2024 cok trash meta Copy Goblins [2300]

2300 / 2300 VALID

Rabble	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mav	vpup Cage				-				
Inf Horde [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mav	vpup Cage								
Inf Horde [125]	5	5+	-	4+	3	25	19/21	2	[125]
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Inf Horde [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mav		5 .		4.	0	05	40/04		[405]
Inf Horde [125]	5	5+	-	4+	3	25	19/21	2	[125]
Keywords: Expendable, Goblin, Mav	vpup Cage								
				_					
War-Trombone	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [70]	5	0+	4+	4+	0	10	8/10	2	[70]
War-Trombone (12", Piercing(1), Steady	Aim)								
Keywords: Gizmo, Goblin									
WE 1 [70]	5	0+	4+	4+	0	10	8/10	2	[70]
War-Trombone (12", Piercing(1), Steady	AIM)								
Keywords: Gizmo, Goblin	5	0.	1.	4 .	0	10	0/10	0	[70]
WE 1 [70] War-Trombone (12", Piercing(1),Steady	-	0+	4+	4+	0	10	8/10	2	[70]
Keywords: Gizmo, Goblin	~IIII)								
			-		• · · =			• ·	
Sharpstick Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [60]	5	0+	4+	4+	0	2	9/11	2	[60]
Sharpstick Thrower (48", Blast(D3),Piero	cing(2),Relo	ad)							
Keywords: Gizmo, Goblin, Lobber	5	0.	4.	4.	0	0	0/44	0	[60]
WE 1 [60] Sharpstick Throwor (48" Blast(D3) Pior	-	+0	4+	4+	0	2	9/11	2	[60]
Sharpstick Thrower (48", Blast(D3),Piero Keywords: Gizmo, Goblin, Lobber	Jilly(∠),Rel0	au)							
WE 1 [60]	5	0+	4+	4+	0	2	9/11	2	[60]
Sharpstick Thrower (48", Blast(D3), Piero	•		1	יד	0	2	0/11	4	[00]
Keywords: Gizmo, Goblin, Lobber									
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Goblin Blaster	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [65]	5	3+	5+	5+	1	3	-/10	3	[65]
Makeshift Grenades (12", Blast(D3),Pier	Ū	0.	01		•	Ŭ	,10	Ŭ	[00]
Special Rules: Blast(D6),Brutal, Crus		th(3).Boom	! Keywords	: Gizmo. Go	oblin				
,	58	, , , , , = = = = = = = = = = = = = = =	.,	, u					
Mincor	Sn	Ме	Ra	De	US	Att	No	Ll+	Pts
Mincer Mon (Chariot) 1 [90]	Sp	ме 4+	Γ¢	4+	1	D6+6	Ne -/11	Ht 3	
Special Rules: Big Shield, Brutal, Cru	U		- derous Chr		-		-/	3	[90]
Mon (Chariot) 1 [90]	5	4+	-	4+	1	D6+6	-/11	3	[90]
Special Rules: Big Shield, Brutal, Cri	ushina Strer		nderous Cha		words: Gizn		/ ! !	5	[00]
Mon (Chariot) 1 [90]	5	4+	-	4+	1	D6+6	-/11	3	[90]
Special Rules: Big Shield, Brutal, Cru	ushing Strer		nderous Cha		words: Gizn			•	[20]
,	5 01	J 1 /,		J		,			
Winagit	6 -	Ma	Po	De	116	۸44	Ne	U 4	Dto
Winggit Mon 1 [120]	Sp 10	Me 5+	Ra 4+	4+	US 1	Att	Ne 11/13	Ht 3	Pts
Bombs Away!	10	5+	4+	4+		1	11/13	3	[120] [0]
Firebombs (12", Att: 3, Blast(D3),Ignore	s Obscurad	Piercipa(1)	Steady Aim	.)					[0]
Special Rules: Fly, Nimble, Eye in th					hlin				
Mon 1 [120]	10	5+	4+	4+	1	1	11/13	3	[120]
Bombs Away!	10	JT	+T	41		1	11/15	5	[0]
Firebombs (12", Att: 3, Blast(D3),Ignore	s Obscured	Piercina(1)	Steady Aim	u)					[0]
Special Rules: Fly, Nimble, Eye in th		- · ·			blin				
					~				

King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [100]	10	4+	4+	4+	0	5	12/14	2	[70]
Groany Snark									[30]
Shortbow (18")						<i></i>			
Special Rules: Crushing	Strength(1),Individual	l, Inspiring, Bl	ast(Melee D	3),Fly, Thun	derous Chai	rge(2),Mini-V	Vinggit Flight	Suit Keyw	ords:
Goblin									
	Sm	Mo	Pa	De	116	A 44	No	14	Dto
Flaggit Hero (Inf) 1 [55]	Sp	<u>Me</u> 5+	Ra	De 4+	US 0	Att 1	Ne 8/10	<u>Ht</u> 2	Pts [40]
Trickster's Wand	5	57	-	47	0	- 1	0/10	2	[40] [15]
Hex (2)									[10]
Special Rules: Aura(Stric			Inspiring Ke						
Hero (Inf) 1 [70]	5	5+	-	4+	0	1	8/10	2	[40]
Diadem of Dragonkind Fireball (8)									[30]
Special Rules: Aura(Stric	der - Infantrv onlv).Inc	lividual. Verv l	Inspirina Ke	vwords: Go	blin				
		, , , .							
