

Hobgoblin Horde

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Long ago, Hobgoblins are known solely as cowardly thieves, with no strength or ambition... until the first Hobgobla-Khan. A lowly Chieftain from a small tribe, the Khan united the scattered clans of the Hobgoblins under one banner, and has passed on the title to his strongest of children. The current Hobgobla is particularly adept at leading- he defies all convention, being extremely generous to his allies, but merciless to all opponents and traitors (of which there are many in hobgoblin warriors!) His hordes appear from nowhere, sack entire cities, and then disappear before any opposition can arise. They have no supplies to cut off, for they carry it on their back, leaving them untraceable.

Distasteful Company. Many Hired Swords refuse to work for the Horde, as they know that they are just as likely to eat them as fight alongside them. The Horde may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards, Hobgoblin Scouts, or Warlocks. They may also hire any Greenskin Hired Swords approved by your group.

Special Rules:

Animosity- All henchmen suffer from Animosity. See 'Da Mob' for exact rules.

Strength in Numbers: Each round, the Leader of a Hobgoblin Horde gains +1 Leadership (Max 10), provided that more than 75% of the Warband has not been taken out of

action. At the start of any of your turns, if 25% of your warband is taken out of action (making you will be forced to take Rout tests), your leader loses the +1 Leadership bonus.

Horde skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Chief	✓	✓	✓	✓	✓	✓
Maghu			✓		✓	✓
Gasher	✓			✓	✓	✓
Arrer Git	✓	✓			✓	✓

Choice of warriors

A Horde warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Chieftain: Each Horde warband must have one Chieftain: no more, no less!

Maghu: Your warband may include up to one Maghu.

Great Gits: Your warband may include up to three Great Gits. These will be made up of Gasher Gits and/or Arrer Gits.

Hobgoblin Lads: Your warband may include any number of Lads.

Bonecruncha Wolves: Your warband may include up to five Bonecruncha Wolves.

Sneaky Gits: Your warband may include up to five Sneaky Gits.

Starting experience

A **Chieftain** starts with 20 Experience.
 A **Maghu** starts with 10 Experience.
Gasher Gits and **Arrer Gits** start with 8 Experience.
 All **Henchmen** start with 0 Experience.

Characteristic increase
 Hobgoblin characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile - Hobgoblin

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	5	4	8

Horde equipment lists
 The following lists are used by Hobgoblin warbands to pick their equipment.

HOBGOBLIN EQUIPMENT LIST

Hand-to-hand combat weapons
 Dagger 1st free/2 gc
 Club 3 gc
 Battle axe 5 gc
 Leather-whip. 7 gc
 Sword 10 gc
 Double-handed weapon. . . . 15 gc
 Spear 10 gc
 Halberd 10 gc
 Double-Dirks 35 gc
 Weeping Blades. 50 gc

Missile weapons

Bow 10 gc
 Short bow 5 gc

Armor

Light armor 20 gc
 Shield 5 gc
 Helmet 10 gc

Miscellaneous

Giant Wolf Mount 85 gc
 (heroes only)

HEROES

1 Hobgoblin Chieftain
55 Gold Crowns to hire

Each warband is lead by a trusted chieftain, who toils underneath the Great Hobgobla Khan himself. A modest leader of a small tribe, the role of a Chieftain is hard and unrewarding. No matter how great his conquest, he may never meet the great Khan- but he knows that if he fails or changes sides, it will be the Hobgobla himself that sees to his fate.

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

Weapons/Armor: The Chieftain may be equipped with weapons and armor chosen from the Hobgoblin equipment lists.

Special Rules:

Leader

Strength in Numbers - +1

Leadership until you are forced to take Rout Tests.

Ride Giant Wolf - Riding Skill

0-1 Hobgoblin Maghu

40 Gold Crowns to hire

Secretly, the Maghu possess no real magic. But he holds a strong bond with nature, allowing them to tame wild beasts and brew deadly poisons. They are strike fear and awe into normal Hobgoblins, and when a Maghu speaks, even the great Khans pause to listen.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

Weapons/Armor: A Maghu may be armed with weapons from the Hobgoblin Warrior equipment list. He may not wear armor.

SPECIAL RULES

Poisons: At the start of any battle in which the Maghu is able to fight, the Maghu has had a chance to lace one Hero's weapon with deadly Black Lotus poison. Immediately mark down which hero and which weapon you have chosen and put this aside. You may reveal the poisoned weapon at any time (you cannot change who & what once you've picked!!!)

Animal Link: Whenever an animal within 6" of the Maghu takes a Leadership test, you may reroll the result once, accepting the second result. This may be friendly animal leadership tests, Leadership tests for controlling mounts, or even enemy fear checks.

0-3 Hobgoblin Great Gits

30 Gold Crowns to hire

Gasher Gits are only people the Chieftain trusts, possibly because they're too stupid for subterfuge. The Gashers know one thing: how to make people

bleed.... and they do it well, with great pride. Arrer gits are rarity in the Hobgoblin race, namely an underling that can be trusted at more than an arm's length. Of course, it's understandable why he'd want the job... the best armor is staying out of range.

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

Weapons/Armor: Gits may be equipped with weapons and armor chosen from the Hobgoblin equipment lists.

Special: Knows skill 'Ride Giant Wolf'

HENCHMEN

Hobgoblin Lads

20 gold crowns to hire

The bulk of the Horde consists of Hobgoblin Lads too ambitious to run away but too cowardly to climb higher in life. They are selfish and petty, but compared to normal goblins, are skilled fighters and archers.

