

Night Goblin Warbands

The greedy little runts known as Night Goblins are newcomers to the city of Mordheim, drawn there by their inherent acquisitive natures. They come in search of shiny-shinies, of sparkly-sparkles, and the precious wyrdstone. Being slightly more intelligent than Orcs (which are only slightly brighter than sand), Night Goblin warbands are stealthy sneaks. They have an unending, unnerving hatred towards all Dwarfs and fear the Elven races. These little buggers traipse around the ruins of the city, hell-bent on collecting loot to trade with other goblins for more "stuff" (basically weapons and equipment). Unlike ordinary warbands, Goblins will challenge their leader once a troop has accumulated more stuff than the leader. Of course, a smart leader would never let that happen, however, if, in any given battle, a goblin picks up loot or wyrdstone shards which put its accumulated "stuff" beyond that of the leaders, a challenge ensues. The loser loses all his stuff to the winner, and must buy new gear. The only exceptions to this are Shamans, Trolls, Snotlings and, well, Squigs and Spiders (both of which have no desire to rule a gang...). Shamans are feared for their powers, Trolls just aren't bright enough, and well, Snotlings are just puny (even when compared to the Gobbos!).

<u>Gobbo Hero Weapons</u>			<u>Gobbo Henchmen Weapons</u>		
Dagger	(1st free)	1	Dagger	(1st free)	1
Club	3		Club	3	
Sword	10		Sword	10	
Mace	3		Mace	3	
Flail	15		Flail	15	
Spear	10		Spear	10	
Axe	5		Axe	5	
Halberd	10		Halberd	10	
Short Bow	5		Short Bow	5	
Crossbow	25				
Pistol	15				
<u>Gobbo Hero Armour</u>			<u>Gobbo Henchmen Armour</u>		
Heavy (Leader Only)	50		Buckler	5	
Light	20				
Shield	5				
<u>Gobbo Fanatic Equipment</u>			<u>Troll Equipment</u>		
Ball and Chain		10	Maul	15	
			Giant Axe	15	

Heroes

Night Goblin Boss

Points: 60

M	Ws	Bs	S	T	A	I	W	Ld
5	3	4	4	3	1	3	2	5

Weapons: May choose weapons and armour from the Gobbo Hero equipment table.

Special Rules: Goblins have Hatred towards Dwarves and Fear for Elves, Leader

Leadership bonus.

Skills: Combat, Shooting, Academics, Speed, Gobbo

Night Goblin Shaman 0-1

Points: 35

M	Ws	Bs	S	T	A	I	W	Ld
5	2	3	3	4	1	3	1	5

Weapons: May choose weapons and armour from the Gobbo Hero equipment table.

Special Rules: Goblins have Hatred towards Dwarves and Fear for Elves

Skills: Shooting, Academics, Speed, and Gobbo

Night Goblin Fanatics 0-2

Points: 40

M	Ws	Bs	S	T	A	I	W	Ld
2d6"	4	0	5	3	1d3	3	1	5

Weapons: May choose weapons and armour from the Gobbo Fanatic equipment table.

Special Rules: Goblins have Hatred towards Dwarves and Fear for Elves

Skills: Combat, Speed, and Gobbo

Night Goblin Squig Hoppers 0-2

Points: 60

M	Ws	Bs	S	T	A	I	W	Ld
5	2	3	3	3	1	2	1	5

Squig

M	Ws	Bs	S	T	A	I	W	Ld
2d6	4	0	5	3	1	5	2	2

Weapons: May choose weapons and armour from the Gobbo Hero equipment table.

Special Rules: Goblins have Hatred towards Dwarves and Fear for Elves

Skills: Combat, Shooting, and Gobbo

Henchmen

Night Goblins 0-5

Points: 20

M	Ws	Bs	S	T	A	I	W	Ld
5	2	3	3	3	1	2	1	5

Weapons: May choose weapons and armour from the Gobbo Henchmen equipment table.

Special Rules: Goblins have Hatred towards Dwarves and Fear for Elves

Snotlings 0-5

Points: 10

M	Ws	Bs	S	T	A	I	W	Ld
4	2	2	1	2	1	2	1	4

Weapons: Snotlings may only be equipped with daggers, clubs and spears.

Special Rules: Snotlings have Hatred towards Dwarves and Fear for Elves

Giant Spiders 0-5

Points: 20

M	Ws	Bs	S	T	A	I	W	Ld
7	3	0	4	3	1	1	1	5

Weapons: None.

Special Rules: Suffer no penalties climbing sheer surfaces or difficult terrain. Never Advance.

Trolls 0-1

Points: 210

M	Ws	Bs	S	T	A	I	W	Ld
6	3	1	5	4	3	1	3	4

Weapons: Trolls may use gear off the Troll Weapons table and never wear armour.

