

Forest Goblins

Gold motivates Forest Goblin parties, as it can be used as jewellery. The more jewellery, the higher a goblin's status.

Special Rules

Forest Dweller

This model suffers no movement penalties when moving through woods.

Fear Elves

This model is affected by this rule Fear Elves.

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

Level-headed

This model ignores the Poor Discipline rule.

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">Iron Orc Overseer | <ul style="list-style-type: none">Demicus, the Great Wizard |

| | |
|---|--|
| <ul style="list-style-type: none"> • Ninja Scrapling • Ogre Mercenary • Warlock • Witch | <ul style="list-style-type: none"> • Yahn the Sneak |
|---|--|

Heroes

| Hero | Number Allowed | Start XP | Cost to Hire |
|-----------|----------------|----------|--------------|
| Chieftain | 1 | 17 | 50pg |
| Brave | 1-4 | 6 | 20pg |
| Shaman | 1 | 6 | 20pg |

Henchmen

| Henchmen | Number Allowed | Cost to Hire |
|-----------------|----------------|--------------|
| Forest Goblin | - | 15pg |
| Red Toof Goblin | 1-5 | 25pg |
| Sluggas | 1-5 | 20pg |
| Gigantic Spider | 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.

Blowpipe (25pg)

| Range | Strength |
|-------|----------|
| 8” | 1 |

Special Rules

Target gains +1 armour save.

Poisoned Attacks

If fired when Hidden, the target must pass an I test to detect the user.

Red Teef Necklace (40pg, Rare 9)

The wearer gains Frenzy. Cannot be removed.

Magic Totem (50pg, Rare 9)

If the owner fails a magic casting roll, they may re-roll it on a D6 roll of a 4+.

Equipment

| Hero | Cost to Equip |
|----------------------------------|----------------------------|
| Dagger | 1 st free / 2pg |
| Axe / Spear / Short Bow / Shield | 5pg |
| Sword / Halberd | 10pg |
| Two-handed Weapon | 15pg |
| Boss Pole / Light Armour | 20pg |
| Blowpipe | 25pg |

| Henchman | Cost to Equip |
|------------------|----------------------------|
| Dagger | 1 st free / 2pg |
| Spear / Shield | 5pg |
| Sword / Bow | 10pg |
| Throwing Weapons | 15pg |

Warrior Profiles

Chieftain

A Forest Goblin chieftain is the strongest in the party, but more importantly, they are the cunningest.

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

Equipment – any from Hero list.

Skills – Combat, Shooting, Academic, Speed

Special Rules

Leader

Fear Elves

Forest Dweller

Brave

Braves are the chieftain's elite bodyguards.

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

Equipment – any from Hero list.

Skills – Combat, Shooting, Academic, Speed, Special

Special Rules

Poor Discipline

Fear Elves

Forest Dweller

Shaman

The Shaman has joined the party in search of strange ingredients.

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

Equipment – any from Hero list.

Skills – Academic, Speed

Special Rules

Fear Elves

Forest Dweller

Wizard – uses Forest Goblin Rituals.

Forest Goblin

These warriors form the core of the party.

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

Equipment – any from Henchman list.

Special Rules

Poor Discipline

Fear Elves

Forest Dweller

Ain't da Smartest, or da Toughest

Red Toof Goblin

Red Toof Goblins are berserk shock troops.

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

Equipment – any from Henchman list.

Special Rules

Poor Discipline

Fear Elves

Forest Dweller

Ain't da Smartest, or da Toughest

Frenzy

Slugga

These goblins are very good at throwing things.

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

Equipment – any from Henchman list.

Special Rules

Poor Discipline

Fear Elves

Forest Dweller

Ain't da Smartest, or da Toughest

Slugga – this model may throw a Throwing Weapon three times per shooting phase. Cannot be combined with the Quick Shot skill.

Gigantic Spider

This creature has been “tamed” by the party.

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

Equipment – none.

Special Rules

Fear

Animal

Poisoned Attacks

Large Target

Forest Dweller

Stupidity

Forest 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.