

# Gnoblar

By Fredrik Gustanen

*Gnoblar* are mischievous greenskins that stand roughly a foot shorter than goblins, and have large, broad noses, and thin droopy ears. While goblinar tribes have occasionally been seen in the old world, the largest population lies within the Mountain of Mourn and in the surrounding foothills in an area simply called Gnoblar Country.

Originally, the bulk of goblinar communities dwelt within the Dark Lands until they were driven east into the mountains by chaos dwarf slavers. Many gnoblar escaped the predations of the chaos dwarfs, finding a kind of safety serving the various kingdoms of Ogres that reside within the Mountains of Mourn.

Even so, the gnoblar are treated exceptionally badly by their ogre masters, and Gnoblar tribes have been occasionally known to band together in a rebellious manner and flee the tribes of their oppressors. Some of these Gnoblar set out for the Old World as sellswords, mimicking the feats of their old masters as some crude display of their newfound independence.

## Special Rules

**Bicker:** Gnoblar constantly bicker, bully, bite and backstab each other, even on the battlefield. Whether it's about a lucky coin or who took the last chicken scrap Gnoblar just can't agree on anything. At the start of your turn roll a D6 for each Gnoblar, if they roll a 1 they do nothing that turn as they pick their nose or shout at a Gnoblar who isn't there about his lucky coin.

**Lucky Little Gits:** Gnoblar have a tendency to have lucky streaks; this is often useful on the battlefield. At the start of each battle the Gnoblar player rolls a D6 and he/she are allowed that many re-rolls in that battle, note: the second result always stands and you may never re-roll a re-rolled roll.

**Largely Insignificant:** Gnoblar get a kick out of watching other Gnoblar running away, or coming to an untimely death. For this reason your opponent(s) need to kill one more model than usual to cause a rout test.

**Greenskins:** Gnoblar are greenskins in all respects (And their characteristic increase limits are identical to that of goblins, found in the Forest Goblin Warband)

## Choice of Warriors:

A Gnoblar warband must include a minimum of 3 models, You have 500 gold crowns, which you can use to recruit and equip your warband. The maximum number of warriors in the warband may never exceed 20.

**Head Honcho:** Each Gnoblar Warband must include one Head Honcho, no more, no less.

**Manbiters:** Your warband may include up to two manbiters.

**Torch-Gnoblar:** Your warband may include up to three Torch-Gnoblar.

**Fighters:** Your warband may include any number of fighters

**Flingers:** Your warband may include up to five flingers.

**Pigback Riders:** Your warband may include up to five pigback riders

**Ogre:** Your warband may include a single ogre

## Starting Experience:

A **Head Honcho** starts with 20 experience

**Manbiters** start with 8 experience

**Torch-Gnoblar** start with 0 experience

**Henchmen** start with 0 experience

# Gnoblar Equipment List

The following lists are used by the Gnoblar to pick their equipment

## Heroes Equipment List

### Hand-to-hand combat weapons

Dagger.....	1 <sup>st</sup> Free/2 GC
Club.....	3 GC
Sword.....	10 GC
Flail.....	15 GC
Spear.....	10 GC
Morning Star.....	15 GC

### Missile Weapons

Short Bow.....	5 GC
Sling.....	2 GC
Throwing knives.....	15 GC
Sharp Stuff.....	3 GC
Blunderbluss.....	30 GC

(Torch-Gnoblar Only)

Handgun.....	35 GC
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(Torch-Gnoblar Only)

Scrap Launcher.....	45 GC
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(Torch-Gnoblar Only, Rare 8, one per warband)

### Armour

Light Armour.....	20 GC
Buckler.....	5 GC
Shield.....	5 GC
Helmet.....	10 GC

## Fighter and flinger equipment list

### Hand-to-hand combat weapons

Dagger.....	1 <sup>st</sup> Free/2 GC
Club.....	3 GC
Sword.....	10 GC
Spear.....	10 GC

