

Night Goblins

Version 0.9

Much of the Old World is infested with tribes of Orcs and Goblins. Night Goblins especially like the deep dark places and avoid the daylight wherever possible.

Secretive, cowardly, and backstabbing by nature, Night Goblins would normally choose to stay far away from densely populated human lands. But now curious rumors have reached Mount Gunbad of a green stone which can amplify the potency the fungi that Night Goblins are so feverishly addicted to. The chance of experimentation with the effects of this "wyrdstone" on fungus brew is not something that can easily be resisted by these deranged greenskins, so raiding parties have been dispatched to gather all of the stuff they can.

Whilst they are quite capable of digging their own tunnels and will do so to avoid contact with others, they prefer to occupy existing chambers. They use the catacombs beneath Mordheim to grow the strange fungi they use for food and to brew poisons.

Special Rules

Animosity: Night Goblins spend much of their lives squabbling and fighting amongst themselves. Goblins follow animosity rules as seen in the Orc & Goblin (Da Mob Rules) warband. Treat all instances of *Orc as Goblin*, and *Orc Hero as Night Goblin hero*.

Hate Stunties: Night Goblins are subject to hatred towards Dwarfs. This only affects Night Goblins not any other models in the warband. Fanatics are so out of their skull that they are not affected.

Fear Elves: Night Goblins are terrified of the Elven race. This only affects Night Goblins not any other models in the warband. Fanatics are so out of their skull that they are not affected.

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

Madcap Masters: Night Goblins consume so much dangerous fungi they can ignore some of the permanent side effects of Madcap Mushrooms, provided they have a constant supply. Night Goblins affected by madcap overuse may ignore the resulting stupidity, but only while under the effect of more Madcaps. Once the model loses frenzy, due to being knocked down or stunned, it will be effected by stupidity as normal until the end of the game.

Choice of Warriors

A Night Goblin warband must include a minimum of three models. You have 500 gold crowns with which you can use to recruit and equip your warband. The maximum number of warriors may never exceed 20.

Boss: Each Night Goblin warband must have one Boss, no more, no less!

Squig Herder: Your warband may include up to 1 Squig Herder.

Goonz: Your warband may include up to 3 Goonz.

Shaman: Your warband may include up to 1 Shaman

Night Goblin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Boss	✓	✓		✓*	✓	✓
Squig Herder	✓				✓	✓
Goonz	✓	✓			✓	✓
Shaman			✓*			✓

* Promoted Henchmen may never choose Strength or Academic as one of their skill sets.

Night Goblin Warriors: Your warband may include any number of Night Goblin Warriors.

Fanatics: Your warband may include up to 3 Fanatics.

Cave Squigs: Your warband may include up to 5 Cave Squigs.

Great Squig/Troll: Your warband may include up to one Great Squig or Troll, but not both.

Snotlings: Your warband may include up to 6 Snotlings.

Starting Experience

The **Boss** starts with 20 experience.

The **Squig Herder** starts with 8 experience.

All **Goonz** start with 6 experience.

The **Shaman** starts with 8 experience.

Henchmen start with 0 experience.

Cave Squigs, Snotlings, and Great Squigs do not gain experience.

Characteristic Increase

Night Goblin characteristics may not be advanced further than 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.

Profile	M	WS	BS	S	T	W	I	A	LD
Night Goblin	4	5	6	4	4	3	6	4	7

Night Goblin Special Skills

Lungus Farmer

The industrious little git has a mushroom crop back at the cave. If the Hero doesn't search for rare items, he may pick D3-1 Madcap Mushrooms instead. There is a chance of getting none, as there is no guarantee they will be ready for harvest. Each Madcap Mushroom must be used in the next battle and cannot be sold or traded to other warbands as they are a special high yield/low shelf life crop.

Hide in Shadows

The sneaky Goblin has become an expert at concealing himself from his enemies (and potential victims!). An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative (round up) before measuring the distance.

Infiltrate

The Goblin can infiltrate. This skill is exactly the same as the Skaven skill of the same name.

