

Rob Bracey Goblins Clockwork 2025

1000 / 1000 VALID

Goblins [1000]

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

Fleabag Chariots	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [145] Shortbows Shortbows (18", Att: 6, Ra: 5+, Steady Aim) <i>Special Rules:</i> Brutal, Thunderous Charge(2),Vicious(Melee) <i>Keywords:</i> Beast, Goblin	9	4+	5+	4+	2	12	12/14	3	[140] [5]

Mincer Mob*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [225] The Scrying Gem <i>Special Rules:</i> Big Shield, Brutal, Crushing Strength(1),Thunderous Charge(1) <i>Keywords:</i> Gizmo, Goblin	5	4+	-	4+	2	D6+21	-/16	3	[200] [25]

Troll Bruiser	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [125] Chalice of Wrath <i>Special Rules:</i> Command, Crushing Strength(2),Inspiring, Nimble, Regeneration(5+),Fury <i>Keywords:</i> Troll	6	3+	-	5+	1	5	12/15	3	[110] [15]

King on Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [165] Brew of Sharpness Shortbow (18", Steady Aim) <i>Special Rules:</i> Command, Crushing Strength(1),Inspiring, Nimble, Thunderous Charge(1) <i>Keywords:</i> Beast, Goblin	9	3+	4+	4+	1	7	13/15	3	[130] [35]

Total Units:6Total Unit Strength:12

Total Primary Core Points:1000 (100.0%)

Special Rule	Description
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.

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, 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.

Artefact	Description
Chalice of Wrath	The unit gains the Fury special rule.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.