

Night Goblins v.1.5

Warband Special Rules

Gork Complex

Night Goblin warbands have +2 Ld to all Rout Tests they have to take.

Animosity

At the start of each of your own turns (*i.e. not opponent's*), roll a D6: On (2-6) nothing happens, but on a roll of (1), you and your opponent each nominate a warrior in your warband with the 'Animosity' rule that is *not fleeing*, *not engaged* in close combat, and *not within 6"* of a visible, non-hidden enemy. Then roll a D6:

- On a roll of (1-3), the warrior *your opponent* chose is affected by Animosity this turn.
- On a roll of (4-6), the warrior *you* chose is affected by Animosity this turn.

The warrior that is affected by Animosity cannot move, shoot, *hide*, or cast spells/prayers that turn. He can only squabble on the spot and fight back in close combat if he is somehow engaged.

- Warriors affected by Animosity *cannot* use passive abilities such as the 'Leader' or 'Animal Handler' skills, and nor may they be affected by them. (*i.e. they may not use the Ld of the Leader if he is within 6".*)
- Wizards still generate Power Dice.
- If the warrior that is affected by Animosity is *hiding*, he immediately becomes *un-hidden*.

Hate Dwarves

Warriors with this rule have +1 to hit Dwarves in *all* rounds of close combat.

Eagle Eyes

Warriors with this rule ignore enemy 'Stealth' when shooting missile weapons.

Fight Unarmed (Fanatics)

Fanatics suffer no penalties for fighting unarmed.

Completely Gone (Fanatics)

Immune to Fear and Panic; Immune to Concussion; Cannot Hide; No Promotion; Cannot Capture Objectives.

Warband Special Rules

Stupidity (6")

Warriors with this rule must be within 6" of a non-*hiding*, non-*fleeing* goblin in the warband at the *start* of each of your Power Phases (*i.e. not opponent's*). Otherwise they must take a Leadership test: If passed, they continue their turn as normal, but if failed, they may do nothing but strike back in close combat until the beginning of your next Power Phase.

- Roll for *Animosity* before checking for Stupidity: Goblins affected by Animosity may *not* be used to alleviate Stupidity.
- Warriors with Stupidity may *never* leave close combat voluntarily.

Monster (Trolls)

Cause Fear; Cannot Hide; Immune to Concussion; Cannot Capture Objectives; Cannot Use Special Equipment; No Penalties for Fighting Unarmed; Climb as Normal; No Promotion.

Unruly (Trolls)

When deploying the warband, there can only be one warrior with is rule in each Combat Group.

Regeneration (5+)

Warriors with this rule have a 5+ Regeneration save vs. all wounds suffered. This save is completed negated by *flaming* hits.

Troll Vomit (6")

Trolls count as being armed with a missile weapon which they may shoot in the Shooting Phase in the same way as a normal shooting weapon:

<p>Range: 6" Strength: 4 Armour Splinter (D3) Quick to Fire: No -1 to hit for moving and shooting. Cannot be Robbed, Swapped, or Discarded.</p>
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Squig Breeder

Friendly Squigs that declare a charge within 6" of this warrior gain +1 Strength that turn.

- Being within 6" of multiple warriors with this ability does *not* stack.
- This ability requires line of sight and is *not* active while this warrior is *fleeing*.

Warband Special Rules

Go Wild! (Squigs)

If a Squig fails a Stupidity test, it is immediately placed *out of action*. Enemies do *not* gain experience for its demise. Furthermore, all warriors (*friend or foe*) within D3" of where it was also take 1 Strength 4 hit with armour saves as normal.

Bouncy (Squigs)

Enemies cannot 'Stand and Shoot' at charging Squigs and Squigs cannot be intercepted when charging.

Unbreakable (Squigs)

Squigs are immune to fear and panic and may not leave close combat voluntarily.

Throw Squigs (24")

A River Troll and a Cave Squig that start their turn within 1" of each other and do not move or otherwise shoot, may throw the Squig at a visible enemy within 24". Roll to hit using the Troll's BS and apply all bonuses and penalties for shooting as normal:

- If the throw hits, the Squig lands anywhere within 1" of the target, chosen by you, and counts as charging with all the bonuses of a diving charge (*i.e. +1 S and additional +D3 I, besides the normal +1 I for charging*).
- If the throw misses, the Squig lands anywhere within 4" of the target, chosen by your opponent.
- In either case, the Squig takes 1 automatic Strength 3 hit for having been thrown.
- Troll *may* throw Squigs into close combat involving friendly warriors.
- Troll *must* target a visible enemy within 24"; it *cannot* target empty ground.
- Throw follows the normal rules for targeting shooting (*must target closest enemy unless elevated a full 2" or more above ground level etc.*).
- *Cannot* throw if there are visible, non-hiding, non-fleeing enemies within 6" of either Troll or Squig, or if either party is *fleeing*, subject to stupidity, or engaged in close combat.

Warband Special Rules

Carry and Release (Fanatics)

Fanatics start each battle as a piece of Special Equipment carried by another Goblin (*hero or henchman*) in your warband. At the *start* of each of your Shooting Phases, that Goblin may release the Fanatic *instead* of shooting a missile weapon.