Wiz	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [85		5+	-	4+	0	1	9/11	3	[25]
Ej Periscope									[5]
Knowledgable[1]									[10]
Hex (2)									[10]
Alchemist's Curse[1](2) Special Rules: Individual	l Kevwords: Goblin								[35]
Kuzlo & Madfall [1]	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster		3+	-	4+	1	5	13/15	3	[145]
Hex (3)									[0]
Enthral (5)									[0]
Special Rules: Crushing Keywords: Beast, Goblin	Strength(2),Inspiring(Self only),Nin	ible, Pathfin	der, Regene	eration(4+), V	icious(Melee	e),Ravenous	Lizard, Stic	ky Iongue
Reywords: Deast, Gobiin									
King on Chariot	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [130]	9	4+	4+	4+	1	7	13/15	3	[130]
Shortbow (18", Steady Aim)	Ū				•		10/10	Ũ	[100]
Special Rules: Crushing	Strength(1), Inspiring,	Nimble, Thur	nderous Cha	nge(1) Keyv	v ords: Beas	t, Goblin			
-		24	т	otal Unit St	rength:			26	
Total Units:									
		2300 (100.0%	%)						
			%)						
	Description		%)						
otal Primary Core Points: Custom Rule	Description At the end of a Turn	2300 (100.09		a successful	hit in melee	, it is immed	iately Routed	and remo	ved from
Fotal Primary Core Points:	-	2300 (100.09		a successful	hit in melee	, it is immed	iately Routed	and remo	ved from
Total Primary Core Points: Custom Rule Boom!	At the end of a Turn play.	2300 (100.09	unit scores a						
Total Primary Core Points: Custom Rule Boom!	At the end of a Turn play. At the start of each	2300 (100.09 in which this of your Range	unit scores a	ou can imme	diately targe	et and "mark	' an Enemy u	init anywhe	re within
Total Primary Core Points: Custom Rule Boom!	At the end of a Turn play.	2300 (100.09 in which this of your Range dless of Line	unit scores and d phases yo of Sight. For	ou can imme r the remaine	diately targe der of the Tu	et and "mark Irn, all friend	' an Enemy u ly Core units	init anywhe with the Lo	re within
Total Primary Core Points: Custom Rule Boom!	At the end of a Turn play. At the start of each 24" of this unit regar	2300 (100.09 in which this of your Range dless of Line eting the mark	unit scores and ad phases yo of Sight. For ad enemy u	ou can imme r the remaine	diately targe der of the Tu	et and "mark Irn, all friend	' an Enemy u ly Core units	init anywhe with the Lo	re within
Total Primary Core Points: Custom Rule	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing	2300 (100.09 in which this of your Range dless of Line eting the mark ugit is Disorde	unit scores and of phases yo of Sight. For and enemy u red.	ou can imme r the remain nit, have the	diately targe der of the Tu Elite (Rang	et and "mark Irn, all friend ed) special I	' an Enemy u ly Core units ule. This spe	init anywhe with the Lo cial rule ma	re within
Custom Rule Boom! Eye in the Sky Ravenous Lizard	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th	2300 (100.09 in which this of your Range rdless of Line eting the mark igit is Disorde is unit, both F	unit scores and of phases yo of Sight. For and enemy u red. riendly and l	ou can imme r the remaind nit, have the Enemy units	diately targe der of the Tu Elite (Rang have -1 to t	et and "mark Irn, all friend ed) special I heir Waver a	' an Enemy u ly Core units ule. This spe and Rout Ner	unit anywhe with the Lo ecial rule ma ve values.	ere within bber ay not be
Total Primary Core Points: Custom Rule Boom! Eye in the Sky	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s	2300 (100.09 in which this of your Range rdless of Line eting the mark igit is Disorde is unit, both F pell only has a	unit scores and of phases yo of Sight. For and enemy u red. riendly and l	ou can imme r the remaind nit, have the Enemy units	diately targe der of the Tu Elite (Rang have -1 to t	et and "mark Irn, all friend ed) special I heir Waver a	' an Enemy u ly Core units ule. This spe and Rout Ner	unit anywhe with the Lo ecial rule ma ve values.	ere within bber ay not be
Custom Rule Boom! Eye in the Sky Ravenous Lizard	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th	2300 (100.09 in which this of your Range rdless of Line eting the mark igit is Disorde is unit, both F pell only has a	unit scores and of phases yo of Sight. For and enemy u red. riendly and l	ou can imme r the remaind nit, have the Enemy units	diately targe der of the Tu Elite (Rang have -1 to t	et and "mark Irn, all friend ed) special I heir Waver a	' an Enemy u ly Core units ule. This spe and Rout Ner	unit anywhe with the Lo ecial rule ma ve values.	ere within bber ay not be
