Jon Gunns N Kings 2300

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Main Faction: Goblins [2050]

Special Rules: Crushing Strength(2),Regeneration(5+) Keywords: Troll Horde (6) [190] 6 4+ 5+ 3 18 14/17 3 [190] Special Rules: Crushing Strength(2),Regeneration(5+) Keywords: Troll 5+ 3 18 14/17 3 [190] Image: Crushing Strength(2),Regeneration(5+) Keywords: Troll 5+ 3 18 14/17 3 [190] Image: Crushing Strength(2),Regeneration(5+) Keywords: Troll 5+ 3 18 14/17 3 [190] Image: Crushing Strength(2),Regeneration(5+) Keywords: Troll 5+ 3 18 14/17 3 [190] Image: Crushing Strength(2),Regeneration(5+) Keywords: Troll 5+ 3 18 14/17 3 [190] Image: Crushing Strength(2),Regeneration(5+) Keywords: Troll 5+ 5+ 3 18 14/17 3 [190] Image: Crushing Strength(2),Regeneration(5+) Keywords: Troll 5+ 5+ 3 14 14 14 14 14 14 14 14 14 14 14 14 14 14 14 14 14	Horde (6) [190] <u>Special Rules:</u> Crushing Strength(2),F Horde (6) [190] <u>Special Rules:</u> Crushing Strength(2),F [The Graves] Fleabag Riders <u>Cavalry</u> Regiment (10) [180] Mawpup	6 Regeneratio Regeneratio Sp	4+ on(5+) Key v 4+ on(5+) Keyv	vords: Troll vords: Troll	5+ 5+	3	18	14/17	3	[190]		
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[55] 5 5+ - 4+ 0 1 8/10 2 [40] Trickster's Wand Hex (2) Special Rules: Individual, Inspiring Keywords: Goblin [15] [15] [15] [Wizoo] Wiz Hero (Cavalry) Sp Me Ra De US Att Ne Ht Pts [Spellcaster 1 [110] 10 5+ - 4+ 0 1 9/11 3 [45] [25] Inspiring Talisman [20] [20] [20] [20] [20] [20] [20] [0] [2		Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts		
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Fleabag Mount [25] Inspiring Talisman [20] Lightning Bolt (3) Bane Chant (2) Special Rules: Individual, Inspiring Keywords: Goblin [20] [10] [20] Special Rules: Individual, Inspiring Keywords: Goblin [20] Interstein Colspan="4">[10] Interstein Colspan="4">[20] [20]				-								
Lightning Bolt (3) Bane Chant (2) Special Rules: Individual, Inspiring Keywords: Goblin [The Greens] [F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1] Cavalry Regiment (10) [190] 10 4+ - 4+ 3 14 13/15 3 [165] Mawpup Sir Jesse's Boots of Striding [15]										[25]		
Bane Chant (2) Special Rules: Individual, Inspiring Keywords: Goblin [20] [The Greens] [F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1] Cavalry Sp Me Ra De US Att Ne Ht Pts Regiment (10) [190] Mawpup 10 4+ - 4+ 3 14 13/15 3 [165] [10] Sir Jesse's Boots of Striding												
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Regiment (10) [190] 10 4+ - 4+ 3 14 13/15 3 [165] Mawpup	Special Rules: Individual, Inspiring Ke		_					No	Ht	Pte		
Mawpup[10]Sir Jesse's Boots of Striding[15]	Special Rules: Individual, Inspiring Ke [The Greens] [F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1]	Sp	Ме	Ra	De	US	Att	NC		113		
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[The Reds] [F] The Bangstiks (Fleabag Riders - Gorp's Explodo'matic Bangstiks) [1] Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [185]	10	4+	-	4+	3	14	13/15	3	[165]
Mawpup									[10]
Mead of Madness									[10]
Mawnun Cade									
Mawpup Cage [The Wan King] [F] Gorp (King on Fleabag - Gorp's Explodo'matic Bangstiks) [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[The Wan King] [F] Gorp (King on Fleabag - Gorp's Explodo'matic	Sp 10	Ме 4+	Ra 4+	De 4+	US	Att 5	Ne 12/14	Ht 3	Pts [125]
[The Wan King] [F] Gorp (King on Fleabag - Gorp's Explodo'matic Bangstiks) [1] Hero (Cavalry) 1 [150] Lute of Insatiable Darkness									
[The Wan King] [F] Gorp (King on Fleabag - Gorp's Explodo'matic Bangstiks) [1] Hero (Cavalry) 1 [150]									[125]