- This ability *cannot* be used while Goblin is *fleeing*, and un-hides the hero if *hidden*.
- *Cannot* be released the turn the Goblin ran or while engaged in close combat.
- If the Goblin is taken *out of action* before having released the Fanatic, place a 'Caged Fanatic' counter where he went *out of action*: Other Goblins in the warband (*who are not Fanatics*) may then pick it up.
- (*Fanatics still count towards the number of warriors in the warband and their combat group, even though they start as equipment.*)

Fanatic Movement (2D6")

Once released, Fanatics *never* move as normal. Instead, at the *start* of each of your charge phases, roll a D6 for each Fanatic:

- On a roll of (1-3), the Fanatic moves in a straight line, its direction determined by you.
- On a roll of (4-6), your opponent determines the direction of the line.
- A Fanatic *always* moves a direction determined by you the turn it is released.
- All warriors (*friend or foe*) that are within 1" of the straight line suffer D6 automatic Strength 5 hits with armour saves as normal. (*Except for the warrior that released the Fanatic on the turn it was released.*)
- Fanatics *cannot* be intercepted.
- Fanatics *never* climb or move around corners, and automatically pass all Jump Down tests.
- If a Fanatic moves into a terrain feature more than 1" high, it stops and suffers 1 Wound with no saves allowed.
- Fanatics are automatically placed *out of action* if they move off a table edge.

Fanatic Fighting

Fanatics *never* charge or engage in Close Combat: Even if there are enemies within 1" of them, they do not count as being engaged in close combat.

- Fanatics *may* be charged as normal, however, enemies that charge a Fanatic take D6 automatic Strength 5 hits with armour saves as normal *before* they may strike at the Fanatic. (*Roll separately for each enemy.*)

Warband Special Equipment

Bad Moon Stick 10gc

Special Equipment: Wielder cannot *hide* and loses 'Stealth' if he has it, but gains the 'Leader (6")' ability or adds +6" to its range if he has it already.

Warband Special Equipment

Magic Mushrooms 5gc

Special Equipment: Owner *must* add +D3 to *all* his spellcasting rolls, but whenever +3 is added to such a roll, the warrior takes 1 Strength 3 hit with no saves of any kind allowed. Lasts entire campaign. Can only be carried by Wizards. (*This D3 never contributes towards miscasts.*)

Night Goblin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Rogue
Boss	V	V	V		V	V
Squig Herder	V	V			V	V
Great Shaman	(+10gc)		V		V	
Shaman	(+10gc)		V		V	
Sneak	V	V			V	V

Night Goblin Equipment Lists

Goblin Boss, Squig Herders, and Goblin Warriors

Close Combat
Hand Weapon
Great Weapon
Spear
Bad Moon Stick

Shooting
Short Bow
Javelins
Nets

Armour
Light Armour
Shield

Goblin Shaman and Great Shaman

Close Combat
Hand Weapon
Great Weapon
Bad Moon Stick

Shooting
Sling

Armour
None

Goblin Sneaks

Close Combat
Hand Weapon

Shooting
Short Bow
Throwing Knives / Stars
Javelins
Nets

Armour
Light Armour

Ded Shootys

Close Combat
Hand Weapon

Shooting
Short Bow
Javelins

Armour
Light Armour

HEROES

0-1 Night Goblin Boss

20gc to hire

Starting Experience: 8

Race: Goblin

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

SPECIAL RULES

Leader (6"), Animosity, Hate Dwarves

0-2 Squig Herders

15gc to hire

Starting Experience: 6

Race: Goblin

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

SPECIAL RULES

Animosity, Hate Dwarves, Squig Breeders (6")

0-1 Night Goblin Great Shaman

30gc to hire

Starting Experience: 6

Race: Goblin

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

SPECIAL RULES

Wizard (Little Waaagh!): Start with 3 spells.

Animosity, Hate Dwarves

0-1 Night Goblin Shaman

20gc to hire

Starting Experience: 2

Race: Goblin

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

SPECIAL RULES

Wizard (Little Waaagh!): Start with 1 spell.

Animosity, Hate Dwarves

0-3 Night Goblin Sneaks

10gc to hire

Starting Experience: 0

Race: Goblin

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

SPECIAL RULES

Animosity, Hate Dwarves

HENCHMEN

Night Goblin Warriors

10gc to hire

Starting Experience: 0

Race: Goblin

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

SPECIAL RULES

Animosity, Hate Dwarves

0-4 Ded Shootys

10gc to hire

Starting Experience: 0

Race: Goblin

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

SPECIAL RULES

Animosity, Hate Dwarves, Eagle Eyes

0-2 Night Goblin Fanatics

30gc to hire

Starting Experience: 0

Race: Goblin

M	WS	BS	S	T	W	I	A	Ld
2D6	-	-	5	2	3	3	D6	5

SPECIAL RULES

Carry and Release, Completely Gone, Fight Unarmed, Fanatic Movement, Fanatic Fighting

0-3 River Trolls

85gc to hire

Starting Experience: 18

Race: Troll

M	WS	BS	S	T	W	I	A	Ld
5	3	3	6	4	3	1	2	4

SPECIAL RULES

Monsters, Stupidity (6"), Troll Vomit (6"), Unruly, Regeneration (5+), Throw Squigs (24")

0-5 Cave Squigs

25gc to hire

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

SPECIAL RULES

Stupidity (6"), Bouncy, Unbreakable, Go Wild! Animals (Cannot Climb; Cannot Hide; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

v.1.5

Ded Shootys: -5gc price, -2 starting XP, -1 Ld, can use Nets.

Bad Moon Stick: Changed to Special Equipment; Changed effects.

v.1.4

Sneaks can use Javelins and Nets

Bad Moon Stick revamped

Trolls have Movement 5

Fanatics +5gc price

Squigs 'Bouncy' rule also prevents enemy 'Stand and Shoot' attacks.

Squigs Go Wild nerfed from S5 to S4.

Squig Herder heroes lose 'Animal Handler' rule, gain new 'Squig Breeder' rule.

Squigs cannot leave close combat voluntarily

Clarified that Fanatics do not suffer penalties for fighting unarmed

Clarified that Fanatics cannot be promoted

v.1.3

Squigs -10gc price, -1 S, +1 max number (from 0-4 to 0-5)

Troll regeneration changed from 4+ to 5+