### Missile Weapons

Short Bow.....	5 GC
Throwing knives.....	15 GC
Sharp Stuff.....	3 GC
Sling.....	2 GC

(Flinger Only)

### Armour

Light Armour.....	20 GC
Buckler.....	5 GC
Helmet.....	10 GC

## Pigback Riders Equipment List

### Hand-to-hand combat weapons

Dagger.....	1 <sup>st</sup> Free/2 GC
Club.....	3 GC
Sword.....	10 GC
Spear.....	10 GC

### Missile Weapons

Short Bow.....	5 GC
Throwing knives.....	15 GC
Sharp Stuff.....	3 GC

### Armour

Light Armour.....	20 GC
Buckler.....	5 GC
Shield.....	5 GC
Helmet.....	10 GC
Light armoured mount (Barding).....	20 GC

## Ogre Equipment

### Hand-to-hand combat weapons

Club.....	3 GC
Axe.....	5 GC
Sword.....	10 GC
Double-handed weapon.....	15 GC

### Armour

Light armour.....	20 GC
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## Gnoblar Skill Tables

	Combat	Shooting	Academic	Strength	Speed	Special
Head Honcho	Y	Y	Y	Y	Y	Y
Manbiter	Y	Y	-	Y	Y	Y
Torch-Gnoblar	-	Y	-	-	Y	Y

\* Y = Available, - = Unavailable)

### Gnoblar Special Skills

Gnoblar heroes may choose to use the following skills instead of any of the standard skill tables available to them.

#### Avid Curiosity

Sticking one's nose into every dank pit and dark corner certainly shortens a gnoblar's life expectancy, but at times it yields an unexpected boon. If the hero did not go out of action, you may add +1/-1 to any one die rolled in the Exploration phase. Having several characters with Avid Curiosity has no extra effect

#### Dirty Fighting

Honour and finesse are for those more endowed with strength and stature. Gnoblars rely instead on opportunity and luck to survive. If an enemy the gnoblar is engaged with misses a close combat attack, this sneaky git may immediately make an extra attack. This attack must be directed against the model whose attack missed if the gnoblar with this skill was the target. However, if another combatant was targeted, the gnoblar may choose to attack an adjacent knocked down or stunned enemy. This ability may only be used once per round of combat.

#### Lucky Git

Considering their meekness and size, it's a wonder gnoblars survive their first run in with a squirrel. Ever resourceful and unaccountably fortunate, this character has crawled out from under bigger foes and ruined buildings more times than his fellows can remember. Each turn, he may reroll one of his rolls. A Rout Test die may not be rerolled as it relates to the morale of the collective group, not this individual warrior.

### Skittish

Courage is in short supply among Gnoblar-kind. Keeping ahead of ones fellows in a retreat may mean the difference. This model may Run even when within 8" of an enemy.

### Infiltration

Identical to the Skaven skill, may not be taken by a Pigback-Rider if it has become a hero

### Trapper

*(Head Honcho Only)* A Gnoblar with this skill has caused many injuries with his traps. If a Gnoblar is in a building for its whole movement phase he may set traps. If any enemy model enters that building he suffers D3 strength 2 hits as the traps are released. The traps are then destroyed and must be set up again to cause damage again.

### Get it togeth'a!

*(Manbiters only)* He may not be brave, or strong, but he is the pinnacle of gnoblar discipline, not that that says much. Any warrior within 6" of this model may reroll their bicker test. When a warrior acquires Get it togeth'a, it loses bicker.



# Gnoblar Special Equipment

## Sharp Stuff:

Gnoblar are natural scavengers and collectors.

This combined with a general distain for the dangers of melee combat led to the creation of what Gnoblar simply call "Sharp stuff", collections of hastily assembled scraps of metal, jagged stones, or really anything that can be used as a weapon to keep enemies at bay.

