1	<b>Att</b> 1	<b>Ne</b> 11/13	Ht 3	[120]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away!	<b>Sp</b> 10	<b>Me</b> 5+	Ra 4+	4+					
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores	Sp 10 Obscured,	Me 5+ Piercing(1)	, Lobber Ra 4+ ,Steady Aim	4+ )	1				[120]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the	Sp 10 Obscured,	Me 5+ Piercing(1)	, Lobber Ra 4+ ,Steady Aim	4+ )	1		11/13	3	[120] [0]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the	Sp 10 s Obscured, e Sky, Vicio	Me 5+ Piercing(1) us(Ranged)	Ra Ra 4+ Steady Aim	4+ ) : Gizmo, Go	1 blin	1			[120]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away!	Sp 10 Obscured, e Sky, Vicio 10	Me 5+ Piercing(1) us(Ranged) 5+	Ra 4+ Steady Aim Keywords 4+	4+ )) : Gizmo, Go 4+	1 blin	1	11/13	3	[120] [0] [120]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the	Sp 10 s Obscured, e Sky, Vicio 10 s Obscured, e Sky, Vicio	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i>	Ra 4+ ,Steady Aim Keywords 4+ ,Steady Aim	4+ )) <i>: Gizmo, Go</i> 4+	1 blin 1	1	11/13 11/13	3	[120] [0] [120] [0]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120]	Sp 10 S Obscured, e Sky, Vicio 10 S Obscured,	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1)	Ra 4+ ,Steady Aim Keywords 4+ ,Steady Aim	4+ )) <i>: Gizmo, Go</i> 4+	1 blin 1	1	11/13	3	[120] [0] [120] [0] [120]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away!	Sp 10 s Obscured, e Sky, Vicio 10 s Obscured, e Sky, Vicio 10	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+	4+ : Gizmo, Go 4+ : Gizmo, Go 4+	1 blin 1 blin	1	11/13 11/13	3	[120] [0] [120] [0]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores	Sp 10 s Obscured, <i>e Sky, Vicio</i> 10 s Obscured, <i>e Sky, Vicio</i> 10 s Obscured,	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1)	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim	4+ : Gizmo, Go 4+ : Gizmo, Go 4+	1 blin 1 blin 1	1	11/13 11/13	3	[120] [0] [120] [0] [120]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away!	Sp 10 s Obscured, <i>e Sky, Vicio</i> 10 s Obscured, <i>e Sky, Vicio</i> 10 s Obscured,	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1)	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim	4+ : Gizmo, Go 4+ : Gizmo, Go 4+	1 blin 1 blin 1	1	11/13 11/13	3	[120] [0] [120] [0] [120]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the	Sp 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio S Obscured, e Sky, Vicio	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i>	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i>	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go : Gizmo, Go	1 blin 1 blin 1 blin	1	11/13 11/13 11/13	3 3 3	[120] [0] [120] [0] [120] [0]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the King Hero (Infantry)	Sp 10 Obscured, e Sky, Vicio 10 s Obscured, e Sky, Vicio 10 s Obscured, e Sky, Vicio	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i>	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 8	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go () : Gizmo, Go	1 blin 1 blin 1 blin	1 1 1 Att	11/13 11/13 11/13 Ne	3 3 3 Ht	[120] [0] [120] [0] [120] [0] Pts
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the King Hero (Infantry) [100]	Sp 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio S Obscured, e Sky, Vicio	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i>	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i>	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go : Gizmo, Go	1 blin 1 blin 1 blin	1	11/13 11/13 11/13	3 3 3	[120] [0] [120] [0] [120] [0] <b>Pts</b> [70]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the King Hero (Infantry) [100] Groany Snark	Sp 10 Obscured, e Sky, Vicio 10 s Obscured, e Sky, Vicio 10 s Obscured, e Sky, Vicio	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i>	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 8	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go () : Gizmo, Go	1 blin 1 blin 1 blin	1 1 1 Att	11/13 11/13 11/13 Ne	3 3 3 Ht	[120] [0] [120] [0] [120] [0] <b>Pts</b>