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

Weapons/Armor: Lads may be armed with weapons and armor chosen from the Hobgoblin equipment list.

SPECIAL RULES

Animosity

0-5 Bonecruncha Wolves

25 gold crowns to hire

"Bonecrunchas" is the name for Wolves too wild and dangerous to ride, even for the bravest of gits. You can't tame them, but sometimes you can point them in the right direction and watch the fun that develops.

M	WS	BS	S	T	W	I	A	Ld
7	3	0	4	3	1	4	1	4

Weapons/Armor: Fangs and claws! Bonecruncha Wolves never use or need weapons and armor.

SPECIAL RULES

Animals: Bonecruncha Wolves are animals and thus do not gain experience.

Charge: Bonecruncha Wolves fight with 2 attacks instead of 1 during the turn they charge.

0-5 Sneaky Gits

30 gold crowns to hire

When the Hobgoblin wants an opponent to be fought on the field of battle, he generally sends in the wolf riders... but when he wants them KILLED, he dispatches the nastiest group of hobgoblin warriors, the Sneaky Gits. The Gits have employed themselves in every corner of the continent, from the lowest gutters, to the far off ziggurats of the Dark Lands, to the glittering halls of the Khan himself. They attack in droves, and have no comprehension of the term 'fair fight.'

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

Weapons/Armor: Sneaky Gits may be armed with weapons and armor chosen from the Hobgoblin Warrior equipment list.

Special Rules:

Sneaky Gits suffer Animosity

SNEAKY: When your Git charges an opponent that is already engaged in combat, your warrior gains +1 attack for the first round, and all of his hand-to-hand attacks have -1 Armor Save in the first round of combat.

This bonus only applies when attacking with some form of daggers (normal daggers, ithilmar daggers, double dirks, etc.)

HORDE SPECIAL EQUIPMENT

Double-Dirks (Hobgoblins only)

Cost: 35gc **Availability:** Rare 8 (Hobgoblins only)

The preferred weapon of the sneakiest of Gits, the term Double-Dirks is a nickname for these poisoned daggers.

There power is strongest when wielded by a swift hand.

Maximum Range: Close Combat;

Strength: As user;

Special Rules: Pair, Venomous, +1 Enemy armor save

SPECIAL RULES

Pair: Double-Dirks are traditionally used in pairs, one in each hand. A warrior armed with Double-Dirks gets an additional attack.

Venomous: The venom of Double Dirks will enter the blood of the victim and ravage his organs and muscles. The weapons count as being permanently coated in black lotus (the poison... see Rulebook, Equipment section). No additional poison may be applied to Double-Dirks.

+1 Enemy Armor Save: Double-Dirks count as daggers, and thus an enemy wounded by a dagger gains a +1 bonus to his armor save, and a 6+ armor save if he has none normally.

Giant Wolf

Cost: 85GC

Availability: Rare 10 (Hobgoblins only)

While Giant Wolves are commonly mounted by Goblins in the Western lands, they have become a regular steed for the Hobgoblin tribes, who depend upon its speed to carry it across the wide plains. The wolves, it seems, need the Hobgoblins to find them regular meals of innocent townfolk.

Profile

M WS BS S T W I A Ld

9 3 0 33 141 4

Mount: Giant Wolves are Mounts, the rules of which are described in full in the Empire in Flames campaign book.

Leather Whip – 7gc Common

Range: Close Combat **Strength:** As User **Special rules:** Cannot be parried, whipcrack, +1 Enemy Save

SPECIAL RULES

Cannot be parried: Attempts to parry its strikes are futile. A model attacked by a leather whip may not make parries with swords or bucklers.

Whipcrack: When the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will

‘strike first’. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

+1 Enemy Armor Save: Leather whips are not the best at penetrating armor, and thus any enemy hit with one receives +1 Armor Save, as if struck by a dagger.

Horde Special Skills

Hobgoblin Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

STRICT LEADER

No Hobgoblin within 6” of the Leader has to roll for Animosity. If the Leader has ‘Battle Tongue’, the range is extended to 12”. (Leader Only.)

SNEAKY: When your Git charges an opponent that is already engaged in combat, your warrior gains +1 attack for the first round, and all of his hand-to-hand attacks have -1 Armor Save in the first round of combat. This bonus only applies when attacking with some form of daggers (normal daggers, ithilmar daggers, double dirks, etc.) May not be learned by Sneaky Gits (who already have the ability!)

INFILTRATION

A Hobgoblin with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

DISCRETION

Your warrior knows when he's beat and may leave combat voluntarily. When voluntarily Escaping from Combat (Optional Rules, Mordheim Rulebook), the Hobgoblin gains +1 Leadership, and should the test fail, may reroll it once per turn (the second result must be taken).

SLAVER

At the start of any game, if you have one or more Hobgoblins with the Slaver skill, you may deploy 1d3 Goblin warriors (it doesn't stack if you have multiple). These goblins do not count towards your warband limit for rating, casualties or rout tests. They are armed with daggers only. If all heroes with Slaver are taken out of action, they will immediately break combat and be removed from the board.

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

BACKSTABBER

Whenever the assassins attempts to charge a model than is within 4" but which he cannot see, if fails the test to detect the model, he may reroll

the Initiative test once (the second result is taken as normal.) Also, if he does detect the obscured model and successfully charges him, he surprises his opponent and receives a +1 to hit him with all attacks and +1 on any Injury rolls. This bonus lasts for the first round of combat only, and only on attacks directed towards obstructed models.

MYSTIC AURA

Maghu only. The mage adjusts his appearance and scent to the point that it drives his opponents to confusion and apprehension. The Maghu now causes Fear.