Special Rules: Trolls come in two varieties: River and Stone, both varieties have some similar abilities, such as: Cause Fear, Regenerate (each turn roll 1d6, a result of 4+ removes one wound from the Troll, with the exception of wounds caused by fire), Large Target (archers can shoot a Troll above other targets), Trolls suffer from Stupidity unless they are within 6" of a Goblin Hero, and lastly all Trolls can use a Vomit attack which has a range of 6" and causes a Strength 5 hit. Never Advance.

Maximum Statistics**Goblins**

M	Ws	Bs	S	T	A	I	W	Ld
5	6	6	4	5	3	7	3	7

Snotlings

M	Ws	Bs	S	T	A	I	W	Ld
4	5	2	3	3	2	5	2	5

Gobbo Skills

Bite 'is Knees Off

The goblin who learns this skill is granted an extra biting attack which causes one wound at the goblins Strength.

'E Tinks 'E One O' Da Boyz

The Goblin's got Orc in him! Due to this, the Goblin is now allowed to take Strength Skills, and his maximum Strength is now +1 higher.

Da Meany!

This Goblin is especially fearless, he no longer suffers from Fear.

Shooty Inventor

The Goblin has shown tremendous skill in inventing Shooty weapons! However, they aren't very stable. After each battle, at the cost of 5 GC for a pistol, and 10 GC for a rifle, the Goblin may attempt to create a Shooty. Roll a d6 if the result is 4+ the Goblin Invented his weapon. For weapons Strength 4 and below, a roll of 1 to hit causes a misfire, for Strength 5 - 7 the misfire occurs on a 2 or less, and Strength 8+ fails on a 3 or less. Once a weapon misfires it can be repaired the same way as invented, at the same cost, failure to repair means the weapon is lost.

Da Gits Gone Goofy!

From now on the Goblin can whip himself into a Frenzy, and as such gains the Frenzy special ability.

Da Lads a Sneak!

The Goblin gains the Infiltration ability and may be placed anywhere on the board during the players second turn before his movement phase (which, yes, means he gets to Move and act that turn).

Spells

Spell Name

Difficulty

Mork Wants Ya!

7

A gigantic green claw descends from the sky and grabs a single model within 24" of the Shaman, lifting him into the air. He may try to escape at the beginning of the players turn by rolling under his Strength score on 2d6. If the victim is freed the model plummets to the ground and suffers a single S4 hit.

WAAAAAGH!

9

The power of the Waagh! surges from the Shaman in an unstoppable flood of magical energy. All enemy wizards within 12" of the Shaman must roll equal to or less than their Leadership on 2d6 or suffer 1 wound. In addition all Orcs or Goblins within 12" of the Shaman gain +1 to their Ws and can reroll any leadership test for the duration of that turn.

'Ere We Go!

7

The Shaman calls upon Gork and Mork to make the Orcs and Goblins extra tough! The unit gains +1 Toughness and always hits first in combat even if charged for one full turn (until the Movement Phase of the players next turn), unlike other spells this one may be cast in the Movement Phase.

Fists of Gork

7

The Shaman glows bright green as the power of Gork surges through his body enabling him to rip apart enemies he is touching. The Shaman inflicts d6 S6 hits which can be spread among all enemy models in base to base contact. If he rolls a 6 for the number of hits, and additional d6 can be rolled, and so forth until anything else but a six comes up. This can be quite impressive depending on how much Gork favors the Shaman.

Gaze of Mork

7

The Shamans beady red eyes shoot out a destructive blast across the Area. The Gaze of Mork is 24" long and afflicts anything in its path, friend or foe. Everyone in its wake is hit with a S6 hit.

Brain Bursta

11

A violent bolt of energy erupts from the Shaman's forehead and rockets across battlefield in a straight line. The first model it touches must roll equal or less than its Toughness on 1d6. If the roll is failed the target explodes with green energy and the victim is killed. No armour save is allowed against the Brain Bursta.

New Weapons

Giant Axe: One of two weapons commonly wielded by the mighty Trolls, usually primitively constructed out of rock and wood.

Rules: Two-Handed weapon (strike last in combat), Chopping Edge (additional -1 Armour Save plus that from high Strength).

Damage: Strength+2

Save Mod: -1

Maul: One of two weapons commonly wielded by the mighty Trolls, constructed of a slab of rock attached to a massive piece of wood.

Rules: Two-Handed weapon (strikes last in combat), Bludgeoning (1-4 counted as Stunning on Injury table).

Damage: Strength+2

Ball and Chain: Night Goblin Fanatics carry around a massive ball and chain which they use to hurl themselves at their enemies and bludgeon them with.

Rules: Two-Handed weapon (strikes last in combat), Bludgeoning (1-4 counted as Stunning on Injury table).

Damage: Strength+2

Save Mod: -1