

Forest Goblins Warband

Forest Goblins are presumably the result of a lost expedition of Goblins that somehow tunneled their way to Lustria ages ago. They have completely adapted to their surroundings, learning stealth and camouflage to evade their Lizardmen and Amazon neighbors. They resist the invading warbands as best they can, while continuing their constant fighting with the Lizardmen. Gold motivates the Forest Goblins as it does any warband, albeit for different reasons. It is worthless to them as currency, but as the only abundant metallic resource, it is valuable nonetheless. Instead of using gold to buy weapons and armor, Forest Goblins actually coat their stone equipment with the metal. This has led unscrupulous leaders to send their henchmen into certain ambush, only to arrive later to collect the arrowheads and spear points from the remains of their former employees. Forest Goblins are able to create poisons with a precision surpassing even the Dark Elves. Their natural surroundings harbor any number of poisonous creatures, including the gigantic spiders they are rumored to prod into. Coating their weapons with deadly venom, the Goblins are capable of felling any foe, no matter how large. Led by their Chieftain (usually the Goblin with the loudest voice), the Forest Goblins appear from nowhere and strike with feral ferocity before receding into the trees, leaving only their victims' injuries as the only proof they were ever there.

Special Rules

All Forest Goblins are subject to the following special rules:

Camouflage. Forest Goblins make their clothes from available forest materials, which also helps to conceal them among the foliage. Instead of spotting them automatically if they are hidden within an enemy's Initiative distance, the enemy must first roll equal to or under their Initiative to detect the Goblin.

Natives. Used to poking through the underbrush, Forest Goblins suffer no movement penalties from moving through jungle terrain.

Animosity. [These rules reprinted from White Dwarf 243, with slight modification] Goblins enjoy nothing more than a good scrap, unfortunately they're not very discerning about whom to scrap with! To represent this, at the start of the Goblin player's turn, roll a d6 for each hero or henchman who suffers from animosity. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand to hand combat (they're already scrappin'!). To find out just how offended the model is, roll another d6 and consult the following chart to see what happens:

D6 Result:

1:1 'Erd Dat! The warrior decides that the nearest friendly Gobin henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Goblin henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of close combat against the source of his ire. At the end of this round of combat, the models immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Goblin henchmen or hired swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest Goblin henchman or hired sword. If none of the above applies, or if the nearest friendly model is a Goblin hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5:Wud Yoo Say? The warrior is fairly certain he heard an offensive sound from the nearest friendly Goblin, but he's not quite sure. He spends the rest of the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6:I'll Show Yer! The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Goblin within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Choice of Warriors

A Forest Goblin Warband must include a minimum of three models. You have 500 Gold Crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 20.

Chieftan: Each Forest Goblin Warband must have one Chieftan to lead it—no more, no less.

Bosses: Your Warband may include up to four Bosses.

Shaman: Your Warband may include one Shaman.

Forest Goblins Any number of models may be Forest Goblins.

Red Toof Clan Goblins: Your Warband may include up to five Red Toof Clan Goblins

Forest Goblin Sluggas: Your Warband may include up to five Forest Goblin Sluggas.

Gigantic Spider: Your Warband may include one Gigantic Spider.

Starting Experience

A **Chieftan** starts with 17 experience.

Bosses start with 6 experience.

A **Shaman** starts with 6 experience.

Forest Goblins start with 0 experience.

Red Toof Clan Goblins start with 0 experience.

Forest Goblin Sluggas start with 0 experience.

A **Gigantic Spider** does not gain experience

Maximum Characteristics

Characteristics for Forest Goblin warriors may not be increased beyond the maximum limits shown on the following profile. 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 Henchman can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Forest Goblin	5	3	5	4	4	2	6	3	7

Special Forest Goblin Equipment

Bosspole

20 gold crowns

Availability: Common, Forest Goblin Chieftan or Bosses only

Some influential Goblins carry badges of office, usually taking the form of long wooden poles with an icon or sharp blade on the end. This allows the hero and any Goblin henchmen within 6" to ignore animosity. Additionally, the bosspole acts as a spear in close combat.

Range	Strength	Special Rules
Close Combat	As user	Strike First, Cavalry bonus

SPECIAL RULES

Strike First: A warrior with a spear strikes first, even if charged. Note that this only applies in the first turn of hand-to-hand combat.

Cavalry Bonus: If using the optional rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Blowpipe

25 gold crowns

Availability: Common

The Blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison can cause searing agony and even death.