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the King Hero (Infantry) [100] Groany Snark Shortbow (18")	Sp 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 Sp 10	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> Me 4+	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 8 4+ ,Steady Aim	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go () : Gizmo, Go De 4+	1 blin 1 blin blin US 0	1 1 1 <u>Att</u> 5	11/13 11/13 11/13 <u>Ne</u> 12/14	3 3 3 Ht 2	[120] [0] [120] [0] [120] [0] <b>Pts</b> [70] [30]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the King Hero (Infantry) [100] Groany Snark Shortbow (18") Special Rules: Crushing Strength(1),	Sp 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 Sp 10	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> Me 4+	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 8 4+ ,Steady Aim	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go () : Gizmo, Go De 4+	1 blin 1 blin blin US 0	1 1 1 <u>Att</u> 5	11/13 11/13 11/13 <u>Ne</u> 12/14	3 3 3 Ht 2	[120] [0] [120] [0] [120] [0] <b>Pts</b> [70] [30]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the King Hero (Infantry) [100] Groany Snark Shortbow (18") Special Rules: Crushing Strength(1),	Sp 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 Sp 10	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> Me 4+	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 8 4+ ,Steady Aim	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go () : Gizmo, Go De 4+	1 blin 1 blin blin US 0	1 1 1 <u>Att</u> 5	11/13 11/13 11/13 <u>Ne</u> 12/14	3 3 3 Ht 2	[120] [0] [120] [0] [120] [0] <b>Pts</b> [70] [30]
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the King Hero (Infantry) [100] Groany Snark Shortbow (18") Special Rules: Crushing Strength(1), Goblin	Sp 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 Sp 10 Individual, I	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> Me 4+	Ra 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go 4+ ) : Gizmo, Go De 4+ ilight Suit, Bl	1 blin 1 blin US 0 ast(Melee D	1 1 1 <u>Att</u> 5 3),Fly, Thune	11/13 11/13 11/13 <u>Ne</u> 12/14 derous Char	3 3 3 <u>Ht</u> 2 ge(2) Keyv	[120] [0] [120] [0] [120] [0] <b>Pts</b> [70] [30] words:
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Cluster Strength(1), Soblin Flaggit Hero (Infantry)	Sp 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 S Obscured, f Sp 10 Individual, I Sp	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> Me 4+	Ra 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 4+ ,Steady Aim <i>Keywords</i> 8 4+ ,Steady Aim	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go 4+ ) : Gizmo, Go De 4+ ilight Suit, Bl De	1 blin 1 blin US 0 ast(Melee D	1 1 1 <u>Att</u> 5 3), <i>Fly</i> , Thune <u>Att</u>	11/13 11/13 11/13 11/13 <u>Ne</u> Ne	3 3 3 Ht 2 ge(2) Keyv Ht	[120] [0] [120] [0] [120] [0] <b>Pts</b> [70] [30] words: <b>Pts</b>
Special Rules: Mawpup Delivery Key Winggit Monster [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the King Hero (Infantry) [100] Groany Snark Shortbow (18") Special Rules: Crushing Strength(1), Goblin Flaggit Hero (Infantry) [65]	Sp 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 Sp 10 Individual, I	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> Me 4+	Ra 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go 4+ ) : Gizmo, Go De 4+ ilight Suit, Bl	1 blin 1 blin US 0 ast(Melee D	1 1 1 <u>Att</u> 5 3),Fly, Thune	11/13 11/13 11/13 <u>Ne</u> 12/14 derous Char	3 3 3 <u>Ht</u> 2 ge(2) Keyv	[120] [0] [120] [0] [120] [0] [120] [0] [120] [0] [30] words: [40]
Winggit Monster  1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the  1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the  1 [120] Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Special Rules: Fly, Nimble, Eye in the  King Hero (Infantry)  1 [100] Groany Snark Shortbow (18")	Sp 10 S Obscured, e Sky, Vicio 10 S Obscured, e Sky, Vicio 10 S Obscured, f Sp 10 Individual, I Sp	Me 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> 5+ Piercing(1) <i>us(Ranged)</i> Me 4+	Ra 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+ ,Steady Aim ) Keywords 4+	4+ ) : Gizmo, Go 4+ ) : Gizmo, Go 4+ ) : Gizmo, Go De 4+ ilight Suit, Bl De	1 blin 1 blin US 0 ast(Melee D	1 1 1 <u>Att</u> 5 3), <i>Fly</i> , Thune <u>Att</u>	11/13 11/13 11/13 11/13 <u>Ne</u> 12/14 derous Charç	3 3 3 Ht 2 ge(2) Keyv Ht	[120 [0] [120 [0] [120 [0] [30] words: Pts

Special Rules: Individual, Inspiring Keywords: Goblin

Wiz Hero (Infantry) Spellcaster 1 [85]										
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Incontring Tolignoon	5	5+	-	4+	0	1	9/11	2	[45]	
Inspiring Talisman Lightning Bolt (3)									[20]	
Bane Chant (2)									[0] [20]	
Special Rules: Individua	al, Inspiring Keywords:	Goblin							[20]	
•										
[F] The Bangstiks (Flea	bag Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts	
Riders - Gorp's Explode	-									
Bangstiks) [1] Cavalry										
Regiment (10) [165]	10	4+	-	4+	3	14	13/15	3	[165]	
