

In Khemri, Land of the Dead, rise the

# DUST GOBLIN WARBANDS

For Mordheim games in the Khemrian deserts, by Lars Stroebaek, lars.stroebaek@gmail.com



In the deserts of Khemri, few living creatures thrive, and even fewer greenskins. The only known breed of greenskins known to make their home in this arid environment are known as Dust Goblins, for the way their native green skin tone turns pale and sandy in tune with their desiccated surroundings.

Most notoriously however, Dust Goblins skirt the line between life and undeath, as many of their kind perish from thirst and starvation, yet still prowl the sands. In these conditions, a natural hierarchy has evolved, where the most powerful goblins rise to leadership by using necromantic power to manipulate and direct their more mindless undead kin to ambush and loot from both the living and dead humans that inhabit the Khemrian wastelands.

Survival in the arid deserts is a difficult battle, and Dust Goblins sustain their existence both by selling looted artifacts and relics from Khemrian tombs to unscrupulous merchants, and by robbing human caravans and warbands of supplies and leaving them for dead. Against living foes, Dust Goblins specialise in using scorpions and scorpion poison to harm and incapacitate.

## Dust Goblin Warband Special Rules

**Natives:** Used to navigating the Khemrian sands, models from the Dust Goblin warband list suffer no movement penalties from moving through sand-based difficult terrain.

**Animosity:** Several warband members are affected by Animosity, the full rules for which are found on page 8 of the Mordheim Annual 2002, and summarised below.

At the beginning of your turn, roll a D6 for each warrior with Animosity. If you roll a 1, roll again on the following table, and apply the result to the warrior this turn.

1 = The warrior will shoot or charge the nearest friendly henchman or hired sword, if able. If not able to do so, treat this result as 2-5 below.

2-5 = The warrior may not move or shoot this turn.

6 = The warrior immediately gains an extra movement phase, where he must charge an enemy model if able. If he does not charge, but his movement brings him into charge distance of an enemy model, he must charge an enemy model in his normal movement phase that turn.

**Do not Drink:** Warband members with the *Undead* or *Semi-dead* special rules do not consume water between games if the warband operates in the Khemri setting.

## Dust Goblin Warband Construction

### Choice of Warriors

A Dust Goblin warband must include at least three models. You have 500 Gold Crowns with which to form your warband. The maximum number of models in the warband is 15.

### Heroes

- Dust Shaman: Your warband must include a Dust Shaman at creation.
- Exhumators: Your warband may include up to two Exhumators.
- Apprentices: Your warband may include up to two Apprentices.

### Henchmen

- Dust Harriers: Your warband may include up to eight Dust Harriers.
- Dust Creepers: Your warband may include any number of Dust Creepers.
- Death Scorpion: Your warband may include up to one Death Scorpion.

### Starting Experience and Skill Access

- A Dust Shaman starts with 17 experience. Has access to Academic and Speed skills.
- Exhumators start with 6 experience. Have access to Combat, Shooting and Speed skills
- Apprentices start with 0 experience. Have access to Academic and Speed skills.
- Henchmen start with 0 experience. May not gain access to Strength skills if promoted to a Hero.

### Goblin Characteristics Maximum

M	WS	BS	S	T	W	I	A	Ld
4	5	6	4	4	3	6	4	7

## Dust Goblin Equipment Lists

### Hero Equipment

#### Melee weapons:

Dagger	free/2 gold
Mace/club/staff	3 gold
Axe	5 gold
Spear	5 gold
Sword	10 gold
Flail	15 gold
Two-handed weapon	15 gold
Boss pole	20 gold
Bad Ju-Ju staff	20 gold

#### Missile weapons:

Sling	2 gold
Short bow	5 gold
Blowpipe	25 gold

#### Armour:

Helmet	10 gold
Shield	5 gold
Light armour	20 gold

### Harrier Equipment

#### Melee Weapons:

Dagger	free/2 gold
Mace/club	3 gold
Axe	5 gold
Spear	5 gold

#### Missile Weapons:

Sling	2 gold
Short bow	5 gold
Blowpipe	25 gold

### Dust Goblin Special Equipment (Heroes only)

**Bad Ju-Ju Staff (common) 20 gold**

*Dust Shaman only.* This item is a weapon that counts as a mace. While wielding the staff, the Shaman may re-roll any failed attempt to cast a Necromancy spell once per turn.