Range	Strength	Save Modifier	Special Rules
8"	1	+1	Poison, Stealthy

SPECIAL RULES

Poison: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe *cannot* cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur, or the like.

Stealthy: A Goblin armed with a blowpipe can fire while *hidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Goblin. If the test is successful, the Goblin no longer counts as *hidden*.

Magic Gubbinz

50 gold crowns

Availability: Rare 9

These are odds and ends carried around by the Shaman to focus his powers. Most are bat feet, lizard lips, and the like, but still seem to provide benefits to their owner. The Shaman may re-roll a failed magic test on a D6 roll of 4+.

Poisoned Weapon

25 gold crowns

Availability: Common

Forest Goblins commonly jab their weapon points into the bodies of giant spiders in hopes of coating them with deadly poison. Once this poison is bought, it is applied to one weapon, and may not be traded or sold later on. The weapon in question, once poisoned, adds +1 to any injury rolls from then on.

Red Toof Clan Membership

40 gold crowns

Availability: Rare 9

Only proving one's prowess in battle can attract the attention of this cadre of warriors. Once inducted, the membership can never be removed; the owner is too proud! The model will now be subject to the rules for Frenzy as described in the Mordheim rulebook.

Arachnid Mount

45 gold crowns

Availability: Rare 5

If you are using the optional rules for mounts, then your warband's heroes may ride giant spiders. The rider's Movement is increased to 6, and armor save increased by +1, exactly as if mounted on an ordinary horse. The rider need not dismount to climb terrain (including building exteriors) and the spider's natural climbing abilities allow the rider to re-roll any failed climbing attempts.

Special Forest Goblin Skills

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftan	×	×	×		×	
Bosses	×	×			×	×
Shaman		×	×		×	

Animosity

A Forest Goblin Boss may chose to remove his Animosity instead of chosing a skill, should they earn one.

Forest Goblin Equipment List

Hero Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Axe	5 gc
Spear	10 gc
Halbard	10 gc
Double-Handed Weapon	15 gc

Henchmen Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Short Bow	5 gc
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Missile Weapons

Blowpipe	25 gc
Shortbow	5 gc

Armour

Light Armour	20 gc
Shield	5 gc

Throwing Weapons	15 gc
Blowpipe	25 gc

Armour

Shield	5 gc
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Heroes

1 Chieftan

50 Gold Crowns to hire

Forest Goblins are usually led by the biggest, strongest, and most cunning Goblin in the band. This Chieftain routinely comes up with ways to drive off the Old World invaders, and collect gold for M'rrk and G'rrk.

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

Weapons/Armour: The Chieftan may have any equipment from the Forest Goblin equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the Loremaster may use his Leadership instead of their own.

0–4 Bosses

20 Gold Crowns to hire

Forest Goblin Bosses are just a tad more intelligent than their peers, and aid the Chieftain in directing them in battle. This does not improve their temperament, however, since they are as prone to infighting as their henchmen.

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

Weapons/Armour: Forest Goblin Bosses may have any equipment from the Forest Goblin Heroes equipment list.

SPECIAL RULES

Animosity: Bosses are subject to the rules for Animosity.

0–1 Forest Goblin Shaman

20 Gold Crowns to hire

Shamans use the power of the Waaagh to direct the might of G'rrk and M'rrk against their foes. Usually found scrounging up mysterious animal parts instead of gold, most other Goblins agree that "dey's odd."

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

Weapons/Armour: A Forest Goblin Shaman may have any equipment from the Forest Goblin Heroes equipment list.

SPECIAL RULES

Wizard: A Forest Goblin Shaman begins with one spell randomly chosen from the Forest Goblin Spell list.

Henchmen

Forest Goblins

15 Gold Crowns to hire

Forest Goblin warriors form the rank and file of a Goblin warband. They use their natural talents to harass their enemies while keeping out of sight in the dense foliage.

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

Weapons/Armour: Forest Goblins can be armed with weapons and armour chosen from the Forest Goblin Henchman equipment list.

SPECIAL RULES

Animosity: Forest Goblins are subject to the rules for Animosity.

1–5 Red Toof Clan Goblins

25 Gold Crowns to hire

Of all the various factions that comprise the Forest Goblins, the infamous Red Toof Clan is the most feared. They are elite shock troops, valued by Chieftains for their berserk rage in battle.

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

Weapons/Armour: Red Toof Clan Goblins can be armed with weapons and armour chosen from the Forest Goblin Henchman equipment list.

SPECIAL RULES

Animosity: Red Toof Clan Goblins are subject to the rules for Animosity.