Ally: Nightstalkers [250]

Butchers Large Infantr	ry Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [125]	6	4+	-	5+	2	9	13/15	3	[125]
Special Rules: Crushing Regiment (3) [125] Special Rules: Crushing	6	4+	-	5+	2	9	13/15	3	[125]
Fotal Units: Fotal Primary Core Points:		15 2050 (89.1%		otal Unit St otal Ally Co				26 250 (10	
Custom Rule	Description								
Det' Packs	When this unit suffer These hits are resolv hits to all units within	ed by the pla	yer that Rou	ited the unit	with the Det	' Packs. Ro	II once and a		• • •
Mini-Winggit Flight Suit	Before being given a On a result of a 1 the take a point of dama	flight suit ma	alfunctions ir	spectacula	r fashion. Al	l units, both	Friendly and	l Enemy wi	
Special Rule	Description								
Aura	(x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Ch Crushing Strength et that affect movemen their movement.	e (x) special to the unit w not cumulati arge (+2). Un c.) if they are	rule. Note ar rith that nam ve. So, for in its only gain within the A	Aura may e or keywor stance, a u special rule ura when th	have a furthe d in addition nit covered b es that affect ne combat is	er qualifier, i to the unit v y two Aura melee or ra being resol	in which case with the Aura (Thunderous unged comba ved. Units or	e the Aura itself. Effect Charge (+ t (such as b ly gain spe	will only cts of Auras 1)) do not Brutal, Elite ccial rules
Big Shield	All attacks (Ranged a	and Melee) a	gainst the ta	rget unit's fr	ont facing tre	eat its defer	nce as 6+.		
Blast	If the unit's attack hit single hit. Once this						umber in bra	ckets, rath	er than a
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Bru (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 Me	elee attacks f	rom this unit	have a +(n)) modifier wh	en rolling to	damage.		
Explodo'matic Bangstiks	Whenever a unit in th special rule. In additi								

	the unlucky goblin weilding 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' clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot u rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is unit is Disordered.	er Difficult Terrain or use the Fly special
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 6inches of this unit, suffers a Rout result, the oppone Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring unit will only Inspire itself and the unit(s) specified.	
Мамрир	The unit is equipped with a Mawpup, which must be used when the unit attacks in melee. During grants the unit an additional 6 attacks which always hit on a 4+ and are resolved with Crushing attacks should be resolved separately before the unit's normal attacks and do not inherit specia nor do they double/triple attacks against flanks or rears. The unit's Mawpup is then destroyed aragain for the remainder of the game. A unit can only carry a single Mawpup at a time.	Strength (1). These I rules from the unit,
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and it is opponent must re-roll that Nerve test. The second result stands.	Routed, the
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end o	unit in Melee with
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling t	to damage.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit re damage previously suffered.	
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.	
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces thi 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 double with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the variable die roll (e.g. Wild Charge (D3)). In these cases, before issuing a Movement order to this unit is then issued a Charge order, it may add the result in inches to its total Charge range.	e (n) value may be a
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	
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the (+1 - vs. units with Regeneration).	Piercing special rule

 Mead of Madness
 The unit gains the Wild Charge (+1) special rule.

 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.

Sacred Horn

The unit gains as additional 3inch range to all of its Auras.

Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
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.
Drow of Strongth	The unit going the Orushing Strength (14) encoded rule

Brew of Strength

The unit gains the Crushing Strength (+1) special rule.