

Human goblins v3

2300 / 2300 VALID



The Order of the Brothermark [2300]

Villein Penitents	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [125] <i>Special Rules: Crushing Strength(1)</i> Keywords: Expendable, Human, Villein	5	5+	-	3+	3	25	18/21	2	[125]
Inf Horde [125] <i>Special Rules: Crushing Strength(1)</i> Keywords: Expendable, Human, Villein	5	5+	-	3+	3	25	18/21	2	[125]
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Inf Horde [125] <i>Special Rules: Crushing Strength(1)</i> Keywords: Expendable, Human, Villein	5	5+	-	3+	3	25	18/21	2	[125]

Villein Bowmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [165] Bows (24") <i>Special Rules: Phalanx</i> Keywords: Human, Villein	5	6+	5+	3+	3	20	19/21	2	[165]

Villein Siege Artillery	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [90] Artillery Strike (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured) Keywords: Human, Villein	5	0+	5+	4+	0	2	9/11	2	[90]
WE 1 [90] Artillery Strike (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured) Keywords: Human, Villein	5	0+	5+	4+	0	2	9/11	2	[90]
WE 1 [90] Artillery Strike (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured) Keywords: Human, Villein	5	0+	5+	4+	0	2	9/11	2	[90]

Heavy Arbalest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing(2),Reload, Shattering) <i>Special Rules: Iron Resolve</i> Keywords: Human, Men-at-Arms	5	0+	4+	4+	0	2	10/12	2	[75]
WE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing(2),Reload, Shattering) <i>Special Rules: Iron Resolve</i> Keywords: Human, Men-at-Arms	5	0+	4+	4+	0	2	10/12	2	[75]
WE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing(2),Reload, Shattering) <i>Special Rules: Iron Resolve</i> Keywords: Human, Men-at-Arms	5	0+	4+	4+	0	2	10/12	2	[75]

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+)</i> Keywords: Angelic, Flamebound, Majestic	8	3+	4+	3+	2	3	15/17	6	[145] [0]
Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+)</i> Keywords: Angelic, Flamebound, Majestic	8	3+	4+	3+	2	3	15/17	6	[145] [0]
Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1),Fly, Nimble, Regeneration(4+)</i> Keywords: Angelic, Flamebound, Majestic	8	3+	4+	3+	2	3	15/17	6	[145] [0]

Exemplar Paladin	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [115] Lead from the Front <i>Special Rules: Crushing Strength(1),Elite(Melee),Headstrong, Individual, Inspiring, Iron Resolve, Mighty, Rallying(1 - Infantry only)</i> Keywords: Human, Paladin	5	3+	-	5+	0	5	13/15	2	[105] [10]

Exemplar Chaplain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [75]	5	3+	-	5+	0	3	11/13	2	[60]
Battle Hymns									[5]
Heal (2)									[10]
Special Rules: <i>Crushing Strength(1),Elite(Melee),Individual, Iron Resolve, Rallying(1 - Villein only),Cleanse, Aura(Fury - Villein only)</i> Keywords: <i>Human, Paladin</i>									
Hero (Inf) 1 Spellcaster 1 [95]	5	3+	-	5+	0	3	11/13	2	[60]
Battle Hymns									[5]
Inspiring Talisman									[20]
Heal (2)									[10]
Special Rules: <i>Crushing Strength(1),Elite(Melee),Individual, Iron Resolve, Rallying(1 - Villein only),Cleanse, Aura(Fury - Villein only),Inspiring</i> Keywords: <i>Human, Paladin</i>									

Exemplar Hunter	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [140]	5	3+	4+	5+	0	5	12/14	2	[115]
Order of the Hawk									[25]
Silver Crossbow (18", Ra: 4+, Piercing(1),Slayer(Ranged D3))									
Special Rules: <i>Crushing Strength(2),Elite(Melee),Individual, Inspiring(Self only),Iron Resolve, Mighty, Slayer(Melee - D3)</i> Keywords: <i>Human, Order, Paladin, Tracker</i>									

Bearer of the Holy Icon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [65]	5	5+	-	4+	0	1	10/12	2	[50]
Trickster's Wand									[15]
Hex (2)									
Special Rules: <i>Aura(Lifeleech (+1) – Infantry Only),Individual, Iron Resolve, Very Inspiring</i> Keywords: <i>Human</i>									

War Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [90]	5	5+	-	4+	0	1	10/12	2	[35]
Knowledgable[1]									[10]
Alchemist's Curse[1](4)									[45]
Special Rules: <i>Individual, Iron Resolve</i> Keywords: <i>Human</i>									

Total Units: 21 **Total Unit Strength:** 24
Total Primary Core Points: 2300 (100.0%)

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.
Cleanse	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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.
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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
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.	
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
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.