

JG'S FEARSOME GOBLIN HORDE, 2500 - BATTLEMASTERS



GOBLINS

EVIL

Rabble

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	4	2	3	25	19/21	[125]
Custom name: Giant Killers									
Keywords: Expendable, Goblin, Mawpup Cage									
Horde(40)	5	5	-	4	2	3	25	19/21	[125]
Custom name: Fence Guardians									
Keywords: Expendable, Goblin, Mawpup Cage									
Horde(40)	5	5	-	4	2	3	25	19/21	[125]
Custom name: Wolf's Bane									
Keywords: Expendable, Goblin, Mawpup Cage									

Luggit Gang

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	20	-/15	160
Custom name: Barrel Jumpers									
Brew of Strength									
Mawpup									
Brutal, Crushing Strength (1), Wild Charge (D3)									
Keywords: Berserker, Goblin, Mawpup Cage									
Regiment(20)	5	4	-	4	2	3	20	-/15	160
Custom name: Ronnie Despoilers									
Mawpup									
Brutal, Crushing Strength (1), Wild Charge (D3)									
Keywords: Berserker, Goblin, Mawpup Cage									
Regiment(20)	5	4	-	4	2	3	20	-/15	160
Custom name: Statuesques									
Sir Jesse's Boots of Striding									
Mawpup									
Brutal, Crushing Strength (1), Wild Charge (D3)									
Keywords: Berserker, 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
Maccwar's Potion of the Caterpillar									
Mawpup									
Nimble, Thunderous Charge (1), Vicious (Melee)									
Keywords: Beast, Goblin, Mawpup Cage									

Big Rocks Thrower										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	-	5	4	2	0	2	9/11	[90]	
Big Rocks Thrower (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (3), Reload)										
Keywords: Gizmo, Goblin, Lobber										
1	5	-	5	4	2	0	2	9/11	[90]	
Big Rocks Thrower (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (3), Reload)										
Keywords: Gizmo, Goblin, Lobber										
1	5	-	5	4	2	0	2	9/11	[90]	
Big Rocks Thrower (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (3), Reload)										
Keywords: Gizmo, Goblin, Lobber										

Winggit										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	4	4	3	1	3	13/15	120	
Upgrade with Goblin Spotter, allowing the use of the Eye in the Sky unique special rule										
Fly, Nimble, Eye in the Sky										
Firebombs (12", Blast (D3), Ignores Cover, Piercing (1), Steady Aim, Vicious (Ranged))										
Keywords: Gizmo, Goblin										
									10	
									[130]	

Giant										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	4	-	5	6	1	D6+8	18/20	[225]	
Custom name: Stumpy Orc Bane										
Brutal, Crushing Strength (4), Fury, Strider										
Keywords: Giant, King's Pride										

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

King on chariot										Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	4	4	4	3	1	7	13/15	130	
Custom name: King Fu'Kup										
Blade of the Beast Slayer										
									20	
									[150]	
Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (1)										
Shortbow (18", Steady Aim)										
Keywords: Beast, Goblin										

Wiz										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	45	
Custom name: Purple Reign Inspiring Talisman Bane Chant (2)										20 20 [85]
Individual Spells: Lightning Bolt (3), Bane Chant (2) Keywords: Goblin										
1	5	5	-	4	2	0	1	9/11	45	
Custom name: Big Stix Conjuror's Staff Bane Chant (2)										10 20 [75]
Individual Spells: Lightning Bolt (3), Bane Chant (2) Keywords: Goblin										
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										
Kuzlo & Madfall[1]										Hero (LrgCav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	4	3	1	5	13/15	[145]	
Crushing Strength (2), Inspiring (Self only), Nimble, Pathfinder, Ravenous Lizard, Regeneration (4+), Sticky Tongue, Vicious (Melee) Spells: Enthral (5), Hex (3) Keywords: Beast, Goblin										
Grupp Longnail [1]										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	4	2	0	4	-/12	[90]	
Custom name: Grupp the Grave Blast (D3), Crushing Strength (1), Duelist, Ensnare, FULG'UR!, Individual Keywords: Gizmo, Goblin										

Total Unit Strength: 25
 Total Core: 2500 (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.
Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
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.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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.
Conjuror'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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.

Enthral	Spell: 18", Enemy - For each hit scored, the target Enemy unit is pulled 1" 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.
Eye in the Sky	At the start of each of your ranged phases you can immediately target and "Mark" an Enemy unit anywhere within 24" of this unit regardless of line of sight. For the remainder of the turn, all friendly core units with the Lobber keyword targeting the Marked unit have the Elite (Ranged) special rule. Note: The unit does not have Eye in the Sky unless purchased. This special rule may not be used whilst Disordered.
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.
FULG'UR!	When attacking in melee, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next Turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once and does not work in conjunction with the Weakness spell.
Fury	While Wavering, this unit may still declare a Counter Charge.
Hex	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each times it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. This spell has no effect on Spellcaster: 0 units. Whilst a unit is Hexed, it may not cast spells unless it received a halt or Change Facing order in the Movement Phase.
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.
Indirect	The unit cannot make Ranged attacks on targets that are within 12"
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.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Ravenous Lizard	White within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Sticky Tongue	This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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.