Special Rules: Nimble,	Thunderous Charge(2),	Vicious(Mele	e),Explodo'ı	matic Bangs	tiks <b>Keywor</b>	<b>ds:</b> Beast, G	oblin, Mawp	up Cage		
						_				
[F] The Bangstiks (Flea	-	Me	Ra	De	US	Att	Ne	Ht	Pts	
Riders - Gorp's Explode	o'matic									
Bangstiks) [1] Cavalry										
Regiment (10) [165] Special Rules: Nimble, <sup>*</sup>	10	4+ Vicious/Mola	- Distribution -	4+	3 tiko <b>Kouwor</b>	14	13/15	3	[165]	
Special Rules: Nimble,	Thunderous Charge(2),	vicious(iviere	e),Exploao i	natic Bangsi	iks <b>neywor</b>	<b>as:</b> Beast, G	opiin, wawp	up Cage		
El Corp ///ing an Elect		Me	De	Da	116	Λ 11	No	L14	Die	
[F] Gorp (King on Fleab	-	Me	Ra	De	US	Att	Ne	Ht	Pts	
Gorp's Explodo'matic B [1] Hero (Cavalry)	anysuks)									
[1] Hero (Cavalry) [130]	10	4+	4+	4+	0	5	12/14	3	[125]	
Blade of Slashing					Ť	-	,.,	-	[5]	
Shortbow (18")										
Special Rules: Aura(Elit	e (Melee - Cavalry with	the Goblin k	eyword only	)),Crushing (	Strength(1),I	ndividual, In	spiring, Expl	odo'matic E	Bangstiks	
Keywords: Goblin										
otal Units:		18	т	otal Unit St	rength:			24		
otal Primary Core Points:		2300 (100.0%			•					
Custom Rule	Description									
Maura Dalius au	This attack shows hi			at fails and have a					-l'	
Mawpup Delivery	This attack always hi in combat. Hits do no									
	able.	n cause uam	age, moleac				arget unit rec		awpup ii	
Eye in the Sky	At the start of each o									
	24" of this unit regard									
	keyword, while targe used while the Wing			nit, nave the	Elite (Rang	ed) special r	ule. This spe	cial rule m	ay not be	
			ieu.							
Mini-Winggit Flight Suit	Before being given a									
	On a result of a 1 the	•		•			•	•	thin 6" of it	
	take a point of damage, including this unit. No Nerve tests are required for damage taken in this way.									
	·····				•	a for damag				
Special Rule										
Special Rule	Description				-					
<b>Special Rule</b> Aura	Description (x) refers to another			grants to ur	its around it	. This unit a				
	Description (x) refers to another within 6" of it have th	e (x) special	rule. Note a	grants to un n Aura may l	its around it have a furthe	. This unit ar er qualifier, i	n which case	the Aura v	vill only	
	Description (x) refers to another within 6" of it have th grant the special rule	e (x) special to the unit w	rule. Note a vith that nam	grants to ur n Aura may l e or keyword	its around it have a furthe	. This unit ar er qualifier, i to the unit w	n which case vith the Aura	the Aura vitself. Effect	vill only ts of Auras	
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	Description (x) refers to another a within 6" of it have th grant the special rule of the same type are gain Thunderous Cha	e (x) special to the unit w not cumulati arge (+2). Un	rule. Note a vith that nam ve. So, for ir nits only gair	grants to un n Aura may l e or keyword nstance, a un special rule	its around it have a furthe d in addition hit covered b s that affect	. This unit ar er qualifier, i to the unit w by two Aura ( melee or ra	n which case ⁄ith the Aura (Thunderous nged combat	the Aura v itself. Effec Charge (+ (such as E	vill only cts of Auras 1)) do not Brutal, Elite	
	Description (x) refers to another a within 6" of it have th grant the special rule of the same type are	e (x) special to the unit w not cumulati arge (+2). Un c.) if they are	rule. Note a vith that nam ve. So, for ir nits only gain within the A	grants to un n Aura may l e or keyword nstance, a un special rule Aura when th	its around it have a furthe d in addition hit covered b s that affect e combat is	. This unit ar er qualifier, i to the unit w y two Aura ( melee or ran being resolv	n which case vith the Aura Thunderous nged combat ved. Units on	the Aura v itself. Effec Charge (+ (such as E ly gain spe	vill only cts of Auras 1)) do not Brutal, Elite cial rules	
	Description (x) refers to another a within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et	e (x) special to the unit w not cumulati arge (+2). Un c.) if they are	rule. Note a vith that nam ve. So, for ir nits only gain within the A	grants to un n Aura may l e or keyword nstance, a un special rule Aura when th	its around it have a furthe d in addition hit covered b s that affect e combat is	. This unit ar er qualifier, i to the unit w y two Aura ( melee or ran being resolv	n which case vith the Aura Thunderous nged combat ved. Units on	the Aura v itself. Effec Charge (+ (such as E ly gain spe	vill only cts of Auras 1)) do not Brutal, Elite, cial rules	