Custom Rule Boom! Eye in the Sky Ravenous Lizard	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s	2300 (100.09 in which this of your Range rdless of Line eting the mark igit is Disorde is unit, both F pell only has a	unit scores and of phases yo of Sight. For and enemy u red. riendly and l	ou can imme r the remaind nit, have the Enemy units	diately targe der of the Tu Elite (Rang have -1 to t	et and "mark Irn, all friend ed) special I heir Waver a	' an Enemy u ly Core units ule. This spe and Rout Ner	unit anywhe with the Lo ecial rule ma ve values.	ere within bber ay not be
Custom Rule Boom! Eye in the Sky Ravenous Lizard Sticky Tongue	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s	2300 (100.09 in which this of your Range rdless of Line eting the mark igit is Disorde is unit, both F pell only has a	unit scores and of phases yo of Sight. For and enemy u red. riendly and l	ou can imme r the remaind nit, have the Enemy units	diately targe der of the Tu Elite (Rang have -1 to t	et and "mark Irn, all friend ed) special I heir Waver a	' an Enemy u ly Core units ule. This spe and Rout Ner	unit anywhe with the Lo ecial rule ma ve values.	ere within bber ay not be
Total Primary Core Points: Custom Rule Boom! Eye in the Sky Ravenous Lizard Sticky Tongue Special Rule	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s damage for each hit Description	2300 (100.09 in which this of your Range dless of Line eting the mark igit is Disorde is unit, both F pell only has a scored.	unit scores a ed phases yo of Sight. For a rendly and I a range of 12	ou can imme r the remaind nit, have the Enemy units 2". While cas	diately targe der of the Tu Elite (Rang have -1 to t	et and "mark Irn, all friend ed) special I heir Waver a , in addition	' an Enemy u ly Core units ule. This spe and Rout Ner to moving the	init anywhe with the Lo cial rule ma ve values.	ere within obber ay not be
Total Primary Core Points: Custom Rule Boom! Eye in the Sky Ravenous Lizard Sticky Tongue Special Rule	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s damage for each hit	2300 (100.09 in which this of your Range dless of Line eting the mark ugit is Disorde is unit, both F pell only has a scored.	unit scores a ed phases yc of Sight. For aed enemy u red. riendly and l a range of 12 hat the Aura	ou can imme r the remaind init, have the Enemy units 2". While cas	diately targe der of the Tu Elite (Rang have -1 to t sting Enthral	et and "mark irn, all friend ed) special i heir Waver a , in addition	an Enemy u ly Core units ule. This spe and Rout Ner to moving the	unit anywhe with the Lo cial rule ma ve values. e target, rol	re within obber ay not be I to
Total Primary Core Points: Custom Rule Boom! Eye in the Sky Ravenous Lizard Sticky Tongue Special Rule	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s damage for each hit Description (x) refers to another	2300 (100.09 in which this of your Range dless of Line eting the mark git is Disorde is unit, both F pell only has a scored. special rule the (x) special	unit scores a ed phases yc of Sight. For ed enemy u red. riendly and l a range of 12 hat the Aura rule. Note a	ou can imme r the remaind init, have the Enemy units 2". While cas	diately targe der of the Tu Elite (Rang have -1 to t sting Enthral	et and "mark irn, all friend ed) special i heir Waver a , in addition This unit a er qualifier, i	an Enemy u ly Core units ule. This spe and Rout Ner to moving the nd all Friendl n which case	unit anywhe with the Lo cial rule ma ve values. e target, rol e target, rol y Core unit	re within obber ay not be I to s while vill only
