

# Goblins of Red Feather Calvary

2300 / 2300 VALID

## Goblins [2300]

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

Big Rocks Throwing War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 [90]</b> Big Rocks Throwing (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]
<b>1 [90]</b> Big Rocks Throwing (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]
<b>1 [90]</b> Big Rocks Throwing (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
<b>1 [65]</b> War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i>	5	0+	4+	4+	0	10	8/10	2	[65]
<b>1 [65]</b> War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i>	5	0+	4+	4+	0	10	8/10	2	[65]
<b>1 [65]</b> War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i>	5	0+	4+	4+	0	10	8/10	2	[65]

Winggit Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 [120]</b> Bombs Away! Firebombs (12", Att: 3, Blast(D3),Ignores Obscured, Piercing(1),Steady Aim) <i>Special Rules: Fly, Nimble, Eye in the Sky, Vicious(Ranged) Keywords: Gizmo, Goblin</i>	10	5+	4+	4+	1	1	11/13	3	[120] [0]

King Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1 [100]</b> 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]

<b>Banggit Hero (Infantry)</b>	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80] Inspiring Talisman Makeshift Grenades (12", Blast(D3),Piercing(1),Shattering) <i>Special Rules: Individual, Volatile Explosives, Inspiring</i> <b>Keywords: Gizmo, Goblin</b>	5	6+	4+	4+	0	3	9/11	2	[60] [20]
1 [60] Makeshift Grenades (12", Blast(D3),Piercing(1),Shattering) <i>Special Rules: Individual, Volatile Explosives</i> <b>Keywords: Gizmo, Goblin</b>	5	6+	4+	4+	0	3	9/11	2	[60]
1 [60] Makeshift Grenades (12", Blast(D3),Piercing(1),Shattering) <i>Special Rules: Individual, Volatile Explosives</i> <b>Keywords: Gizmo, Goblin</b>	5	6+	4+	4+	0	3	9/11	2	[60]

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

<b>[F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1] Cavalry</b>	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [190] Mawpup Helm of the Drunken Ram <i>Special Rules: Nimble, Thunderous Charge(3), Vicious(Melee), Explodo'matic Bangstiks, Mawpup</i> <b>Keywords: Beast, Goblin, Mawpup Cage</b>	10	4+	-	4+	3	14	13/15	3	[165] [10] [15]

<b>[F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1] Cavalry</b>	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</i> <b>Keywords: Beast, Goblin, Mawpup Cage</b>	10	4+	-	4+	3	14	13/15	3	[165] [10]

<b>[F] Gorp (King on Fleabag - Gorp's Explodo'matic Bangstiks) [1] Hero (Cavalry)</b>	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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:** 24  
**Total Primary Core Points:** 2300 (100.0%)

**Total Unit Strength:** 27

Custom Rule	Description
Eye in the Sky	At the start of each of your Ranged phases you can immediately target and "mark" an Enemy unit anywhere within 24" of this unit regardless of Line of Sight. For the remainder of the Turn, all friendly Core units with the Lobber keyword, while targeting the marked enemy unit, have the Elite (Ranged) special rule. This special rule may not be used while the Winggit is Disordered.
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 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.
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.
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.
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.
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.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Artefact	Description	
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder	

special rules when carrying out a Charge.

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Inspiring Talisman

The unit gains the Inspiring special rule.