



HOBGOBLINS

HOBGOBLINS

LIST HOBGOBLINS 1 - 4 596 POINTS

1390 pts (31.00 %) 1439 pts (32.00 %) 1410 pts (31.00 %) 1212 pts (27.00 %)

Characters **Special** **Blotting the Sun** **Core**
 (40 Max) (0 NoLimit) (35 Max) (25 Least)

Characters



SHAH #1

Shah - Standard - Infantry - 20x20mm

170 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Lord of the Plains		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Infernal Armour	
Offensive	Att	Off	Str	Ap	Agi	
Shah	4	5	4	1	5	Iron Rain, Hand Weapon

Options

Shield • General



HOBGOBLIN CONJURER #1

Hobgoblin Conjurer - Standard - Infantry - 20x20mm

355 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Hobgoblin Conjurer	1	3	3	0	3	Hand Weapon

Options

Wizard Master



HOBGOBLIN CONJURER #2

Hobgoblin Conjurer - Standard - Infantry - 20x20mm

355 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Hobgoblin Conjurer	1	3	3	0	3	Hand Weapon

Options

Wizard Master



HOBGOBLIN CHIEF #1

Hobgoblin Chief - Standard - Infantry - 20x20mm


165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8		


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	Shield, Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hobgoblin Chief	3	6	4	1	4 Weapon Master, Iron Rain, Paired Weapons, Lance, Bow, Hand Weapon

Options	Battle Standard Bearer
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HOBGOBLIN CHIEF #2
Hobgoblin Chief - Standard - Infantry - 20x20mm

115 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	4"	8"	8		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	Shield, Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hobgoblin Chief	3	6	4	1	4 Weapon Master, Iron Rain, Paired Weapons, Lance, Bow, Hand Weapon

Options	Archery Commander
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HOBGOBLIN CHIEF #2 COPY
Hobgoblin Chief - Standard - Infantry - 20x20mm


115 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	4"	8"	8		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	Shield, Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hobgoblin Chief	3	6	4	1	4 Weapon Master, Iron Rain, Paired Weapons, Lance, Bow, Hand Weapon


Options	Archery Commander
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Core




HOB LEVIES #3
Hob Levies x37 - Standard - Infantry - 20x20mm

351 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	4"	8"	7		Scoring
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hob Levy	1	3	3	0	3 Iron Rain

Options	Champion • Musician • Standard Bearer • Shield • Shield and Spear • Bow (4+)
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HOB LEVIES #1
Hob Levies x30 - Standard - Infantry - 20x20mm



205 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	4"	8"	7		Scoring
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hob Levy	1	3	3	0	3 Iron Rain

Options	Champion • Musician • Standard Bearer • Shield
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	HOB LEVIES #2 Hob Levies x39 - Standard - Infantry - 20x20mm	406 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	7	Scoring



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hob Levy	1	3	3	0	3 Iron Rain

Options	Champion • Musician • Standard Bearer • Bow (4+) • Heavy Armour and Halberd
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 	HOB SLINGERS #1 Hob Slings x10 - Standard - Infantry - 20x20mm	125 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	7	Vanguard, Light Troops, Skirmisher

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hob Slinger	1	3	3	0	3 Iron Rain, Boiling Oil, Paired Weapons, Sling

 	HOB SLINGERS #1 COPY Hob Slings x10 - Standard - Infantry - 20x20mm	125 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	7	Vanguard, Light Troops, Skirmisher

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hob Slinger	1	3	3	0	3 Iron Rain, Boiling Oil, Paired Weapons, Sling

Special

	MOUNTAIN WOLF CAVALRY #1 Mountain Wolf Cavalry x5 - Standard - Cavalry - 25x50mm	170 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	7	Feigned Flight, Vanguard, Light Troops

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
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<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hobgoblin Rider	1	4	3	0	3 Iron Rain, Lance, Bow
Mountain Wolf	2	3	3	1	3 Harnessed

	MOUNTAIN WOLF CAVALRY #2 Mountain Wolf Cavalry x5 - Standard - Cavalry - 25x50mm	170 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	7	Feigned Flight, Vanguard, Light Troops

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hobgoblin Rider	1	4	3	0	3 Iron Rain, Lance, Bow
Mountain Wolf	2	3	3	1	3 Harnessed

