

# goblins!

## Goblins [1990]

1990 / 1995 (5 Remaining) VALID

Rabble Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [125] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	25	19/21	2	[125]
Horde (40) [125] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	25	19/21	2	[125]

Grogger's Lugg Lads [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [245] <i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Goblin, Mawpup Cage</i>	5	4+	-	4+	4	30	-/22	2	[245]

Fleabag Riders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [110] Mawpup <i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee), Mawpup Keywords: Beast, Goblin, Mawpup Cage</i>	10	4+	-	4+	1	7	10/12	3	[100] [10]

Mincer Mob* Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [215] Sir Jesse's Boots of Striding <i>Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1) Keywords: Gizmo, Goblin</i>	5	4+	-	4+	2	D6+21	-/16	3	[200] [15]
Regiment (3) [220] Blessing of the Gods <i>Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1), Elite Keywords: Gizmo, Goblin</i>	5	4+	-	4+	2	D6+21	-/16	3	[200] [20]

Big Rocks Thrower War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [90] Big Rocks Thrower (48", Blast(D3+1), Indirect, Piercing(3), Reload, Ignores Obscured) <i>Keywords: Gizmo, Goblin, Lobber</i>	5	0+	5+	4+	0	2	9/11	2	[90]
1 [90] Big Rocks Thrower (48", Blast(D3+1), Indirect, Piercing(3), Reload, Ignores Obscured) <i>Keywords: Gizmo, Goblin, Lobber</i>	5	0+	5+	4+	0	2	9/11	2	[90]

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

Flaggit Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [65] Lute of Insatiable Darkness Bane Chant (2) <i>Special Rules: Individual, Inspiring Keywords: Goblin</i>	5	5+	-	4+	0	1	8/10	2	[40] [25]

[F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1] Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [175] Mawpup <i>Special Rules: Nimble, Thunderous Charge(2), Vicious(Melee), Explodo'matic Bangstiks, Mawpup Keywords: Beast, Goblin, Mawpup Cage</i>	10	4+	-	4+	3	14	13/15	3	[165] [10]

[F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1] Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [175] Mawpup <i>Special Rules: Nimble, Thunderous Charge(2), Vicious(Melee), Explodo'matic Bangstiks, Mawpup Keywords: Beast, Goblin, Mawpup Cage</i>	10	4+	-	4+	3	14	13/15	3	[165] [10]

[F] Gorp (King on Fleabag - Gorp's Explodo'matic Bangstiks) [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [130] Blade of Slashing Shortbow (18") <i>Special Rules:</i> Aura(Elite (Melee - Cavalry with the Goblin keyword only)),Crushing Strength(1),Individual, Inspiring, Explodo'matic Bangstiks <i>Keywords:</i> Goblin	10	4+	4+	4+	0	5	12/14	3	[125] [5]

**Total Units:** 13      **Total Unit Strength:** 23  
**Total Primary Core Points:** 1990 (100.0%)

Special Rule	Description
Aura	(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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Big Shield	All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.
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 Brutal (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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Explodo'matic Bangstiks	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 damage caused in this way.
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)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
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.
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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 Crushing Strength (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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

---

<b>Spell</b>	<b>Description</b>	<b>Special Rules</b>
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Artefact</b>	<b>Description</b>	
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Blessing of the Gods	The unit gains the Elite special rule.	
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.	