Berserkers: Forest Goblins of the Red Toof Clan allow themselves to be bitten by all sorts of poisonous wildlife before entering battle. The mingling venom drives them into frothing convulsions, making them extremely ferocious. Red Toof Goblins are affected by the rules for Frenzy as described in the Mordheim rulebook. In addition, if they begin their turn within charge range of an enemy, they are immune to animosity for that turn.

0–5 Forest Goblin Sluggas

20 Gold Crowns to hire

Sluggas practice the art of throwing various objects until they can hurl several projectiles in a split second. This makes them useful for distracting enemies with a hail of heavy stones.

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

Weapons/Armour: Sluggas can be armed with weapons and armour chosen from the Forest Goblin Henchman equipment list.

SPECIAL RULES

Animosity: Forest Goblin Sluggas are subject to the rules for Animosity.

Sluggas: In the shooting phase, the Sluggas may throw thrown weapons up to three times. This may not be combined with Quick Shot if they should be promoted to hero status.

0–1 Gigantic Spider

200 Gold Crowns to hire

Gigantic Spiders are best avoided when encountered in the wild, due to their deadly poison and huge size. When urged into fighting by Forest Goblin beastmasters, they become doubly dangerous and much harder to evade.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	3	4	2	4

Weapons/Armour: Sluggas can be armed with weapons and armour chosen from the Forest Goblin Henchman equipment list.

SPECIAL RULES

Fear: Gigantic Spiders cause fear as described in the Mordheim Rulebook.

Large Monster: Gigantic Spiders are large targets, and may always be shot at regardless if they are closest or not.

Poisonous: The Gigantic Spider's maw drips with vile poisons. When it wounds an enemy and a roll is made on the injury table, 1= knocked down, 2-4= stunned, and 5-6= Out of Action.

Native: Negotiating jungle terrain is no trouble for spiders. They move through jungle without penalty.

May Ride: The Forest Goblin Chieftain may ride the gigantic spider if you are using the optional rules for mounts. If so, the chieftain gains +1 armor save, and moves at the spider's rate of 6. Shooting attacks hit the Chieftain on a die roll of 1-2, and the spider on a 3-6. In close combat, the opponent may choose which to hit. The gigantic spider no longer has to check for Stupidity if it is being ridden, as the Chieftain is directing its actions.

Nonsentient: Spiders are affected by the Stupidity rules in the Mordheim rulebook. In addition, they never gain experience, as they are animals. Note however that they may climb as normal.

[Author's Note: Gigantic Spider models are still available through GW US mail order, and presumably through the GW UK archive service. If neither of these is available to you, plastic spiders are readily available in any toy store for a low price. With a little paint and conversion, they could work nicely.]

Forest Goblin Spells

The magic of the High Elves is the most powerful magic in the Known World. Its powers and arcane secrets are far beyond the understanding of other mages with the exception of the Slann.

- 1 Wind of G'rrk** **Difficulty 6**
A blast of foul flatulence signals G'rrk's Wrath.

A blast of foul flatulence signals G'rrk's wrath. Range:12" The first model in its path must roll under its Toughness or take a S2 hit and be knocked down automatically.
- 2 Gaze of M'rrk** **Difficulty 8**
The Shaman invokes the presence of the Forest Goblin god M'rrk to smite his foes with lightning.

Range 12". D3 S3 hits strike the first model in their path.
- 3 'Eadbanger** **Difficulty 8**
The Shaman channels pure Waagh energy through his body and vomits it toward the enemy.

Range 6". Fires a number of bolts equal to the Shaman's Attacks with a strength equal to the Shaman's Toughness at the first model in their path. After the bolts' effects are resolved, roll a die. On a 1, the Shaman has drawn upon too much power and collapses, going out of action.
- 4 Leap of Waaagh!** **Difficulty 7**
The Shaman summon a giant green hand to lift any Goblin and carry him into the fray.

The Shaman or any other Goblin within 3" may be moved up to 12". If this move brings them into close combat, they count as charging in the close combat phase.
- 5 Idol of G'rrk** **Difficulty 8**
Swirling energy crackles around the Shaman, giving him the appearance of a huge orc hero.

The Shaman gains +1 WS, +1 S, and +1 A. This enhancement lasts until the Shaman takes a wound.
- 6 'Ere We Go!** **Difficulty 8**
The Shaman and nearby Goblins become filled with the essence of the Waaagh!

All friendly models within 6" of the Shaman treat 'stunned' results on the injury table as 'knocked down' instead. The effects last until the Shaman takes a wound.