Total Primary Core Points: Custom Rule Boom! Eye in the Sky Ravenous Lizard Sticky Tongue Special Rule	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s damage for each hit Description (x) refers to another within 6" of it have the grant the special rul of the same type are	2300 (100.09 in which this of your Range dless of Line eting the mark git is Disorde is unit, both F pell only has a scored. special rule the (x) special e to the unit we e not cumulati	unit scores a ed phases yc of Sight. For aed enemy u red. riendly and l a range of 12 hat the Aura rule. Note a vith that nam ve. So, for ir	ou can imme r the remaind init, have the Enemy units 2". While cas grants to ur n Aura may he or keywor nstance, a u	diately targe der of the Tu e Elite (Rang have -1 to t sting Enthral hits around it have a furth d in addition nit covered b	et and "mark irn, all friend ed) special i heir Waver a , in addition This unit a er qualifier, i to the unit v by two Aura	an Enemy u ly Core units rule. This spe and Rout Ner to moving the nd all Friendl n which case <i>i</i> th the Aura (Thunderous	unit anywhe with the Lo cial rule ma ve values. e target, rol y Core unit the Aura v itself. Effec Charge (+'	re within bber ay not be I to s while vill only ts of Auras 1)) do not
Custom Rule Boom! Eye in the Sky Ravenous Lizard	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s damage for each hit Description (x) refers to another within 6" of it have the grant the special rul of the same type are gain Thunderous Ch	2300 (100.09 in which this of your Range dless of Line eting the mark git is Disorde is unit, both F pell only has a scored. special rule the (x) special e to the unit we a not cumulati harge (+2). Ur	unit scores a ed phases yc of Sight. For aed enemy u red. riendly and l a range of 12 hat the Aura rule. Note a vith that nam ve. So, for ir nits only gair	the remaind init, have the Enemy units 2". While cas grants to ur n Aura may the or keywor instance, a un special rule	diately targe der of the Tu e Elite (Rang have -1 to t sting Enthral hits around it have a furth d in addition nit covered b es that affect	et and "mark irn, all friend ed) special i heir Waver a , in addition This unit a er qualifier, i to the unit v by two Aura melee or ra	an Enemy u ly Core units rule. This spe and Rout Ner to moving the not all Friendl n which case <i>i</i> th the Aura (Thunderous nged combat	y Core unit the Aura v itself. Effec Charge (+'	re within bbber ay not be l to s while vill only ts of Auras 1)) do not Brutal, Elite
Custom Rule Boom! Eye in the Sky Ravenous Lizard Sticky Tongue Special Rule	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s damage for each hit Description (x) refers to another within 6" of it have th grant the special rul of the same type are gain Thunderous Ch Crushing Strength e	2300 (100.09 in which this of your Range dless of Line eting the mark git is Disorde is unit, both F pell only has a scored. special rule the (x) special e to the unit we e not cumulati marge (+2). Ur tc.) if they are	unit scores a ed phases yc of Sight. For red enemy u red. riendly and l a range of 12 hat the Aura rule. Note a vith that nam ve. So, for ir nits only gain within the A	Du can imme r the remaind init, have the Enemy units 2". While cas a grants to ur n Aura may ne or keywor instance, a un n special rule Aura when th	diately targe der of the Tu e Elite (Rang have -1 to t sting Enthral have a furth d in addition nit covered b es that affect ne combat is	et and "mark irn, all friend ed) special i heir Waver a , in addition This unit a er qualifier, i to the unit v by two Aura melee or ra being resolv	an Enemy u ly Core units rule. This spe and Rout Ner to moving the not all Friendl n which case <i>i</i> th the Aura (Thunderous nged combatived. Units on	y Core unit the Aura v itself. Effec Charge (+' ; (such as E ly gain spe	re within bber ay not be l to s while vill only ts of Auras 1)) do not Brutal, Elite cial rules
