

## GOBLIN RAIDERS

By David "Styrofoam King" Joria

*Based on the Night Goblin Warbands by Terry Maltman and Pathfinder Dubs,  
the Forest Goblin Warband by Inner Circle. Beast tamer skill taken from the Border Town Burning campaign.*

*Goblins are creatures of cunning and resourceful, surviving through desperate little lives a day at a time. Most goblin clans are insular: the Night Goblins hide in their clever tunnels, while Forest Goblins live like savages in their secluded woods. One of the few goblin types to openly interact with their greenskin cousins, the orcs are the goblins of the plains. These goblins do not shun the outside world, but covet it, raiding any farm and village they encounter in their nomadic travels. After battles, they loot the dead for weapons and armor... occasionally, they even fight in the battle too! The plains goblins mingle with the orc hordes, serving as scouts and skirmishers. Perhaps it is this reason that they resemble the orcs more than their fellow goblins... they're slower, bolder, more hardy. Coupled with the fierce wolves they capture and break, the Goblin Raiders are indeed a fast and dangerous force.*

*Warlord Grom has sent his wolf riders into the Moot, the spy out the land before him. Will they encounter a dangerous threat to the Waagh, or a fertile land ripe for the harvest?*

### Special Rules

**Animosity:** Goblins spend much of their lives squabbling and fighting amongst themselves. All henchmen suffer the Animosity rules, as described in the Orc & Goblin warband.

**Fear Elves:** Goblins are terrified of the Elven race. This only affects Goblins and not any other members of your warband.

**Distasteful Company:** Many Hired Swords refuse to work for Goblins, as they know that the backstabbing 'lil gits are likely to turn on them. Goblins may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards or Warlocks, plus any Hired Sword which specifically states so. They may also hire any Goblin Hired Sword.

### Choice of Warriors:

A Goblin 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 is 20.

**Big Boss:** Each Goblin warband must have one Big Boss; no more, no less!

**Shaman:** Your warband may include up to 1 Shaman

**Boss:** Your warband may include up to 3 Bosses

**Goblin Warriors:** Your warband may include any number of Goblins Warriors.

**Wolfheads:** Your warband may include up to 5 Wolfheads.

**Bonecruncha Wolves:** Your warband may include up to 5 Bonecruncha Wolves. You may never have more Bonecrunchas in your warband than you have Goblins.

**Stone Troll:** Your warband may include up to one Stone Troll.

### Starting Experience:

A Big Boss starts with 17 experience.

A Shaman starts with 10 experience.

A Boss starts with 8 experience.

Henchmen start with 0 experience.

### Goblins Skill Tables

Big Boss may choose from the Combat, Shooting, Academic, Speed or Special.

Shaman may choose from the Shooting, Academic, Speed or Special.

Boss may choose from the Combat, Shooting, Speed or Special.

### Night Goblin Skill Table

	Co mbat	Shoo ting	Acad emic	Stre ngth	Sp ee d	Spe cial
Big Bosses	✓	✓	✓		✓	✓
Shaman		✓	✓		✓	✓
Bosses	✓	✓			✓	✓

All Goblin Raider Heroes may learn Riding Skills, although the maximum number of mounts for any set campaign do not change.

Goblin Equipment List	
<i>Hand to Hand Weapons</i>	
Dagger	1st free/ 2 gc
Club	3 gc
Axe	5gc
Sword	10 gc
Spear	10 gc
Double Handed Weapon	15gc (Heroes Only)
Leather Whip	7gc (Beastmasta Niche Only)
Halberd	10gc (Heroes only)
Boss Pole	20gc (Leader only)
Poisoned Daggers	30 gc (Heroes only)

Sharp Daggas	10 gc per pair
<i>Missile Weapons</i>	
Short Bow	5 gc
Throwing Knives	15gc (Skulker Niche only)
<i>Armor</i>	
Light Armor	20 gc
Heavy Armor	50 gc (Lil' Warboss Nitch Only)
Shield	5 gc
Helmet	10 gc
Barding	30 gc (Wolf Rida Only)
<i>Miscellaneous</i>	
Giant Wolf	85 gc
Wolf Cloak	10gc (Wolf Skin niches only)

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## Heroes

### 1 Big Boss; 50 gold crowns to hire

*Like all greenskins Goblin society is ruled by the biggest and meanest of the tribe. Goblins have one advantage over their larger cousins - they are cunning too. To climb to the position of Big Boss the goblin must be sneaky and backstabbing as well as the biggest and best.*

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	8

**Weapons/Armor:** A Big Boss may be equipped with weapons from the Goblin equipment list.

#### **Special Rules:**

**Leader:** Any model in the warband within 6" of the Big Boss may use his Leadership instead of their own.

**Nitches:** Some Bosses are skilled in different ways. Each Big Boss may purchase up to ONE "Speshul Nitch" at warband start-up.

