

Bully Gobboes

1995 / 1995 VALID

Goblins [1995]

Rabble Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [75] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	12	12/14	2	[75]
Regiment (20) [75] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	12	12/14	2	[75]
Horde (40) [125] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	25	19/21	2	[125]

Sharpsticks Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [155] <i>Special Rules: Phalanx Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	3	30	19/21	2	[155]

Luggit Gang Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [170] Mawpup <i>Special Rules: Brutal, Crushing Strength(1), Wild Charge(D3), Mawpup Keywords: Berserker, Goblin, Mawpup Cage</i>	5	4+	-	4+	3	20	-/15	2	[160] [10]

Trolls Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [195] Det' Packs Staying Stone <i>Special Rules: Crushing Strength(2), Regeneration(5+), Det' Packs Keywords: Troll</i>	6	4+	-	5+	3	18	15/17	3	[190] [0] [5]

Mawbeast Pack* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [80] <i>Special Rules: Crushing Strength(1), Nimble, Vicious(Melee), Wild Charge(D3) Keywords: Beast</i>	6	3+	-	3+	1	6	9/11	2	[80]

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]

War-Trombone War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [65] War-Trombone (12", Piercing(1), Steady Aim) <i>Keywords: Gizmo, Goblin</i>	5	0+	4+	4+	0	10	8/10	2	[65]
1 [65] War-Trombone (12", Piercing(1), Steady Aim) <i>Keywords: Gizmo, Goblin</i>	5	0+	4+	4+	0	10	8/10	2	[65]

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

Giant Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6) Keywords: Giant, King's Pride</i>	7	4+	-	5+	1	D6+8	18/20	6	[225] [0]

King Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [100] Groany Snark Shortbow (18") <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Mini-Winggit Flight Suit, Blast(Melee D3), Fly, Thunderous Charge(2) Keywords: Goblin</i>	10	4+	4+	4+	0	5	12/14	2	[70] [30]
1 [85] Jareth's Pendant Shortbow (18") <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Aura(Headstrong) Keywords: Goblin</i>	5	4+	4+	4+	0	5	12/14	2	[70] [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</i> Keywords: Goblin	5	5+	-	4+	0	1	8/10	2	[40] [25]

Banggit Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [60] Makeshift Grenades (12", Blast(D3),Piercing(1),Shattering) <i>Special Rules: Individual, Volatile Explosives</i> Keywords: Gizmo, Goblin	5	6+	4+	4+	0	3	9/11	2	[60]

Wiz Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [45] Lightning Bolt (3) <i>Special Rules: Individual</i> Keywords: Goblin	5	5+	-	4+	0	1	9/11	2	[45] [0]

Troll Bruiser Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [110] <i>Special Rules: Crushing Strength(2),Inspiring, Nimble, Regeneration(5+)</i> Keywords: Troll	6	3+	-	5+	1	5	12/15	3	[110]

Total Units: 18 **Total Unit Strength:** 21
Total Primary Core Points: 1995 (100.0%)

Custom Rule	Description
Det' Packs	When this unit suffers a Rout result, all units, both Friendly and Enemy within 6" of it suffer D6+1 hits at Piercing (1). These hits are resolved by the player that Routed the unit with the Det' Packs. Roll once and apply the number of hits to all units within range. No Nerve tests are required for damage caused in this way.
Mini-Winggit Flight Suit	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.
Volatile Explosives	When your opponent rolls to damage against this unit, rolls of a natural unmodified 6s deal 2 points of damage each instead of 1.

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.
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.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
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 6 inches 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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Slayer	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 on its profile until the end of the Turn.
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.

Spell	Description	Special Rules
Bane Chant 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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.