*Range: 6" Strength: As user -1 Armour Save: +1*

*Thrown weapon, +1 enemy armour save, works with knife-fighter*

## Scrap Launcher:

The height of gnoblar inventiveness, curiosity and ingenuity, no scrap launcher is exactly the same.

Scrap launchers are some form of small artillery piece, sometimes a crude catapult, or an oversized handcannon, or most commonly, a crude, massive crossbow with wheels, built to launch anything the gnoblar can scrounge together over great distances to devastating effects.

*Move or Fire*

*Prepare Shot (Is affected by hunter)*

*Cumbersome:* The user is at -1 initiative and -1 movement throughout the battle. Also, Scrap launchers may never be fired twice per turn, or fired if the user moved, no matter what Skills the user may have.

*Whatever we get our hands on!:* Scrap launchers fire whatever the Torch-Gnoblar can scrounge together at the time. At the start of the Gnoblar player's first turn, roll at the table below to see what ammunition is available to be used for the scrap launcher's first shot. After any shot is resolved, roll on the table again to determine what ammunition is available for the next shot.

### Scrap Ammunition table:

1-2: Bare minimum

3-4: Large Rock

5-6: Packed ball of sharp stuff

### Scrap Launcher ammunition rules:

**Bare Minimum:** *Range: 36" Strength: 3*

*Armour Save: 0*

**Large rock:** *Range: 48" S: 5 Armour Save: -1*

*Concussion:* The impact of the heavy stone is enough to rattle even the hardest warrior. Treat any resulting Injury Rolls of 2-4 as a Stunned result.

**Packed ball of sharp stuff:** *Range: 36"*

*Strength: 4 Armour Save: 0*

*Close is good enough:* If you miss your target with Packed ball of sharp stuff, the target still suffers a strength 2 hit with +1 to the enemy armour save as individual bits of scrap are bound to hit their mark.

*All over the place:* If a hit is scored, D6 other enemy models within 4" of the target and also in Line of Sight will automatically take a single strength 2 hit with +1 to the enemy armour save. If the original target was in the open, no hits can be applied to models in cover though (only if the original target was in cover can hits go to models in cover as well). The closest enemy model to the target must take the first hit, then the next closest, and so on. Models in Hiding will also count towards being close to the target, and can be hit as well.

\*Note, I play with the house rule that armour save reduction from strength starts at 5 instead of 4, hence the Armour save modifiers.



# Heroes

## 1 Head Honcho

### 50 Gold Crowns to hire

The biggest nosed of their kind. Ogres call them rabble rousers and trouble makers, to gnoblar they are heroic freedom fighters, the true pinnacle of gnoblarhood. They are the largest, quickest and smartest of their kind, and while that may not be much, one should never underestimate the cunning of a gnoblar, and the Head Honchos are the most cunning.

M WS BS S T W I A LD  
4 3 4 3 3 1 4 1 7

**Weapons/Armour:** A Head Honcho may be armed with weapons and armour from the Gnoblar Heroes list

### Special Rules:

**Leader:** Any models in the warband within 6" of the Head Honcho may use his Leadership instead of their own.

**Get it togeth'a!:** From the gnoblar special skills

## 0-2 Manbiters

### 25 Gold Crowns to hire

The manbiters are the biggest and baddest of their kind, they want to be the gnoblar of legend. They are self-appointed sell-swords and mercenaries who will travel far across the world to earn the fame they claim they deserve.

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

**Weapons/Armour:** A Manbiter may be armed with weapons and armour from the Gnoblar Heroes list

### Special Rules:

**Bicker**

## 0-3 Torch-Gnoblar

### 20 Gold Crowns to hire

A gnoblar's unique blend of curiosity and cunning mixes exceptionally well and dangerously with gunpowder. A few gnoblar that survive learning that when blackpowder and flame meets, it goes "bang", become obsessed with blackpowder weapons, and so, a Torch-gnoblar is born.