	HOB CATAPHRACTS #1 Hob Cataphracts x10 - Standard - Cavalry - 25x50mm	310 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	8	Scoring

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	2	Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Veteran	1	4	3	0	3 Weapon Master, Iron Rain, Paired Weapons, Lance, Bow
Bear-Dog	2	3	4	1	2 Harnessed, Stomp Attacks



Options	Champion • Musician • Standard Bearer
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	TUSKER MAHOUTS #1 Tusker Mahouts x3 - Large - Cavalry - 50x100mm	430 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	14"	8	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hobgoblin Mahout(3)	1	4	3	0	3
Plains Tusker	4	3	5	2	2

Options	Champion • Musician • Standard Bearer
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	ETERNALS #1 Eternals x11 - Standard - Cavalry - 25x50mm	359 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	8	Scoring

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	2	Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hunter	1	5	3	0	3 Hobgoblin Scimitar
Bear-Dog	2	3	4	1	2 Harnessed, Stomp Attacks

Options	Champion • Musician • Standard Bearer
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Blotting the Sun




BLASTED PLAINS EMISSARIES #2
 Blasted Plains Emissaries **x20** - Standard - Infantry - 20x20mm

355 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Shield, Infernal Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Emissary	1	3	3	0	3 Iron Rain

Options	Champion • Musician • Blunderbuss (5+)
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HOB BALLISTA #1
 Hob Ballista - Standard - Construct - 60mm round

100 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	War Machine	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	3	3	0	3 Move or Fire, Iron Rain, Ballista



HOB BALLISTA #2
 Hob Ballista - Standard - Construct - 60mm round

100 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	War Machine	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	3	3	0	3 Move or Fire, Iron Rain, Ballista

Magics

Racial Trait Spell

Casting	Range	Type	Duration
Chains of Pride			

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>Mf</i>	(6+) [11+]	18"	[Hex], [Augment]	Last one Turn

The target gains Unstable.



Witchcraft

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
A	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

Model Rules

Ballista: Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1x5), [Multiple Wounds (D3)].

Boiling Oil: Attack Attribute – Shooting.

If one or more simultaneous attacks with Boiling Oil hit, after resolving these attacks, the target unit gains one Boiling Oil marker. If a unit with one or more Boiling Oil markers is targeted by Shooting Attacks with Iron Rain, the shooting models are considered to be Located in the target's Rear Arc for the purpose of Iron Rain (not for the purpose of other rules like Area Attack). Remove all markers from a unit when it suffers one or more Health Point losses from attacks with Iron Rain or at the end of the Shooting Phase, whichever comes first.

Bow:

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Hobgoblin Scimitar: Two-Handed. Attacks made with this weapon gain +1 Armour Penetration. In addition, attacks made with this weapon that are allocated towards models that are Large and Beast, Large and Cavalry, or Gigantic gain +2 Strength.

Infernal Armour: Armour Equipment

Plate Armour. The wearer gains Aegis (5+, against Flaming Attacks).

Iron Rain: Shooting

Shooting Attacks made by the model while Located in the target's Flank or Rear Arc gain +1 to hit and +1 Armour Penetration.

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Lord of the Plains: Universal Rule.

While joined by a mounted model with this rule, Cavalry units gain Strider.

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Sling: Range 18", Shots 1, Str 3, AP 0. When shooting from Short Range, the Strength of attacks made with this weapon is set to 4.

Stomp Attacks:

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

Weapon Master:

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

QR codes of your army

You can print this page to have all your army's units QR code and cut them to stick them on your units, with them you can directly access to the unit's profile with your phone.

Shah #1



Hobgoblin Conjurer #1



Hobgoblin Conjurer #2



Hobgoblin Chief #1



Hob Levies #3



Hob Levies #1



Hob Levies #2



Blasted Plains Emissaries #1



Blasted Plains Emissaries #2



Hob Ballista #1



Hob Ballista #2



Hob Slingers #1



Hob Slingers #1 copy



Mountain Wolf Cavalry #1



Mountain Wolf Cavalry #2



Hob Cataphracts #1



Tusker Mahouts #1



Eternals #1



Hobgoblin Chief #2



Hobgoblin Chief #2 copy



Hobgoblin Conjurer #3



Hobgoblin Chief #3

