



115 pts (8.00 %) **Characters** (40 Max)
 0 pts (0.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Brood Rivalry** (0 NoLimit)
 115 pts (8.00 %) **Goblin Cunning** (0 NoLimit)

Characters

MAGIKO SZEŃ
Goblin Witch - Standard - Infantry - 20x20

115 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Wizard Apprentice, Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	3	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Goblin Witch	1	2	2	0	3

Magics

Racial Trait Spell

The Orcs and Goblins Hereditary Spell is divided into two versions, each of which can only be cast by a certain Wizard, as specified in the spell description.

	Casting	Range	Type	Duration
Guile And Fury				
<i>Mf</i>	8+	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<i>Cannot be cast by Goblin Witches. The target gains +1 to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are increased by 1".</i>				

Model Rules

Exclusive:

Goblin Cunning: Apply the following rules to any unit consisting entirely of models with Goblin Cunning: • It gains **Maximised (Flee Distance)**. • Before rolling any dice for the corresponding test, it may choose to fail any Break Test and, unless more than half its models are Fearless, any Panic Test. • If it Flees due to a voluntary Flee Charge Reaction or due to choosing to fail a Panic or Break Test, it automatically passes its next Rally Test. This does not apply if the unit is Decimated or if it Flees involuntarily.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard selects its spells as described in Spell Selection

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Magiko szef