Otal Primary Core Points: Custom Rule Boom! Eye in the Sky Ravenous Lizard Sticky Tongue Special Rule	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s damage for each hit Description (x) refers to another within 6" of it have the grant the special rul of the same type are gain Thunderous Ch	2300 (100.09 in which this of your Range dless of Line eting the mark git is Disorde is unit, both F pell only has a scored. special rule the (x) special e to the unit we e not cumulati marge (+2). Ur tc.) if they are	unit scores a ed phases yc of Sight. For red enemy u red. riendly and l a range of 12 hat the Aura rule. Note a vith that nam ve. So, for ir nits only gain within the A	Du can imme r the remaind init, have the Enemy units 2". While cas a grants to ur n Aura may ne or keywor instance, a un n special rule Aura when th	diately targe der of the Tu e Elite (Rang have -1 to t sting Enthral have a furth d in addition nit covered b es that affect ne combat is	et and "mark irn, all friend ed) special i heir Waver a , in addition This unit a er qualifier, i to the unit v by two Aura melee or ra being resolv	an Enemy u ly Core units rule. This spe and Rout Ner to moving the not all Friendl n which case <i>i</i> th the Aura (Thunderous nged combatived. Units on	y Core unit the Aura v itself. Effec Charge (+' ; (such as E ly gain spe	re within bber ay not be l to s while vill only ts of Auras 1)) do not Brutal, Elite cial rules
Otal Primary Core Points: Custom Rule Boom! Eye in the Sky Ravenous Lizard Sticky Tongue Special Rule	At the end of a Turn play. At the start of each 24" of this unit regar keyword, while targe used while the Wing While within 6" of th This unit's Enthral s damage for each hit Description (x) refers to another within 6" of it have th grant the special rul of the same type are gain Thunderous Ch Crushing Strength e that affect movement	2300 (100.09 in which this of your Range rdless of Line eting the mark git is Disorde is unit, both F pell only has a scored. special rule the (x) special e to the unit we e not cumulati harge (+2). Ur ttc.) if they are it (such as Pa	unit scores a ed phases yc of Sight. For ed enemy u red. riendly and l a range of 12 hat the Aura rule. Note a rith that nam ve. So, for ir hits only gair e within the <i>A</i> thfinder, Str	bu can imme r the remaind init, have the Enemy units 2". While cas grants to ur n Aura may he or keywor instance, a un special rule Aura when the ider, Wild Cl	diately targe der of the Tu e Elite (Rang have -1 to t sting Enthral hits around it have a furth d in addition nit covered b es that affect he combat is harge etc.) if	et and "mark irn, all friend ed) special i heir Waver a , in addition This unit a er qualifier, i to the unit v by two Aura melee or ra being resolv they are wit	an Enemy u ly Core units rule. This spe and Rout Ner to moving the not all Friendl n which case <i>i</i> th the Aura (Thunderous nged combatived. Units on hin the Aura	y Core unit the Aura v itself. Effec Charge (+' ; (such as E ly gain spe	re within bber ay not be l to s while vill only ts of Auras 1)) do not Brutal, Elite cial rules

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 Bruta (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.					
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.					
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 6inches 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 i 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.					
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.					
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 equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit read damage previously suffered.					
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase).				
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 a Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this 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 affec affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects 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				
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.					
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits or a 5+ against units in Cover or with Stealthy.				
Hex Range: 30"	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					

Enemy	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.				
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell. Piercing(4), Hits on a 5+ against units in Cover				
Artefact	Description				
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.				
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.				
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.				