### 0-1 Shaman; 30 gold crowns to hire

*Despite their smaller size Goblin Shamans are every bit as powerful as their Orc cousins. They can summon the power of the Waaagh generated by their fighting comrades and call on Gork and Mork for their supernatural assistance.*

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

**Weapons/Armor:** A Shaman may be equipped with weapons from the Goblin equipment list.

#### **Special Rules:**

**Wizard:** A Goblin Shaman is a wizard and uses Waaagh! Magic as listed in the Mordheim Annual 2002, also listed below.

**Speshul Nitch:** During start up, you may purchase the special Niche "Beastmasta" for the shaman. He may not purchase any other Nitches.

### 0-3 Bosses; 30 gold crowns to hire

*Goblin Bosses like to think that they are the best and toughest fighters in the tribe. Of course the Big Boss*

*knows better but he has to watch his back when the other Bosses are around.*

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

**Weapons/Armor:** A Boss may be equipped with weapons and armor from the Goblin equipment list.

#### **Special Rules:**

**Nitches:** Some Bosses are skilled in different ways. Each Boss may purchase up to ONE "Speshul Nitch".

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## HENCHMEN (In Groups of 1-5)

### 0+ Goblin Warriors; 15 gold crowns to hire

Individually Goblins are weak and cowardly but together they make a force to be reckoned with. Preferring to attack in large numbers they are adept at hit and run tactics and can take down foes much stronger than themselves.

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

**Weapons/Armor:** A Goblin may be equipped with weapons from the Goblin equipment list.

**Special Rules:** Animosity

0-5 Goblin Wolfheads 25 gold crowns to hire  
*Goblins tend to be weak and cowardly... and thus, to psych themselves up, they'll sometimes adorn themselves with the skins of wolves, believing it gives them power. They are the Wolfheads, an elite group of fighters that attack with lightning speed.*

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

**Weapons/Armor:** A Wolfhead may be equipped with weapons from the Goblin equipment list.

#### **Special Rules:**

**Animosity** - Wolfshhead suffer animosity as

normal.

**Leap** – Wolfheads have the Speed Skill “Leap.”  
**Reckless** – If a Wolfhead starts a turn outside of combat, and within 12” of an enemy he can detect, he Ignores all Psychology until the end of the turn, including Fear and Animosity. He will move as quickly as possible towards the enemy- if his normal move isn’t enough to reach the enemy, he will use his Leap skill to close more of the distance. If this brings him into base contact with an enemy, it counts as a charge. If there are multiple enemies within 12”, you may choose which target. A Wolfhead does not suffer “Reckless” if he just stood up from being knocked down.

**0-5 Bonecruncha Wolves** - 30 gold crowns to hire

*“Bonecrunchas” is the name for Wolves too wild and dangerous to ride, even for the bravest of bosses. 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 that they charge. This bonus only lasts the first round of combat.

**0-1 Stone Troll:** 200 gold crowns to hire

*Trolls are not intelligent enough to recognize the value of gold, but large amounts of food can often instill a certain loyalty in them.*

M	WS	BS	S	T	W	I	A	Ld
6	3	1	5	4	3	1	3	4

**Weapons/Armor:** Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armor.

#### **Special Rules:**

**Fear:** Trolls are frightening monsters which cause *Fear*.

**Stupidity:** A Troll is subject to the rules for stupidity.

**Regeneration:** Trolls have a unique physiology that allows them to regenerate wounds.

Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for injury after a battle.

**Dumb Monsters:** A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

**Always Hungry:** A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the troll in order to keep him loyal to the warband. The warband must pay 15 gc after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Big Boss has the option of sacrificing three Snotlings. If this fee is not paid (either in gold or warband members) the Troll gets hungry and wanders off in search of food.  
**Dispel:** Stone Trolls, due to the huge amount of rocks that they eat, have a natural ward against magical attacks. Anytime a spell is cast that targets a Stone Troll or has a template that falls on a Stone Troll, roll 1D6: on a 4+, the spell or prayer is negated, and has no effect on anyone.

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## Goblin Raider Special Equipment

**Poison Daggers:** 30 gc per pair; Availability: 5 (Goblin Heroes only)

A pair of daggers which are coated in Death Cap mushroom juice. The favorite of every Sneaky Git!