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

**Weapons/Armour:** A torch-Gnoblar may be armed with weapons and armour from the Gnoblar Heroes list

### Special Rules:

**Bicker**



# Gnoblar

## Fighters

### 10 Gold crowns to hire

Fighters form the main bulk of any gnoblar warband. Small, easily frightened and pathetically weak, not much about a gnoblar fighter could be considered impressive. However, their natural cunning, curiosity and a strong survival instinct makes the gnoblars more dangerous than meets the eye.

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

**Weapons/Armour:** A fighter may be armed with weapons and armour from the Gnoblar Fighters and Flingers list

### Special Rules:

#### Bicker

## 0-5 Flingers

### 15 Gold crowns to hire

All gnoblars scavenge, and all sane gnoblar prefer the safety of ranged combat over the dangers of melee. It comes to no surprise then that the flingers should come to be. The best collectors and throwers in the gnoblar's arsenal.

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

**Weapons/Armour:** A Flinger may be armed with weapons and armour from the Gnoblar Fighters and Flingers list

### Special Rules:

#### Bicker

**Mastered the Sharp stuff:** In the shooting phase, flingers may throw thrown weapons up to three times. This may not be combined with *Quick Shot* or *Knife-Fighter* if they should be promoted to hero status.

## 0-5 Pigback Riders

### 25 Gold crowns to hire

Gnoblars are not good animal tamers. Their own skittish, nervous behaviour does not make for good animal handlers. However, some gnoblars worship the idea of cavalry, a thundering charge on horse- or wolfback is a distant dream, but gnoblars are inventive, this is how the pigback riders arose. Dangerously confident and reckless gnoblar's riding on top of surprisingly willing and well-trained mounts in the form of another gnoblar, they charge into combat with a great deal of bravado, and a strange, unpredictable, many limbed combat-style.

M WS BS S T W I A LD  
5 3 3 2 3 1 3 1 6

**Weapons/Armour:** A Pigback Rider may be armed with weapons and armour from the Gnoblar Pigback Riders List

### Special Rules:

#### Bicker

**Mounted?:** Pigback riders are cavalry, or are they? They count as infantry in all regards except the following; They get +1 armour for being mounted, and can purchase Light armoured mount which counts exactly like barding, in addition, they count as mounted for the purposes of the cavalry bonus of spears.

#### Frenzy

## 0-1 Ogre

### 160 Gold Crowns to hire

No self-respecting ogre would bow before a gnoblar, but one way or another, an ogre might find his way to serving their small servants. Whether they are outsiders and exiles, slaves captured by ingenious gnoblar traps, or an ogre with a strange affection for the little ones, an ogre can come to bow before the Head Honco.

M WS BS S T W I A LD  
6 3 2 4 4 3 3 2 7

**Weapons/Armour:** An Ogre may be armed with weapons and armour from the Ogre list

### Special Rules:

**Fear:** Ogres are large, threatening creatures that cause Fear. See the Psychology section for details.

**Large:** Ogres are huge, lumbering creatures and therefore make tempting targets for archers. Any model may shoot at an Ogre, even if it is not the closest target.

**Skills:** An Ogre-kin who becomes a Hero as a result of The Lad's Got Talent may choose from the Combat and Strength skills.

**Slow Witted:** Although Ogres are capable of earning experience and bettering themselves they are not the smartest of creatures. Ogres only gain advances at half the rate of everyone else (I.e they must accrue twice as much experience as normal to get an advance).

## *Credits and thank you's*

Thank everyone who has read this far or gone so far as to actually try to play this warband.

I want to give extra credits to the writers of the Pirate, Forest Goblin and Skaven Warbands, which served as my primary source of inspiration and formatting. I also want to thank Rhoaran and That Li'l Rat for making Gnoblar Warbands whose skills I've largely used in this Warband.

Special thanks to the writers of The Gnoblar Horde: The Unwashed masses. It served as the basis for much of the flavour text used for this warband.

## *Best of luck, and have fun in Nordheim*