	Description (x) refers to another a within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement	e (x) special to the unit w not cumulati arge (+2). Ur c.) if they are t (such as Pa	rule. Note a vith that nam ve. So, for ir its only gair within the A thfinder, Str	grants to ur n Aura may l e or keyword nstance, a ur special rule Aura when th ider, Wild Ch	its around it have a furthe d in addition hit covered b s that affect e combat is harge etc.) if	. This unit ar er qualifier, i to the unit w by two Aura ( melee or ra being resolv they are wit	n which case vith the Aura Thunderous nged combat red. Units on hin the Aura	the Aura v itself. Effec Charge (+ (such as E ly gain spe	vill only cts of Auras 1)) do not Brutal, Elite, cial rules	
Aura Big Shield	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement their movement. All attacks (Ranged a	e (x) special to the unit w not cumulati arge (+2). Un c.) if they are t (such as Pa	rule. Note a vith that nam ve. So, for ir hits only gain within the A thfinder, Str gainst the ta	grants to ur n Aura may l e or keyword sstance, a ur special rule Aura when th ider, Wild Ch	its around it have a furthe d in addition hit covered b s that affect e combat is harge etc.) if	. This unit ar er qualifier, i to the unit w by two Aura ( melee or ran being resolv they are wit eat its defen	n which case vith the Aura Thunderous nged combat red. Units on hin the Aura ce as 6+.	the Aura v itself. Effec Charge (+ : (such as E ly gain spe at the begi	vill only ets of Auras 1)) do not Brutal, Elite, cial rules nning of	
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Aura Big Shield Blast	Description         (x) refers to another a within 6" of it have the grant the special rule of the same type are gain Thunderous Charler Crushing Strength et that affect movement.         All attacks (Ranged a If the unit's attack hit single hit. Once this is When testing the Net (n) value to the total	e (x) special to the unit w not cumulati arge (+2). Un c.) if they are t (such as Pa and Melee) a s the target, t s done, roll d rve of an ene rolled. If no v	rule. Note a vith that nam ve. So, for ir hits only gain within the A thfinder, Str gainst the ta gainst the ta the target su lamage as n my unit in M alue is spec	grants to ur n Aura may l e or keyword hstance, a ur special rule Aura when th ider, Wild Ch frget unit's fr ffers a numb ormal for all lelee with on ified, the uni	its around it have a furthe d in addition hit covered b s that affect e combat is harge etc.) if ont facing tre per of hits ec of this hits c e or more of t has Brutal	. This unit are er qualifier, i to the unit w ye two Aura ( melee or ran being resolv they are wit eat its defen- ual to the nu- aused.	n which case vith the Aura Thunderous nged combat ved. Units on hin the Aura ce as 6+. umber in brac	the Aura v itself. Effec Charge (+ : (such as E ly gain spe at the begi ckets, rathe	vill only ets of Auras 1)) do not Brutal, Elite, cial rules nning of er than a ghest Bruta	
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Explodo'matic Bangstiks	Whenever a unit in this Formation rolls a natural unmodified 6 to hit in Melee, resolve that hit wit special rule. In addition, for each 6 rolled the attacking unit receives a point of damage as the Batthe unlucky goblin weilding it. No Nerve tests are taken for damage caused in this way.	
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot u rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is unit is Disordered.	r Difficult Terrain or ise the Fly special
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted be Obscured Target (although the unit may still benefit from Cover from another source (e.g. by be	
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 6inches of this unit, suffers a Rout result, the oppone Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring runit 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 including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of	unit in Melee with
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling t	o damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase	э.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.	
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this Hindered (to a minimum of zero).	
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 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.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Artefact	Description	
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.	
Inspiring Talisman	The unit gains the Inspiring special rule.	
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.	