**Range:** Close Combat; **Strength:** As user;

**Special Rule:** +1 Enemy armour save, Poisoned, Pair

### SPECIAL RULE

**+1 Enemy armour save:** Daggers are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a dagger gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

**Poisoned:** The daggers are permanently coated with a deadly toxin. They always have the same effect as Black Lotus (i.e. a roll of 6 to hit automatically wounds. Roll for critical hits and armor as normal.

**Pair:** Poison Daggers are traditionally used in pairs, one in each hand. A warrior armed with Poison Daggers gets an additional attack. He may not switch out the second hand with any other idea, and may NEVER split the pair up to give to another warrior.

**Sharp Daggas:** 10 gc per pair; Availability: Common (Goblins only)

A pair of daggers which are sharpened far beyond they normally could.

**Range:** Close Combat; **Strength:** As user;

**Special Rule:** -1 Enemy armour save, Pair  
**SPECIAL RULE**

**-1 Enemy armour save:** The Sharp Daggas are sharpened to a razor keen edge, and can pierce the toughest armor. The daggers reduce all armor saves they cut into by -1.

**Pair:** Sharp Daggers are traditionally used in pairs, one in each hand. A warrior armed with Sharp Daggers gets an additional attack. He may not switch out the second hand with any other idea, and may NEVER split the pair up to give to another warrior.

**Boss Pole (Leader Only) 20 gold crowns**

**Availability:** Common

Some influential Goblins carry badges of office, usually taking the form of long wooden poles with an icon or sharp blade on the end.

**Range:** Close Combat **Strength:** As User **Special**

**Rules:** Strike First, Cavalry Bonus, Da Boss

### SPECIAL RULES

**Strike First:** A warrior with a boss pole 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 boss pole receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

**Da Boss:** If a hero holds a Boss Pole, it allows the hero and any Goblin henchmen within 6" to ignore Animosity.

**Wolfcloak 10 gc; Availability: Special**

(Taken from Annual 02)

**Earned:** To acquire a Wolfcloak, a Hero must pay 10 gc (to represent the expense of traveling far and taking part in a hunt). In addition, the Hero must roll equal to or under his Strength on a D6. If successful, the Hero finds and slays the wolf and can wear its cloak as a mark of his skill and prowess- he may not search for other items this post game. If unsuccessful, the hero must wait till next game to attempt to purchase a wolf cloak, may not search for items this postgame, and forfeits the 10gc. Note that you may buy Wolfcloaks when starting their warband without making a test for availability.

**Protection:** A model wearing a Wolfcloak will gain +1 to his armor saves against all shooting attacks. This may be used with other body armor.

**Speshul Nitch:** Only Goblins with the "Wolfskin" Nitch may purchase Wolf Cloaks.

**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.

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### Speshul Nitches

Every goblin Big Boss and Boss may purchase a special "Nitch" upon hiring. Each may only purchase a single Nitch, no more. Likewise, a Shaman may purchase the Nitch "Beastmasta", but not any further Nitches.

**Lil' Warboss:** Big Boss Only. The leader is a warboss... in his own mind. All goblins within 6" of him do not suffer Animosity- this is not increased with a Boss Pole. In addition, he may learn ONE Special Skill from the Orc "Da Mob" warband list, and has access to Heavy Armor. Cost 20gc

**World-Class Thief:** Your goblin has visited gobbos around the world, and stolen from them. They may buy and use special items from ANY greenskin warband (approved by your gaming group) provided that it can be used by a goblin. If they item is on the default equipment list, they the Thief may purchase it at warband creation. Items may not be used anyone without this Nitch. Cost 5gc.

**Wolfskin:** Gains the ability "Reckless" (see Wolfheads) and the skill "Leap." In addition, he may purchase a Wolf Cloak. May also learn the Special Skill "Strong 'Un." Cost: 25 gc.

**Beastmasta:** Any friendly animal within 6" of the hero may use the Hero's Leadership. Also, the warband adds +1 to Rarity Rolls when searching for Giant Wolf mounts. May also learn the Special Skill "Beast Tama," and may purchase a Leather Whip. Cost: 20gc

**Wolf Rida:** The hero starts with the skill "Ride Giant Wolf". May also learn the Special Skill "Wolf Breaka," and has access to Barding. (*Note: If your gaming group has house-ruled that any hero that can start with a mount has "Ride", than the "Wolf Rida" Nitch costs nothing- it still takes up a Nitch.*) Cost: 10gc.

