

# JG GOBLINS STANE OF BLOOD 2022



## 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									

### 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 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: Ronnettes Fire-Oil 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	13/15	155
Custom name: Terror Bows Pipes of Terror Mawpup									
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									
Regiment(10)	10	4	-	4	3	3	14	13/15	155
Custom name: Drunken Spears Helm of the Drunken Ram Mawpup									
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									

### 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
Custom name: Mince Sighs Skirmisher's Boots									
Big Shield, Brutal, Crushing Strength (1), Thunderous Charge (1) Keywords: Gizmo, Goblin									

<b>Wiz</b>										<b>Hero (Cav)</b> Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	-	4	3	0	1	9/11	45	
Custom name: Wizzy Inspiring Talisman Bane Chant (2) Mount on Fleabag, increasing Speed to 10 and changing to Hero (Cav - Height: 3)									20 20 25	
Individual Spells: Lightning Bolt (3), Bane Chant (2) Keywords: Goblin									[110]	

<b>Wiz</b>										<b>Hero (Inf)</b> 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: Big Stix Ej Periscope Bane Chant (2) Hex (2)									5 20 10	
Individual Spells: Lightning Bolt (3), Bane Chant (2), Hex (2) Keywords: Goblin									[80]	

<b>Magwa &amp; Jo'os[1]</b>										<b>Hero (LrgCav)</b> 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										

<b>Gorp's Explodo'matic Bangstiks [1]</b>										<b>Formation</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	

<b>Fleabag Riders (F)</b>										<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	10	4	-	4	3	3	14	13/15	165	
Custom name: The Reds Sir Jesse's Boots of Striding Mawpup									15 10	
Explodo'matic Bangsticks, Nimble, Thunderous Charge (2), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									[190]	
Regiment(10)	10	4	-	4	3	3	14	13/15	165	
Custom name: The Greens Maccwar's Potion of the Caterpillar Mawpup									20 10	
Explodo'matic Bangsticks, Nimble, Thunderous Charge (2), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									[195]	

<b>King on Fleabag (F)</b>										<b>Hero (Cav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	4	4	4	3	0	5	12/14	125	
Custom name: Fu'King Disaster Lute of Insatiable Darkness									25	
Aura (Elite - (Melee - Cavalry with the Goblin keyword only)), Crushing Strength (1), Individual, Inspiring Shortbow (18") Keywords: Goblin									[150]	



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
<b>Bane Chant</b>	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.
<b>Big Shield</b>	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Duelist</b>	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
<b>Ej Periscope</b>	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
<b>Explodo'matic Bangsticks</b>	Whenever a unit in this Formation rolls a natural unmodified 6 to hit in Melee, resolve that hit with the Blast (2) special rule. In addition, for each 6 rolled the attacking unit receives a point of damage as the Bangstik backfires on the unlucky goblin wielding it. No Nerve tests are taken for the damage caused in this way.
<b>Fire-Oil</b>	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i> ).
<b>Helm of the Drunken Ram</b>	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
<b>Hex</b>	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 time 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. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Lute of Insatiable Darkness</b>	The unit gains the Bane Change (2) spell.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mawpup</b>	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 <i>Crushing Strength</i> (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.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Skirmisher's Boots</b>	Troops only. The unit gains the Nimble special rule.
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	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.