Netter

The Goblin applies skills learned hunting wild Cave Squigs in the depths of the mountains to disable enemies even while they are scrapping with his allies. The Goblin may throw a *net* at an enemy who is in close combat, even with a member of the Night Goblin warband. If the target is entangled they count as knocked down (but not actually knocked down for skills such as Jump Up) this turn and as having just stood up after their next recovery phase. If the net misses or the target breaks free, there is no effect. If the Goblin rolls a one while throwing, he hits another random model in that same close combat.



Sneaky Git

The Goblin specializes in attacking his targets from the shadows. He may charge an opponent from hiding, even if he cannot see the target. There is no need for an initiative test, and the target may be over the normal 4" limit for charging unseen targets. If the charge is successful, he surprises his opponent who will attack at half weapon skill and half initiative, rounded up. This penalty lasts for the first round of combat only, as his opponent will swiftly recover his wits if the initial assault is survived.

Night Goblin Special Equipment

Ball and Chain

15 gold crowns

Availability: Common (Night Goblin Fanatics only)

This is a huge iron ball with a chain attached, used by the dreaded Night Goblin Fanatics to deal out whirling death. Enormously heavy, it can only be used when combined with Mad Cap Mushrooms.

Range	Strength	Special Rules
Close Combat	As user +2	Two-Handed, Incredible Force, Random, Cumbersome, Unwieldy

SPECIAL RULES

Incredible Force: Because the Ball and Chain is so heavy, normal armor does very little to protect against it. No armor saves are allowed against wounds caused by a Ball and Chain. In addition, any hit from a Ball and Chain is very likely to take off someone's head (or at least break some ribs!). Therefore, any hit that successfully wounds will do 1D3 wounds instead of 1.

Random: The only way to wield a Ball and Chain is to swing it around in large circles, using your body as a counter-weight. Unfortunately this is not a very controllable fighting style, and as soon as he starts swinging his Ball and Chain, a warrior starts to lose control. The first turn he starts swinging the Ball and Chain, the model is moved 2D6" in a direction nominated by the controlling player. In his subsequent Movement phases, roll a D6 to determine what the model does:

D6 Result

- 1:** The model trips and strangles himself with the chain and is taken *out of action*. When rolling for Injury after the game, a roll of 1-3 means the model is out permanently, instead of the normal 1-2.
- 2-5:** The model moves 2D6" in a direction nominated by the controlling player.
- 6:** The model moves 2D6" in a random direction.

If the Ball and Chain wielding model moves into contact with another model (friend or foe), he counts as charging into close combat, and will engage in close combat until his next Movement phase. Opponents wishing to attack a Ball and Chain wielding model suffer a To Hit penalty of -1, as they must dodge the whirling ball to get close enough to

strike. The Ball and Chain wielder cannot be held in close combat and will automatically move even if he starts the Movement phase in base contact with another model. If the model moves into contact with a building, wall, or other obstruction, he is automatically taken *out of action*. In addition, a ball and chain wielding Goblin is much too busy trying to control the spinning weapon to worry about what others are saying about him behind his back, so ignores the special rules for Animosity.

Cumbersome: Because the Ball and Chain is so heavy, a model equipped with one may carry no other weapons or equipment. In addition, only a model under the influence of Mad Cap Mushrooms has the strength to wield a ball and chain.

Unwieldy: The great weight of the Ball and Chain can easily tear ligaments or pull a wielder's arms out of their sockets. While someone under the influence of Mad Cap Mushrooms will not notice such effects, when the drug wears off he will be in great pain. To represent this, at the end of the battle the controlling player must roll for Injury for each model that used a Ball and Chain, just as if the model had been taken *out of action*. If the model was actually taken *out of action* normally, just roll once for Injury – there is no need to make a second roll.



Boss Pole

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. This allows the hero and any Goblins within 6" and line of sight to ignore animosity. In addition, the Boss Pole acts as a spear in close combat.

Poisoned Daggers

25 gold crowns
Availability: Common

A pair of daggers which are coated in Death Cap Mushroom juice. The daggers are re-coated for free after every game, and they have the same effect as Black Lotus.

