

# 1800 goblins

1800 / 1800 VALID

## Goblins [1800]

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

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

Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [205] Dwarven Ale <i>Special Rules: Crushing Strength(2), Regeneration(5+), Headstrong</i> <b>Keywords: Troll</b>	6	4+	-	5+	3	18	14/17	3	[190] [15]
Lrg Inf Horde [205] Chalice of Wrath <i>Special Rules: Crushing Strength(2), Regeneration(5+), Fury</i> <b>Keywords: Troll</b>	6	4+	-	5+	3	18	14/17	3	[190] [15]

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

Magwa'n's [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [130] <i>Special Rules: Crushing Strength(1), Nimble, Vicious(Melee), Wild Charge(D3)</i> <b>Keywords: Beast</b>	6	3+	-	4+	3	12	12/14	2	[130]

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6)</i> <b>Keywords: Giant, King's Pride</b>	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]

Flaggit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [40] <i>Special Rules: Aura(Strider - Infantry only), Individual, Very Inspiring</i> <b>Keywords: Goblin</b>	5	5+	-	4+	0	1	8/10	2	[40]

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

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

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

**Total Units:**  
**Total Primary Core Points:**

12  
1800 (100.0%)

**Total Unit Strength:**

27

<b>Custom Rule</b>	<b>Description</b>
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.
<b>Special Rule</b>	<b>Description</b>
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.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Headstrong	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.
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.
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.
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.
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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.

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Artefact	Description
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.