**Embalmed Skull (common) 20 gold**

*Dust Shaman only.* This equipment allows the wielder to temporarily control enemy skeletons or zombies. If an enemy skeleton or zombie (those exact model types only) is within 8" of the shaman during his Shooting phase, he may choose one of those models and have both sides roll a D6 and add the model's Ld value. If the shaman rolls higher, he temporarily takes control of the enemy model and treats it as part of his own warband. The enemy model may make a Ld test at the beginning of each of its own turns, and if the test succeeds, control is returned to its original warband (this automatically happens at the end of the game too).

**Boss Pole (common) 20 gold**

This item is a weapon that counts as a spear. The wielder and all henchmen within 6" of him may ignore Animosity.

**Occult Warpaint (common) 10 gold**

*Living models only.* A warrior wearing occult warpaint is warded against arcane and necromantic forces. Undead models suffer -1 to hit the wearer in close combat, and the wearer may nullify any necromantic spell that targets him on a D6 roll of 5+. (Necromantic spells include Necromancy, Mortuary Cult Scrolls, and any spell list unique to any warband that includes undead models.)

**Evil Salt Pouch (common) 10 gold**

Once per game, instead of shooting in the Shooting phase, a model with this equipment may throw salt on the ground and create a Pillar of Salt completely within 4" of himself. The Pillar of Salt is a 3" diameter circle that blocks movement and line of vision as an obstacle. It may only be placed on open ground, not in contact with any models or terrain. A pillar may be attacked as a Large Target and has Toughness 2 and 3 Wounds. If reduced to 0 Wounds, the pillar crumbles and leaves a 3" diameter circle of sand-based difficult terrain.

**Tomb Scorpion (common) 15 gold**

This item counts as an animal companion for the hero, as described on page 54 of the Mordheim rulebook. All Tomb Scorpion attacks are coated in *Black Lotus* poison as per page 52 of the Mordheim rulebook.

M	WS	BS	S	T	W	I	A	Ld
5	2	0	2	2	1	4	1	4

## Dust Goblin Warband Warriors

### Heroes:

**1 Dust Shaman**

**60 gold crowns to hire**

All Dust Goblin warbands form around one of the rare goblin shamen with necromantic power, who can both channel the power of Waaagh! that flows through their veins, and control the zombified goblins that have risen or been dug from the dry sands.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	1	2	1	6

**Weapons/Armour:** The Shaman may be equipped with weapons and armour chosen from the Hero equipment list.

### SPECIAL RULES

**Leader:** Any warrior within 6" of the Shaman may use his Leadership value when taking Leadership tests.

**Wizard:** The Shaman begins with one spell, and may learn more with experience advancements. The Shaman may choose to roll his spells from either the *Necromancy* spells found on page 58 of the Mordheim rulebook or the *Waaagh!* spells found on page 13 of the Mordheim Annual 2002. (As for Necromancy, *Re-animation* also works on Dust Creepers, and *Spell of Awakening* allows you to bring back heroic Zombies as normal.)

**Morbidity:** This model is immune to *Fear* tests caused by enemy undead models.

**Flesh Knitting:** While the warband is led by a Dust Shaman, Dust Creepers and Zombies taken out of action at the end of a game are only removed from his warband on a D6 roll of a 1, rather than 1-2.