Snotling 'Elper

10 gold crowns
Availability: Rare 7 (Goblins only)

Wherever goblins go, Snotlings are sure to follow. They scamper around like small and highly excitable dogs, seeking attention from their larger greenskin cousins. Clever Night Goblins will often use them to carry the heavy stuff while they focus on more important things, such as the hue and spotted pattern of a particularly tasty map cap!

A hero with a Snotling 'Elper will be able to carry one additional weapon beyond what they could normally carry. The Snotling can be modeled on the Goblin's base or a separate one. It can not be shot at, and will be removed during close combat, crawling under the Night Goblins robes or into a dark corner for protection.

Squig Prodder

15 gold crowns
Availability: Common

This item is a long pole with a trio of spikes at the end. It is used by Goblin Squig herders to keep their livestock in line. Cave Squigs and Great Squigs will recognize a Squig prodder and automatically give the bearer more respect, as they've all been on its pointy end more than once! To represent this, a Goblin with a Squig prodder can keep all Squigs within 12" from going wild, instead of the normal 6" (see the Minderz special rule). In addition, a Squig prodder is treated exactly like a spear in hand-to-hand combat.

Mad Cap Mushrooms

15 gold crowns
Availability: Common

Mad Cap Mushrooms (see the rules in the Mordheim rulebook for more information on Mad Cap Mushrooms) are a necessity for someone wishing to wield a ball and chain (see below). Though normally a rare item in Mordheim, Mad Cap Mushrooms are a common item that cost 15 gold crowns for a Night Goblin warband. Night Goblins would never sell their precious Madcaps due to their scarcity so far away from Mount Gunbad.

Night Goblin Equipment Lists

The following lists are used by Night Goblins to choose their weapons:

HERO EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Club	3 gc
Sword.....	10 gc
Two-handed Weapon	15 gc
Spear.....	10 gc
Halberd.....	10 gc
Boss Pole	20 gc
Squig Prodder	15 gc
Poisoned Daggers	25 gc

Missile weapons

Short bow.....	5 gc
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Armor

Light Armor	20 gc
Shield.....	5 gc
Helmet	10 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Club	3 gc
Sword.....	10 gc
Spear.....	5 gc
Squig Prodder	15 gc

Missile weapons

Short Bow	5 gc
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Armor

Shield.....	5 gc
Light Armor	20 gc

FANATIC EQUIPMENT LIST

Hand-to-hand combat weapons

Two-handed Weapon	15 gc
Ball and Chain	15 gc
Poisoned Daggers	25 gc



I Boss

45 Gold Crowns to hire

Like all greenskins, Night Goblin society is ruled by the biggest and meanest of the tribe. To climb to the position of Boss a Night Goblin must be sneaky and backstabbing as well.

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

Weapons/Armor: A Boss may be equipped with equipment chosen from the Hero equipment list.

SPECIAL RULES

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

Da Biggest Boss: The Boss is so big, compared to other Night Goblins that is, that he may choose Strength skills. If the Boss dies, the promoted leader will gain this rule. No other member of the warband except the current leader may ever choose Strength skills.

0-1 Squig Herder

35 Gold Crowns to hire

Night Goblins are known for their ability to catch and train wild Cave Squigs. Those who devote their lives to such pursuits often bear the scars of their profession. These Squig Herders often train the most intelligent and vicious Squig of the pack to be their personal bodyguard.

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

Weapons/Armor: Squig Herders may be equipped with equipment chosen from the Hero equipment list.

SPECIAL RULES

Handle Animal - Squig: Any Cave Squig within 6" (12" with a Squig Prodder) of the herder can use his leadership value when taking leadership tests.

Master Herder: During the recovery phase, any out of control Cave Squigs or Great Squigs in the herder's control range (6", or 12" with a Squig Prodder) will stop running amok, and may be controlled normally, if the Herder can pass a leadership test.

