

Travis Timm Mountain Goblins 2026 Masters

2300 / 2300 VALID

1st Battalion

Flaggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	10	2	[90]
The Boomstick									[30]
Lightning Bolt (3)									
Special Rules: Individual, Very Inspiring, Yielding									
Champion Hero (Cav)	10	5+	-	4+	1	1	10	3	[75]
Fleabag									[15]
Special Rules: Individual, Very Inspiring, Yielding									

Wiz [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[95]
Blizzard(4)									[40]
Special Rules: Individual, Yielding Traits: Spellcaster									
Champion Hero (Cav)	10	5+	-	4+	1	1	11	3	[100]
Fleabag									[15]
Bloodboil(0)									[30]
Special Rules: Individual, Yielding Traits: Spellcaster									

[illegible]

Big Rocks Thrower [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	6+	4+	1	2	11	2	[75]
Big Rocks Thrower (48", Blast (D3+1),Indirect, Piercing (3),Reload)									
<i>Traits: Lobber</i>									
Support War Eng	5	-	6+	4+	1	2	11	2	[75]
Big Rocks Thrower (48", Blast (D3+1),Indirect, Piercing (3),Reload)									
<i>Traits: Lobber</i>									

War-Trombone [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	4+	4+	1	12	10	2	[75]
War-Trombone (12", Piercing (1))									
<i>Special Rules: Yielding</i>									
Support War Eng	5	-	4+	4+	1	12	10	2	[75]
War-Trombone (12", Piercing (1))									
<i>Special Rules: Yielding</i>									

2nd Battalion

Flaggit [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	10	5+	-	4+	1	1	10	3	[105]
Fleabag									[15]
Diadem of Dragonkind									[30]
Fireball (4)									
Special Rules: Individual, Very Inspiring, Yielding									

Wiz [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav) Fleabag Alchemist's Curse(4) <i>Special Rules: Individual, Yielding Traits: Spellcaster</i>	10	5+	-	4+	1	1	11	3	[115] [15] [45]
Champion Hero (Inf) Lightning Bolt (3) <i>Special Rules: Individual, Yielding Traits: Spellcaster</i>	5	5+	-	4+	1	1	11	2	[75] [20]

Rabble	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment <i>Traits: Green Horde</i>	5	5+	-	4+	2	12	14	2	[80]
Core Inf Regiment <i>Traits: Green Horde</i>	5	5+	-	4+	2	12	14	2	[80]
Core Inf Regiment <i>Traits: Green Horde</i>	5	5+	-	4+	2	12	14	2	[80]
Core Inf Regiment <i>Traits: Green Horde</i>	5	5+	-	4+	2	12	14	2	[80]
Core Inf Regiment <i>Traits: Green Horde</i>	5	5+	-	4+	2	12	14	2	[80]
Core Inf Regiment <i>Traits: Green Horde</i>	5	5+	-	4+	2	12	14	2	[80]

Big Rocks Thrower [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng Big Rocks Thrower (48", Blast (D3+1),Indirect, Piercing (3),Reload) <i>Traits: Lobber</i>	5	-	6+	4+	1	2	11	2	[75]
Support War Eng Big Rocks Thrower (48", Blast (D3+1),Indirect, Piercing (3),Reload) <i>Traits: Lobber</i>	5	-	6+	4+	1	2	11	2	[75]

War-Trombone [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng War-Trombone (12", Piercing (1)) <i>Special Rules: Yielding</i>	5	-	4+	4+	1	12	10	2	[75]

Total Units:	28	Total Unit Strength:	42
Total Points:	2300		

Command Order	Target	Description
Unleash the Mawpups	4	Units with the Green Horde Trait only. When the unit attacks in a Combat, separately roll 6 more attacks for the Mawpups, always hitting on 4+ and with Crushing Strength (1) - no other special rules from the unit have any effect. These attacks do not receive any bonus for rear/flank attacks and must be allocated to a single enemy unit.

You're standing on me 'ead!	4	Infantry, Large Infantry and Cavalry units only. The unit gains the Leaper special rule.
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Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover.
Individual	This rule is explained on page 42.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
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.

Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.
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Spell	Description
Alchemist's Curse Range: 12" Magical Missile	Add the target's Defence value to the (n) value of this spell (e.g. Casting Alchemist's Curse (2) against a Defence 4+ unit, will result in Alchemist's Curse (6),rolling 6 dice for the spell). Piercing (4). Roll to damage as normal.
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Bloodboil Range: 12" Magical Missile	When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Then roll to damage as normal. Piercing (1).
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
Lightning Bolt Range: 24" Magical Missile	Piercing (1)

Artefact	Description
Diadem of Dragonkind	The unit gains the Fireball (4) spell, or if the unit already has a Fireball spell, its value is increased by 2.
The Boomstick	The hero gains the Lightning Bolt (3) spell, or if the hero already has a Lightning Bolt spell, its value is increased by 2.