**0-2 Exhumators                      25 gold crowns to hire**

Exhumators are living dust goblins tasked with finding and/or unearthing other dust goblins to be enslaved by the Dust Shaman. They train in both combat and survival skills to be able to survive being away from the rest of the warband if necessary.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	5

**Weapons/Armour:** Exhumators may be equipped with weapons and armour chosen from the Hero equipment list.

**SPECIAL RULES**

**Animosity:** Exhumators are subject to the rules for Animosity.

**Morbidity:** Exhumators are immune to *Fear* tests triggered by enemy undead models.

**0-2 Apprentices                      20 gold crowns to hire**

Dust Shamen usually go out of their way to train lesser goblins to be assistants, both to perform menial tasks and to chant rites to G'rrrk and M'rrrk to aid in spellcasting.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	2	1	4

**Weapons/Armour:** Exhumators may be equipped with weapons and armour chosen from the Hero equipment list.

**SPECIAL RULES**

**Animosity:** Apprentices are subject to the rules for Animosity.

**Dust Rites:** A Dust Shaman may add +1 to his spellcasting roll for each Apprentice he is in base contact with at the time of casting the spell.

## Henchmen:

### Dust Creepers                      15 gold crowns to hire

Most Dust Goblins in Khemri have died and become empty shambling shells, wandering the desert mindlessly.

M	WS	BS	S	T	W	I	A	Ld
4	2	0	3	3	1	1	1	4

**Weapons/Armour:** Creepers may use no equipment, but suffer no penalties for fighting with only claws and fangs.

#### SPECIAL RULES

**Undead:** Creepers follow all the special rules for Zombies on page 89 of the Mordheim rulebook, which are: *Cause Fear, May not run, Immune to Psychology, Immune to Poison, No Pain, and No Brain.*

### 0-8 Dust Harriers                      30 gold crowns to hire

Some of the most terrifying creatures of the sands are the Dust Goblins that have died and come back to life with some of their minds and memories intact. The living goblins train these creatures as hunters and assassins.

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	1	3	1	5

**Weapons/Armour:** Harriers may be equipped with weapons chosen from the Harrier equipment list.

#### SPECIAL RULES

**Semi-dead:** Harriers are subject to the following special rules for Zombies on page 89 of the Mordheim rulebook: *Cause Fear, Immune to Poison, and No Pain.* They are able to both run and gain experience. They count as Undead for the purpose of rules that reference it as a keyword.

**Animosity:** Harriers are subject to the rules for Animosity.

**Hit and Run:** Harriers may fire a missile weapon after running, with an additional -1 modifier to hit (which combined with the modifier for moving and shooting becomes -2 to hit).

### 0-1 Death Scorpion                      180 gold crowns to hire

The Khemrian desert is home to scorpions of many sizes, and some Dust Shamen are able to harness enough power to reanimate and command huge examples of these, to send out to destroy particularly resilient foes.

M	WS	BS	S	T	W	I	A	Ld
5	3	0	4	4	3	1	3	4

**Weapons/Armour:** None, with no penalties for fighting unarmed.

### SPECIAL RULES

**Undead Animal:** The Death Scorpion is Undead and follows all the special rules for Zombies on page 89 of the Mordheim rulebook, which are: *Cause Fear*, *May not run*, *Immune to Psychology*, *Immune to Poison*, *No Pain*, and *No Brain*. It also counts as an animal.

**Large Monster:** The Death Scorpion may always be chosen as a target for ranged attacks and is at +1 to hit.

**Poisoned Tail:** One of the Scorpion's three attacks must be made separately from the others. This attack has a +1 on the injury table for any model it injures (unless the target is immune to poison).

**May Ride:** The Dust Shaman may choose to ride the Death Scorpion into battle. The Shaman gains +1 armour save, and moves at the Death Scorpion's M rate of 5, but is unable to run. Shooting attacks hit the rider on a D6 roll of 1-2, and the scorpion on a 3-6. In close combat, the opponent may choose which to hit.