**Nasty Skulker:** Whenever armed with daggers and ONLY daggers, the Hero gains the skill "Lightning Reflexes." "Daggers" includes "Poisoned Daggers" and "Sharp Daggas". The hero may also learn the Special Skill Infiltration and may purchase Throwing Knives. The Nasty Skulker Nitch may not be taken by more than three members of your warband. Cost: 20gc

### Goblins Special Skills

**Hit and Run:** The Goblin hero may run and shoot in the same turn. A missile fired this way suffers -2 to hit, instead of the normal -1. If used with the skill Nimble, a Goblin may run and fire at -1 to hit. A Goblin may use this skill with a running Mount, but may not use it while Sprinting.

**Flank:** Leader Only. Your leader is skilled at flanking this enemy, planning his next big attack. During set up, you may pick up to 3 members from your warband (you may not pick your Troll.) At the start of your third turn, pick a table edge and roll 1D6: on a roll of 4+, you may place your 3 models anywhere along that table edge. On a roll of 1-3, they got lost, and appear on a random table edge OTHER than the one you picked. In either case, they may be placed up to 8" from the edge of the board. They may not be placed into combat, and must remain 6" from any enemy models. They may not move this turn, and if using a missile weapon, counts as having 'moved' this turn.

**Strong 'Un** - Wolfskin only. A warrior with this skill may immediately learn ONE Strength skill from the Skill list. He may not take this skill more than once.

**Wolf Breaker:** "Wolf ridda" Nitch hero only. The hero is so skilled at training wolves that he may purchase ride a Bonecruncha Wolf Mount. It has the same stats and rules as a Bonecruncha, but costs 100gc to buy. You do not need to roll for rarity to find the Bonecruncha, but may only buy one for each hero with "Wolf Breaker". This skill also counts as "Ride Bonecruncha Mount" skill for the purposes of the Riding Skills rules. While riding a Bonecruncha, the rider causes Fear.

**Beast tamer:** "Beastmasta" Nitch hero only. If the model confronts an animal (not mount!) in hand-to-hand combat, then before combat is fought he may take a Leadership test. If the test is failed combat proceeds as normal. If the test is successful then the animal falls under his command. Place the models 1" apart from each

other. The player may now control the animal model. However, the beastmaster must pass a Leadership test at the beginning of his turn, otherwise control over the animal is lost. The animal must always remain within 6" of the Hero or control is lost immediately. (Taken from Border Town Burning campaign.)

**Infiltration:** "Nasty Skulker" Nitch Hero only. Gains Infiltration, as described in the Skaven warband.

**Fast Learner:** May only be taken by henchmen promoted by "That Lad's Got Talent." The henchman may immediately gain a Nitch, paying the necessary fee. Depending on the type of henchman, the nitches he can choose are restricted: Goblin Warriors may purchase "Skulker" or "Wolf Rida", while Wolfheads may choose "Beastmasta" or "Wolfskin." A Wolfhead that learns "Wolfskin" in this manner may immediately buy a WolfCloak for 10gc, without being required to search for the wolf.

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## Waaagh! Magic

Waaagh! spells are used by Goblin Shamans. They are rituals of a sort, howling prayers to the boisterous Orc gods Gork and Mork.

1. Led'z go: The Shaman's howling invigorates the ladz to fight even harder for Gork and Mork. Any Orc or Goblin within 4" of the Shaman will automatically strike first in hand-to-hand combat regardless of other circumstances. The spell only lasts until the caster is Knocked Down, Stunned or taken Out Of Action. Difficulty: 9
2. Oi! Gerroff!: A huge, green ectoplasmic hand pushes an enemy away. Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1 S3 hit. Note: Very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat. Difficulty: 7
3. Zzap!: A crackling green bolt of WAAAGH! energy erupts from the Shaman's forehead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed opponent. Range 12". Causes D3 S4 hits on the closest enemy target, with no armor saves allowed. Difficulty: 9
4. Foiled Ya!: The Shaman disappears in a green mist, confusing his enemies. No enemy may charge the Shaman during their next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away. Difficulty: 6
5. Clubba: A huge, green club appears in the hand of the Shaman. The ectoplasmic club counts as a normal club with +2 Strength bonus and gives the Shaman +1 attack as well. This spell lasts until the Shaman suffers a wound. Difficulty: 7
6. Fire of Gork: Twin bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model. Range 12". Each of the two bolts causes D3 S3 hits; the bolts can either be fired both at the closest enemy target or split between the two closest enemy targets. Difficulty: 8