SQUIG HERDER SKILLS

Squig Herders may choose from the following list when they gain a skill as well as any of the standard

Skills available to them.

Gassy Squigs: The Squig Herder is feeding his Squigs a blend of rotten fungus, flint, and sharp pebbles for shrapnel. When any *untrained* Cave Squig goes out of action roll a die: on a one it explodes hitting all models in 6" with a strength 3 hit. That Squig is now DEAD!

Threaten: During the Movement Phase, the Squig Herder may take a leadership test. If successful, all Cave Squigs and Great Squigs in 6" (12" with a Squig Prodder) may re-roll their movement dice this turn.

Trainin': The Squig Herder may train *one* particularly intelligent and vicious Squig to be his personal guard. The next *single* Cave Squig purchased will gain experience like a normal henchman rolling on the Henchman Advance Table while re-rolling "Lad's Got Talent". If the Squig Herder dies the Trained Squig is removed from the warband. If the Trained Squig dies a new one can be recruited. There will only ever be one Trained Cave Squig in a warband, and it still counts towards the maximum number of Cave Squigs.

Because of the special attention (kicks, prods) the herder gives his Trained Squig, it will only ever die on a roll of a 1 after going out of action. In return for this lavished attention, the Trained Squig will defend its fallen master fiercely. If the Squig Herder is taken out of action, and the Trained Squig is in his control range, it will guard him; remove the Trained Squig from the table but treat all "Sold to the Pits", "Captured" and "Robbed" results for the Squig Herder as a "Full Recovery".

0-3 Goonz

25 Gold Crowns to hire

Night Goblin Goonz are just a tad more intelligent than their peers, and aid the Boss in directing them in battle. What they lack in experience they make up for in ambition and ferocity.

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

Weapons/Armor: Bosses may be equipped with equipment chosen from the Hero equipment list.

0-1 Shaman

30 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 wyrdstone, most other Goblins agree that 'dey is odd'.

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

Weapons/Armor: A Shaman may be equipped with equipment chosen from the Hero equipment list.

SPECIAL RULES

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



Henchmen

Night Goblin Warriors

15 Gold Crowns to hire

Night Goblins make their homes in vast subterranean lairs. It is in these cavernous locales that they can grow all manner of noxious fungi, which they use to brew potent and intoxicating beverages.

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

Weapons/Armor: Night Goblins may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: Night Goblins are subject to the rules for Animosity. If a Night Goblin becomes a hero, he will no longer suffer from Animosity.

0-3 Night Goblin Fanatics

20 Gold Crowns to hire

Some Night Goblins are deliberately fed large quantities of Madcap mushrooms to turn them into crazed killing machines. Often seen on open battlefields wielding a huge ball and chain they sometimes adopt slightly safer weapons in the narrow streets of Mordheim.

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

Weapons/Armor: Fanatics may be equipped with weapons chosen from the Fanatic equipment list.

SPECIAL RULES

Addict: Fanatics are dependent on a regular supply of Madcap Mushrooms which must be bought each game. If a fanatic can't get any before a battle he will stay in his cave foaming at the mouth and not take part. If available he will eat his mushrooms before the battle.

Loony: Fanatics are so far gone from reality that they are not subject to the rules for Animosity.

Mushroom Brain: Due to the effect of prolonged use of Madcap Mushrooms, the Fanatic's brain is pretty much useless. Fanatics do not gain experience.

0-5 Cave Squigs

15 gold crowns to hire

Night Goblins raise the deadly Cave Squigs. These creatures are a curious blend of animal and fungus, and are composed mostly of teeth, horns, and a nasty temperament.

Profile	M	WS	BS	S	T	W	I	A	LD
Cave Squig	2d6	4	0	4	3	1	4	1	5

Weapons/Armor: Big gob and brutality! Cave Squigs never use or need weapons or armor.

SPECIAL RULES

Movement: Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their

normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Minderz: Each Cave Squig must always remain within 6" of a Night Goblin, who keeps the creature in line. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of the Night Goblin player's control until the end of the game.

