

Jon Gunns Goblin Mechanised Expeditionary Force

2345 / 2345 VALID

Goblins [2345]

Rabble	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Untouchables] Inf Regiment [75] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	12	12/14	2	[75]
[Also Untouchables] Inf Regiment [75] <i>Keywords: Expendable, Goblin, Mawpup Cage</i>	5	5+	-	4+	2	12	12/14	2	[75]

Fleabag Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Cross Section] Cav Regiment [165] Mawpup <i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee), Mawpup</i> <i>Keywords: Beast, Goblin, Mawpup Cage</i>	10	4+	-	4+	3	14	13/15	3	[155] [10]
[Bowers] Cav Regiment [165] Mawpup <i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee), Mawpup</i> <i>Keywords: Beast, Goblin, Mawpup Cage</i>	10	4+	-	4+	3	14	13/15	3	[155] [10]

Mincer Mob*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Prep School] Cht Troop [170] Skirmisher's Boots <i>Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1), Nimble</i> <i>Keywords: Gizmo, Goblin</i>	5	4+	-	4+	1	D6+14	-/14	3	[160] [10]
[Old School] Cht Regiment [200] <i>Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1)</i> <i>Keywords: Gizmo, Goblin</i>	5	4+	-	4+	2	D6+21	-/16	3	[200]
[Junior School] Cht Regiment [200] <i>Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1)</i> <i>Keywords: Gizmo, Goblin</i>	5	4+	-	4+	2	D6+21	-/16	3	[200]

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

King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[War King] Hero (Inf) 1 [85] Trickster's Wand Shortbow (18") Hex (2) <i>Special Rules: Crushing Strength(1), Individual, Inspiring</i> <i>Keywords: Goblin</i>	5	4+	4+	4+	0	5	12/14	2	[70] [15]

Wiz	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Merlout] Hero (Cav) 1 Spellcaster 1 [110] Fleabag Mount Inspiring Talisman Lightning Bolt (3) Bane Chant (2) <i>Special Rules: Individual, Inspiring</i> <i>Keywords: Goblin</i>	10	5+	-	4+	0	1	9/11	3	[25] [25] [20] [20] [20]

Magwa & Jo'os [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Magwa] Hero (Lrg Cav) 1 Spellcaster 2 [150] Lightning Bolt (4) <i>Special Rules: Crushing Strength(2), Duelist, Individual, Inspiring, Mighty, Vicious(Melee), Wild Charge(D3)</i> <i>Keywords: Beast, Goblin</i>	6	3+	-	5+	0	7	12/14	2	[150] [0]

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

[F] Gorp (King on Fleabag - Gorp's Explodo'matic Bangstiks) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Pale Ruler (Wan King)] Hero (Cav) 1 [150] Lute of Insatiable Darkness Shortbow (18") Bane Chant (2) Special Rules: Aura(Elite (Melee - Cavalry with the Goblin keyword only)), Crushing Strength(1), Individual, Inspiring, Explodo'matic Bangstiks Keywords: Goblin	10	4+	4+	4+	0	5	12/14	3	[125] [25]

Total Units: 15 **Total Unit Strength:** 25
Total Primary Core Points: 2345 (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+.
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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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.
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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).

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.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Inspiring Talisman	The unit gains the Inspiring special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.