

Clash of Kings 2023 Vincent den Boer - Mireblue Gobz 2300

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Goblins [2300]

Rabble	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [135] Mawpup <i>Special Rules: Mawpup</i> Keywords: Expendable, Goblin, Mawpup Cage	5	5+	-	4+	3	25	19/21	2	[125] [10]
Inf Horde (40) [135] Mawpup <i>Special Rules: Mawpup</i> Keywords: Expendable, Goblin, Mawpup Cage	5	5+	-	4+	3	25	19/21	2	[125] [10]
Inf Horde (40) [135] Mawpup <i>Special Rules: Mawpup</i> Keywords: Expendable, Goblin, Mawpup Cage	5	5+	-	4+	3	25	19/21	2	[125] [10]

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

Mincer Mob*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Blenderz] Cht Troop (2) [160] <i>Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1)</i> Keywords: Gizmo, Goblin	5	4+	-	4+	1	D6+14	-/14	3	[160]
[Dicerz] Cht Troop (2) [160] <i>Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1)</i> Keywords: Gizmo, Goblin	5	4+	-	4+	1	D6+14	-/14	3	[160]

Mawpup Launcher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [75] Mawpup Bombardment (36", Blast(D3), Indirect, Reload, Ignores Obscured) Mawpup Delivery (36", Indirect) <i>Special Rules: Mawpup Delivery</i> Keywords: Gizmo, Goblin, Lobber	5	0+	4+	4+	0	3	9/11	2	[75]
WE 1 [75] Mawpup Bombardment (36", Blast(D3), Indirect, Reload, Ignores Obscured) Mawpup Delivery (36", Indirect) <i>Special Rules: Mawpup Delivery</i> Keywords: Gizmo, Goblin, Lobber	5	0+	4+	4+	0	3	9/11	2	[75]

Sharpstick Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Raft Gitz] WE 1 [60] Sharpstick Thrower (48", Blast(D3), Piercing(2), Reload) Keywords: Gizmo, Goblin, Lobber	5	0+	4+	4+	0	2	9/11	2	[60]
[Flotsammer Boyz] WE 1 [60] Sharpstick Thrower (48", Blast(D3), Piercing(2), Reload) Keywords: Gizmo, Goblin, Lobber	5	0+	4+	4+	0	2	9/11	2	[60]

Goblin Blaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Boom] Mon (Chariot) 1 [65] Makeshift Grenades (12", Blast(D3), Piercing(1)) <i>Special Rules: Blast(D6), Brutal, Crushing Strength(3), Boom!</i> Keywords: Gizmo, Goblin	5	3+	5+	5+	1	3	-/10	3	[65]
[Bahm] Mon (Chariot) 1 [65] Makeshift Grenades (12", Blast(D3), Piercing(1)) <i>Special Rules: Blast(D6), Brutal, Crushing Strength(3), Boom!</i> Keywords: Gizmo, Goblin	5	3+	5+	5+	1	3	-/10	3	[65]
[Boop] Mon (Chariot) 1 [65] Makeshift Grenades (12", Blast(D3), Piercing(1)) <i>Special Rules: Blast(D6), Brutal, Crushing Strength(3), Boom!</i> Keywords: Gizmo, Goblin	5	3+	5+	5+	1	3	-/10	3	[65]

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

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

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Gnurp of the starz] Hero (Inf) 1	5	5+	-	4+	0	1	9/11	2	[45]
Spellcaster 1 [110]									
Inspiring Talisman									
Lightning Bolt (3)									
Bane Chant (2)									
Veil of Shadows[1](2)									
Special Rules: <i>Individual, Inspiring</i> Keywords: <i>Goblin</i>									

[F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Da Bangz] Cav Regiment (10) [190]	10	4+	-	4+	3	14	13/15	3	[165]
Mawpup									
Sir Jesse's Boots of Striding									
Special Rules: <i>Nimble, Thunderous Charge(2), Vicious(Melee), Explodo'matic Bangstiks, Mawpup</i> Keywords: <i>Beast, Goblin, Mawpup Cage</i>									

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

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

Total Units: 20 **Total Unit Strength:** 26
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Mawpup Delivery	This attack always hits on a 4+, may only target friendly core units with the Mawpup Cage Keyword, including those in combat. Hits do not cause damage; instead, if one or more hits are scored, the target unit receives a Mawpup if able.
Boom!	At the end of a Turn in which this unit scores a successful hit in melee, it is immediately Routed and removed from play.
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.

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.
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.
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. This includes Difficult Terrain the unit started in. 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.
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.
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.
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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.
Veil of Shadows [1]	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the	

Range: 0"
Self

start of the player's next Turn.

Artefact	Description
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.
Inspiring Talisman	The unit gains the Inspiring special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.