

Goblins of Red Feather - into the Storm

2300 / 2300 VALID

Goblins [2300]

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

| War-Trombone | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|------|
| WE 1 [70] War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i> | 5 | 0+ | 4+ | 4+ | 0 | 10 | 8/10 | 2 | [70] |
| WE 1 [70] War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i> | 5 | 0+ | 4+ | 4+ | 0 | 10 | 8/10 | 2 | [70] |
| WE 1 [70] War-Trombone (12", Piercing(1),Steady Aim) <i>Keywords: Gizmo, Goblin</i> | 5 | 0+ | 4+ | 4+ | 0 | 10 | 8/10 | 2 | [70] |

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

| Winggit | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|--------------|
| Mon 1 [120] 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] |
| Mon 1 [120] 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] |
| Mon 1 [120] 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 | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|--------------|
| Hero (Inf) 1 [100] Groany Snark Shortbow (18") <i>Special Rules: Crushing Strength(1),Individual, Inspiring, Blast(Melee D3),Fly, Thunderous Charge(2),Mini-Winggit Flight Suit Keywords: Goblin</i> | 10 | 4+ | 4+ | 4+ | 0 | 5 | 12/14 | 2 | [70] [30] |

| Flaggit | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|--------------|
| Hero (Inf) 1 [70] Diadem of Dragonkind Fireball (8) <i>Special Rules: Aura(Strider - Infantry only),Individual, Very Inspiring Keywords: Goblin</i> | 5 | 5+ | - | 4+ | 0 | 1 | 8/10 | 2 | [40] [30] |

| Wiz | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|------|
| Hero (Inf) 1 Spellcaster 1 [60] | 5 | 5+ | - | 4+ | 0 | 1 | 9/11 | 2 | [25] |
| Hex (2) | | | | | | | | | [10] |
| Alchemist's Curse[1](0) | | | | | | | | | [25] |
| Special Rules: Individual Keywords: Goblin | | | | | | | | | |
| Hero (Inf) 1 Spellcaster 1 [45] | 5 | 5+ | - | 4+ | 0 | 1 | 9/11 | 2 | [25] |
| Lightning Bolt (3) | | | | | | | | | [20] |
| Special Rules: Individual Keywords: Goblin | | | | | | | | | |

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

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

| [F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Cav Regiment [180] | 10 | 4+ | - | 4+ | 3 | 14 | 13/15 | 3 | [165] |
| Mawpup | | | | | | | | | [10] |
| Mace of Crushing | | | | | | | | | [5] |
| Special Rules: Nimble, Thunderous Charge(2),Vicious(Melee),Explodo'matic Bangstiks, Mawpup Keywords: Beast, Goblin, Mawpup Cage | | | | | | | | | |

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

Total Units: 22 **Total Unit Strength:** 24
Total Primary Core Points: 2300 (100.0%)

| 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. |
| 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. |
| 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. |

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|--------------------------|--|
| 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)). |
| 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. |
| 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. |
| 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. |
| 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). |
| 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. |

| Spell | Description | Special Rules |
|---|--|---|
| Fireball Range: 12" Enemy | Roll to damage the enemy as normal. | Shattering, Hits on a 5+ against units in Cover or with Stealthy. |
| 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. |
| Alchemist's Curse [1] Range: 12" Enemy | Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell. | Piercing(4), Hits on a 5+ against units in Cover |

| 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. |
| Mace of Crushing | Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage. |
| 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. |
| Diadem of Dragonkind | The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6. |