

# **Cave Goblins**

*Cave Goblins roam the world in search of Weirdstone and rare fungi for use in their mad alchemical experiments.*

## **Special Rules**

### **Hate Dem Stunties**

Models affected by this rule have Hatred (Dwarves).

### **Fear Elves**

Models affected by this rule Fear Elves.

### **Madcap Master**

Models with this rule are not affected by Stupidity caused by Madcap Mushrooms and Goblin-farmed Madcap Mushroom overuse as long as they are under the effects of Madcap Mushrooms. If the model loses its Madcap induced Frenzy, it will be effected by Stupidity as normal.

### **Poor Discipline**

At the beginning of the Recovery Phase, roll a D6 for each Henchman who is subject to this rule and who is not in close combat, or Fleeing, Knocked Down, or Stunned. On a 1, roll a second D6 and consult the following:

1 – the model charges and fights the nearest friendly model subject to this rule. At the end of the combat phase, the models will move 1" apart. If there are no charge targets within reach, the model will fire a missile weapon instead if possible. If this is also not possible, the model is affected as if it rolled a 2-5.

2-5 – the model can do nothing this turn except fight in close combat if necessary.

6 – if there is an enemy model in Line of Sight, the Goblin must either charge, if possible, or move as quickly toward it as possible. If there are no enemy models in Line of Sight, the Goblin can make an additional normal move before any other moves this turn. If this extra move takes the Goblin into charge distance of an enemy model, it must charge.

### **Ain't da Smartest, or da Toughest**

If promoted to a Hero, this model cannot choose Strength or Academic as a skill set.

## **Special Skills**

### **Fungus Farmer**

The Hero may choose to pick D3-1 Goblin-farmed Madcap Mushrooms instead of searching for rare items. These mushrooms can only be used in the next skirmish, and cannot be sold or traded.

### **Hide in Shadows**

An enemy model attempting to detect this Hero must halve its I (rounding up) before measuring distance.

### **Ded Shooty**

This Hero adds +6" to the range of any missile weapon they use (except for nets).

### **Netter**

The Hero can throw a net at an enemy who is in close combat. If the target is entangled, they count as Knocked Down for this turn. If the Hero rolls a 1 to hit, they have hit another random model in the close combat.

### **Infiltrate**

This Hero is always placed on the battlefield after the opposing party and can be placed anywhere on the table as long as it is out of sight of the opposing party and more than 12" away from an enemy model. If both parties have models with Infiltrate, roll a D6 to decide who deploys them first.

### **Sneaky Git**

This Hero can charge while Hidden, even if they cannot see their target. They need not take an I test to charge in this fashion, and the normal 4" limit is ignored. If they charge successfully, their opponent will have half their WS and I (rounding up) for the first round of close combat.

### **Set Traps**

Hunters only. Place six trap tokens when you place the Hunter. They must be at ground level and at least 6" away from each other. Any model (friend or foe, excluding the Hunter) that moves within 3" of a trap must roll a D6. 1-3 nothing happens. 4-6 the model takes an automatic hit at the strength of the dice rolled. The trap is then removed. If a creature with the Animal rule is put Out of Action by the trap, they count as Captured (see the Hero Serious Injuries table) at the end of the skirmish.

## Maximum Statistics

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

Starting Gold	Model Count
500pg	3-20

## Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none"><li>• Iron Orc Overseer</li><li>• Ninja Scrapling</li><li>• Ogre Mercenary</li><li>• Witch</li></ul>	<ul style="list-style-type: none"><li>• Demicus, the Great Wizard</li><li>• Yahn the Sneak</li></ul>

## Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Boss	1	17	50pg
Basher	1-2	6	20pg
Hunter	1-2	6	20pg
Shaman	1	6	20pg

## Henchmen

Henchmen	Number Allowed	Cost to Hire
Cave Goblin	-	15pg
Mad Git	1-3	20pg
Gnasher	1-5	15pg
Troll	1	200pg

## **Special Equipment**

### **Boss Pole (20pg)**

Range	Strength
Close Combat	As User

#### **Special Rules**

Strikes First

Quell Ruckus – all Henchmen within 6” ignore the Poor Discipline rule.