Just Squigs: Night Goblins don't care much whether Squigs die because there will always be more mysteriously popping up where ever the Goblins go. Squigs only count as a half a model for rout test purposes.

Animals: Cave Squigs are animals of a sort and so do not gain experience.

Snotlings

10 gold crowns to hire

Any Night Goblin warband will attract a number of Snotlings. They perform the same function for Goblins as Goblins serve for Orcs, they provide someone smaller to slap around.

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

Weapons/Armor: Snotlings may only ever use a pointy stick or similar mundane object, which they will find for themselves at no cost. This counts as a dagger.

SPECIAL RULES

Mob: You may have any number of Snotlings in your warband (ie. you may have more than five Snotlings in a Henchman group).

Weedy: Snotlings are not the most robust of creatures. If wounded they will be Knocked Down on a 1, Stunned on a 2-3 and go Out Of Action on a 4-6.

Dodgy: The little creatures are constantly ducking and diving in the most infuriating way. All hits from shooting or hand-to-hand suffer -1 to hit against a Snotling.

Insignificant: Nobody cares about the Snotlings. They only count as half a model for warband size when calculating rout tests and income. Each Snotling is worth half an experience point to heroes, rounded down at the end of the game. Snotlings do

not count as friendly models for all alone tests and may be ignored for shooting priority purposes. Snotlings never gain experience.

0-1 Great Squig

210 gold crowns to hire

Night Goblins are expert Cave Squigs hunters and breeders, and occasionally a Squig, fed the right mixture of wyrdstone and Snotlings, grows to such titanic proportions that it can give a troll a run for its money in a fight!

Profile	M	WS	BS	S	T	W	I	A	LD
Great Squig	3D6	4	0	5	5	3	4	3	5

Weapons/Armor: Massive snapping jaws! Great Squigs never use or need weapons or armor.

SPECIAL RULES

Movement: A Great Squig will move just like Cave Squigs, except it rolls 3D6 for the distance.

Wild: A Great Squig will need a Goblin to keep it in line, just like a Cave Squig. In addition, due to the ferocity of these beasts, if the scatter dice rolls a "hit" the Great Squig moves towards the closest model (friend or foe) it can see. If its movement takes it into contact with another model it will engage it in hand-to-hand combat, even with a member of the Night Goblin Warband. The Great Squig is out of the Night Goblin player's control until the end of the game.

Cause Fear: A Great Squig is a massive ball of flesh and teeth which causes fear.

Large Target: Great Squigs are large targets as defined in the shooting rules.

Animal: Great Squigs are animals of a sort and so do not gain experience.

Wurz da Troll?: Instead of a Great Squig, a Night Goblin Warband may hire a Troll exactly as listed in Da Mob Rules, but never both.



Goblin Magic

D6 Result

1 Wind of Gork

A blast of foul flatulence signals G'rrk's Wrath.

Difficulty 6

A blast of foul flatulence signals Gork'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 Mork

The Shaman invokes the presence of the God Mork to smite his foes with lightning.

Difficulty 8

Range 12". D3 S3 hits strike the first model in their path.

3 'Eadbanger

The Shaman channels pure Waaagh! energy through his body and vomits it toward the enemy.

Difficulty 8

Range 6". Fire bolts equal to the number of the Shaman's Base Attacks. Resolve with 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. The Shaman collapses and goes out of action.

4 Leap of Waaagh!

The Shaman summons a giant green hand to lift any Goblin and carry him into the fray.

Difficulty 7

The Shaman or any other Goblin within 3" may be moved up to 12", ignoring terrain. If this move brings them into close combat, they count as charging in the close combat phase.

5 Idol of Gork

Swirling energy crackles around the Shaman, giving him the appearance of a huge Orc hero.

Difficulty 8

The Shaman gains +1 WS, +1 S, and +1 A. This enhancement lasts until the Shaman takes a wound.

6 'Ere we go!

The Shaman and nearby Goblins become filled with the essence of the Waaagh!

Difficulty 8

All friendly Night Goblins (not Squigs, Snotlings, etc.) 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.

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