

Target
2300
Points



GOBLIN CLASH



Target
2300
Points



GOBLINS

EVIL

Sharpsticks

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	4	2	3	30	19/21	[155]
Phalanx Keywords: Expendable, Goblin, Mawpup Cage									

Spitters*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	6	5	3	2	3	20	19/21	[160]
Bows (24") Keywords: Goblin									

Trolls

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	14/17	190
Staying Stone Crushing Strength (2), Regeneration (5+) Keywords: Troll									
									5
									[195]

Rabble

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Expendable, Goblin, Mawpup Cage									
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Expendable, Goblin, Mawpup Cage									
Regiment(20)	5	5	-	4	2	2	12	12/14	[75]
Keywords: Expendable, Goblin, Mawpup Cage									

Fleabag Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	10	4	-	4	3	3	14	12/14	155
Blade of Slashing Mawpup Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									
									5
									10
									[170]

Mincer Mob*

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(2)	5	4	-	4	3	1	D6+14	-/14	[160]
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1) Keywords: Gizmo, Goblin									

Goblin Slasher

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	5	5	6	1	8	16/18	[210]
Crushing Strength (2), Strider Sharpstick Thrower (36", Att: 2, Blast (D3), Piercing (2), Steady Aim) Keywords: Beast, Goblin, King's Pride									

Winggit										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	4	4	3	1	3	13/15	[120]	
Fly, Nimble Firebombs (12", Blast (D3), Ignores Cover, Piercing (1), Steady Aim, Vicious (Ranged)) Keywords: Gizmo, Goblin										
1	10	5	4	4	3	1	3	13/15	[120]	
Fly, Nimble Firebombs (12", Blast (D3), Ignores Cover, Piercing (1), Steady Aim, Vicious (Ranged)) Keywords: Gizmo, Goblin										
Sharpstick Thrower										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	-	4	4	2	0	2	9/11	[75]	
Sharpstick Thrower (48", Blast (D3), Piercing (2), Reload) Keywords: Gizmo, Goblin, Lobber										
1	5	-	4	4	2	0	2	9/11	[75]	
Sharpstick Thrower (48", Blast (D3), Piercing (2), Reload) Keywords: Gizmo, Goblin, Lobber										
Wiz										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	-	4	3	0	1	9/11	45	
The Boomstick Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3)										
Individual Spells: Lightning Bolt (3) Keywords: Goblin										
1	10	5	-	4	3	0	1	9/11	45	
Inspiring Talisman Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3)										
Individual Spells: Lightning Bolt (3) Keywords: Goblin										
1	10	5	-	4	3	0	1	9/11	45	
Conjurer's Staff Bane Chant (2) Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3)										
Individual Spells: Lightning Bolt (3), Bane Chant (2) Keywords: Goblin										
[100]										
[100]										
[100]										
Magwa'ns [1]										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	6	3	-	4	2	3	12	12/14	[130]	
Crushing Strength (1), Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast										
Magwa & Jo'os[1]										Hero (LrgCav) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	2	0	7	12/14	[150]	
Crushing Strength (2), Duelist, Individual, Inspiring, Mighty, Vicious (Melee), Wild Charge (D3) Spells: Lightning Bolt (4) Keywords: Beast, Goblin										

Flaggit										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	8/10	40	
Lute of Insatiable Darkness									25	
Individual, Inspiring									[65]	
Keywords: Goblin										

Total Unit Strength: 25

Total Core: 2300 (100%)

Total Units: 19



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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 <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> 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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Ignore Cover	The unit fires in high arcs, hitting the target from the top, which means it only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit does need to have LoS to the target to fire at it.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
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 <i>Mighty</i> 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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> 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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Sharpstick Thrower	This unit is equipped with a ranged attack
Staying Stone	The unit gains +1 to its Wavering stat value.
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.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.

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 <i>Crushing Strength</i> (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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.