### **Poisoned Daggers (25pg)**

Range	Strength
Close Combat	As User

#### **Special Rules**

Takes up both hands

+1 A

Toxic Attacks

+1 to enemy Armour Save

### **Goblin-farmed Madcap Mushrooms (15pg)**

One use only. A Cave Goblin can choose to consume a Goblin-farmed Madcap Mushroom before a skirmish. The Cave Goblin is subject to Frenzy. After the skirmish, roll a D6. On a 1, the model is permanently effected by Stupidity. These Madcap Mushrooms are coveted by Cave Goblins and cannot be sold or traded.

### **Gnasher Prodder (15pg)**

Range	Strength
Close Combat	As User

#### **Special Rules**

Strikes First

Extends the reach of the Minderz special rule by 6” (to 12”).

### **Gnasher Hound (15pg) Hunters only**

This model counts towards your maximum model count. However, should the owner of the Hound be slain or lose its equipment in any way, the Hound is also lost.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gnasher Hound	6	4	0	4	3	1	4	1	5

Special Rules:

Animal

**Ball and Chain (15pg) Mad Gits only, regardless of any other rules**

Range	Strength
Close Combat	As User +2

**Special Rules**

A Mad Git must consume Madcap Mushrooms or Goblin-farmed Madcap Mushrooms before the skirmish in order to use a Ball and Chain.

Two-handed

Incredible Force – no armour saves allowed. Multiple Wounds (D3).

Random – at the start of any Recovery Phase, the model may decide to start using the Ball and Chain. From that point onwards, they move during their Compulsory Moves sub-phase. In the first of these sub-phases, the player may nominate the direction in which they move, then roll 2D6 to determine distance. In their following Compulsory Moves sub-phases, the player must roll a D6 for the model.

1 – the model is taken Out of Action. The model dies on a 1-3 during the Serious Injury phase.

2-5 – the model moves 2D6” in a direction nominated by the player.

6 – The model moves 2D6” in a direction decided by a scatter dice. A Hit! Result means the model is taken Out of Action as for result 1.

If the model moves into contact with another model (friend or foe), they count as charging. Attacks against the model are at -1 to hit. The model moves out of combat in its next Compulsory Moves sub-phase. If the model moves into contact with any obstacle higher than 0.5” they are taken Out of Action. The model also ignores the Poor Discipline rule.

Cumbersome – if equipped with a Ball and Chain, a model cannot take any other equipment.

Unwieldy – if a model uses a Ball and Chain during the skirmish, even if they survive, they must roll on the Serious Injuries table at the end.

## **Equipment**

<b>Hero</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Club	3pg
Axe / Short Bow / Shield	5pg
Sword / Spear / Halberd / Helmet	10pg
Two-handed Weapon / Gnasher Prodder	15pg
Gnasher Hound (Hunter only)	15pg
Boss Pole / Light Armour	20pg
Poisoned Daggers	25pg

<b>Henchmen</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Club	3pg
Spear / Short Bow / Shield	5pg
Sword	10pg
Gnasher Prodder	15pg
Light Armour	20pg

<b>Mad Git</b>	<b>Cost to Equip</b>
Two-handed Weapon / Ball and Chain	15pg
Poisoned Daggers	25pg

## **Warrior Profiles**

### **Boss**

*Only the sneakiest of gits make it to the top of the party.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	4	3	3	1	4	1	7

**Equipment** – any from Hero list.

**Skills** – Combat, Shooting, Academic, Speed

### **Special Rules**

Leader

Hate Dem Stunties

Fear Elves

Madcap Master

### **Basher**

*Bashers are unusually large goblins who act as bodyguards for the Boss.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	2	3	3	1	3	1	6

**Equipment** – any from Hero list.

**Skills** – Combat, Strength (limited to one), Speed, Special

### **Special Rules**

Hate Dem Stunties

Fear Elves

Madcap Master

### **Hunter**

*Hunters are very sneaky. They are the goblins who ensnare Gnasher for use in combat.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	2	3	3	3	1	3	1	6

