

# DAN BAILEY - CLASH OF KINGS 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]

Keywords: Expensible, Goblin, Mawpup Cage

### 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]
Crushing Strength (2), Regeneration (5+)									
Keywords: Troll									
Horde(6)	6	4	-	5	3	3	18	14/17	[190]
Crushing Strength (2), Regeneration (5+)									
Keywords: Troll									

### Giant

Titan

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

### Goblin Slasher

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	5	5	6	1	10	16/18	210
Aura (Rampage (Melee - D3) - <b>Beast</b> only)									15
									[225]
Crushing Strength (2), Strider, Aura (Rampage (Melee - D3) - Beast only)									
Sharpstick Thrower (36", Att: 2, Blast (D3), Piercing (2), Steady Aim)									
Keywords: Beast, Goblin, King's Pride									
1	7	3	5	5	6	1	10	16/18	210
Aura (Rampage (Melee - D3) - <b>Beast</b> only)									15
									[225]
Crushing Strength (2), Strider, Aura (Rampage (Melee - D3) - Beast only)									
Sharpstick Thrower (36", Att: 2, Blast (D3), Piercing (2), Steady Aim)									
Keywords: Beast, Goblin, King's Pride									

<b>King</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	4	4	4	2	0	5	12/14	70	
Upgrade to Groany Snark [1] - Speed 10, Fly, Thunderous Charge (2), Blast ((D3) - Melee), Mini-Winggit Flight suit. Cannot take mount or magical artefact.									30	
Crushing Strength (1), Individual, Inspiring, Fly, Thunderous Charge (2), Blast (D3 - Melee), Mini-Winggit Flight Suit Shortbow (18") Keywords: Goblin									[100]	
1	5	4	4	4	2	0	5	12/14	70	
Jareth's Pendant [1] - Aura (Headstrong). This upgrade cannot be taken in addition to a Fleabag Mount.									15	
Crushing Strength (1), Individual, Inspiring, Aura (Headstrong) Shortbow (18") Keywords: Goblin									[85]	
<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	
Mawpup Explodo'matic Bangstiks, Nimble, Thunderous Charge (2), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									10	
									[175]	
Regiment(10)	10	4	-	4	3	3	14	13/15	165	
Mawpup Explodo'matic Bangstiks, Nimble, Thunderous Charge (2), Vicious (Melee) Keywords: Beast, Goblin, Mawpup Cage									10	
									[175]	
<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	
Gnome-Glass Shield Aura (Elite - (Melee - Cavalry with the Goblin keyword only)), Crushing Strength (1), Individual, Inspiring Shortbow (18") Keywords: Goblin									10	
									[135]	

Total Unit Strength: 20  
 Total Core: 2300 (100%)

Total Units: 13



## 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>Blast</b>	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.
<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>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>Fly</b>	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.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Gnome-Glass Shield</b>	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
<b>Headstrong</b>	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
<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>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 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.
<b>Mini-Winggit Flight Suit</b>	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 it take a point of damage, including this unit. No Nerve tests are required for damage taken in this way.
<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>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Regeneration</b>	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.
<b>Sharpstick Thrower</b>	This unit is equipped with a ranged attack
<b>Slayer</b>	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<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.