

# Cogs Spare Player

1995 / 1995 VALID

## Goblins [1995]

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

Sharpsticks Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (60) [230]	5	5+	-	4+	4	35	25/27	2	[230]
<i>Special Rules: Phalanx Keywords: Expendable, Goblin, Mawpup Cage</i>									

Trolls Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [195]	6	4+	-	5+	3	18	15/17	3	[190]
Staying Stone									[5]
<i>Special Rules: Crushing Strength(2),Regeneration(5+) Keywords: Troll</i>									

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

Big Rocks Throwing War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
Big Rocks Throwing (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured)									
<i>Keywords: Gizmo, Goblin, Lobber</i>									

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

Goblin Slasher Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225]	7	3+	5+	5+	2	10	16/18	6	[210]
Aura (Rampage (Melee - D3) - Beast only)									
Sharpstick Thrower (36", Att: 2, Blast(D3),Piercing(2),Steady Aim)									
<i>Special Rules: Crushing Strength(2),Strider, Aura(Rampage(Melee D3 - Beast Only)) Keywords: Beast, Goblin, King's Pride</i>									

Flaggit Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [65]	5	5+	-	4+	0	1	8/10	2	[40]
Lute of Insatiable Darkness									
Bane Chant (2)									
<i>Special Rules: Individual, Inspiring Keywords: Goblin</i>									

Kuzlo & Madfall [1] Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [145]	8	3+	-	4+	1	5	13/15	3	[145]
Hex (3)									
Enthral (5)									
<i>Special Rules: Crushing Strength(2),Inspiring(Self),Nimble, Pathfinder, Regeneration(4+),Vicious(Melee),Ravenous Lizard, Sticky Tongue</i>									
<i>Keywords: Beast, Goblin</i>									

King on Chariot Hero (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [135]	9	4+	4+	4+	1	7	13/15	3	[130]
Blade of Slashing									
Shortbow (18", Steady Aim)									
<i>Special Rules: Crushing Strength(1),Inspiring, Nimble, Thunderous Charge(1) Keywords: Beast, Goblin</i>									

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

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

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

**Total Units:** 14      **Total Unit Strength:** 22  
**Total Primary Core Points:** 1995 (100.0%)

Custom Rule	Description
Det' Packs	When this unit suffers a Rout result, all units, both Friendly and Enemy within 6" of it suffer D6+1 hits at Piercing (1). These hits are resolved by the player that Routed the unit with the Det' Packs. Roll once and apply the number of hits to all units within range. No Nerve tests are required for damage caused in this way.
Ravenous Lizard	While within 6" of this unit, both Friendly and Enemy units have -1 to their Waver and Rout Nerve values.
Sticky Tongue	This unit's Enthral spell only has a range of 12". While casting Enthral, in addition to moving the target, roll to damage for each hit scored.

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+.
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.
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.
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.
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 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.

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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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.
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.

Spell	Description	Special Rules
<b>Bane Chant</b> 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.	
<b>Enthral</b> Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	
<b>Hex</b> 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.	

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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.