**Equipment** – any from Hero list.

**Skills** – Combat, Shooting, Speed, Special

### **Special Rules**

Hate Dem Stunties

Fear Elves

Madcap Master

### **Shaman**

*Shamans are insane mushroom-gobbling gits.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	2	3	3	3	1	3	1	6

**Equipment** – any from Hero list except armour.

**Skills** – Academic, Speed

### **Special Rules**

Hate Dem Stunties

Fear Elves

Madcap Master

Wizard – uses Cave Goblin Rituals

### **Cave Goblin**

*Cave Goblins are cowards, but can overwhelm most enemies if they outnumber them.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	2	3	3	3	1	3	1	5

**Equipment** – any from Henchman list.

### **Special Rules**

Hate Dem Stunties

Fear Elves

Madcap Master

Poor Discipline

Ain't da Smartest, or da Toughest

### **Mad Git**

*Mushroom addled Cave Goblins often find the effects of their consumption permanent, and they totally lose their minds.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	2	3	3	3	1	3	1	5

**Equipment** – any from Mad Git list.

### **Special Rules**

Hate Dem Stunties

Fear Elves

Madcap Master

Poor Discipline

Ain't da Smartest, or da Toughest

Addict – the Mad Git cannot take part in the skirmish unless they consume Goblin-farmed Madcap Mushrooms or Madcap Mushrooms beforehand.

Frantic – the Mad Git will always Strike First, even before spears etc.

### **Troll**

*Trolls are complete idiots, but trail after Cave Goblins because they are a source of constant food – either the Troll eats the goblins, or it eats the dead they leave behind.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
6	3	1	5	4	3	3	1	4

**Equipment** – none, but often a club (unarmed with no penalties)

### **Special Rules**

Fear

Stupidity

Regeneration (4+)

Animal

Always Hungry – the party must pay 15pg after every skirmish in order to keep the Troll.  
Alternatively, the party can sacrifice two Gnashers.

Vomit – the Troll can nominate to Vomit instead of its normal attacks in close combat. Its opponent takes an automatic hit at S5 that ignores armour saves.

### **Gnasher**

*Gnashers are intelligent fungi. Cave Goblins tame them and use them in combat.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
2D6	4	0	4	3	1	3	1	5

**Equipment** – gaping maw.

### **Special Rules**

**Movement** – Gnashers are moved 2D6” in a direction nominated by the player during the Compulsory Moves sub-phase. If they move into contact with an enemy model, they count as charging.

**Minderz** – Gnashers must remain within 6” of a Cave Goblin at all times, or they will go wild. If this should happen, from that point onwards, the Gnasher will move in a random direction determined by a scatter dice in the Compulsory Moves sub-phase. If it moves into contact with another model (friend or foe), it counts as charging.

Animal

## **Cave Goblin Rituals**

- 1- Devastating Flatulence
- 2- Green Gaze
- 3- Brainsplosion
- 4- The Great Green Hand
- 5- Green Aura
- 6- Waaaagh!

### **Devastating Flatulence – Difficulty 6**

Range 12". Cast in a straight line from the Shaman. The first model hit must pass a T test or take a S2 hit and be Knocked Down.

### **Green Gaze – Difficulty 8**

Range 12". Cast in a straight line from the Shaman. The first model hit takes D3 S3 hits.

### **Brainsplosion – Difficulty 8**

Range 6". Cast in a straight line from the Shaman. The first model hit takes hits equal to the Shaman's base A at a S equal to the Shaman's T. After this, roll a D6. On a 1, the Shaman is taken Out of Action.

### **The Great Green Hand – Difficulty 7**

The Shaman or any Cave Goblin within 3" may be moved up to 12", ignoring terrain. This can move a model into base contact with an enemy, which counts as charging.

### **Green Aura – Difficulty 8**

The Shaman gains +1 WS, +1 S, and +1 A until it takes a wound.

### **Green Madness – Difficulty 8**

Range 6". All friendly Cave Goblins (not Gnashers or Trolls) within range treat Stunned as Knocked Down instead. Lasts until the Shaman takes a wound.