

# Forest Goblin Warband

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Special rules:

**Fear elves:** Forest goblins fear all elves if they do not outnumber the elves by at least 2 to 1.

**Climbers:** All forest goblins worship spiders and have been raised in forests, they are excellent climbers and get -1 on all their climbing rolls (ie effective I of +1 for all rolls concerning going up or down levels such as climb, diving charges, jumping down)

**Cowardly:** Goblins disregard one friendly model within 6" when considering all alone tests (ie must test if only on friendly standing model is within 6")

Choice of warriors:

*To buy a forest goblin warband you have 500 gc to buy a minimum of 3 warriors, maximum is 20.*

|             |
|-------------|
| Heroes Exp. |
|-------------|

Warboss: *Each forest goblin warband must have 1 Warboss, he starts with 20 xp.*

Forest goblin standard bearer: *Your warband may have up to one standard bearer, he starts with 8 xp.*

Forest Goblin Shaman: *Your warband may include a single shaman, he starts with 8 xp.*

Forest goblin boss: *Your warband may have up to one boss, they start with 8 xp.*

Forest goblin scout: *Your warband may have a single scout, he starts with 0 xp.*

Sneaky Git: *Your warband may start with one sneaky git, he starts with 0 xp.*

## HENCHMEN Exp.

Forest goblin warriors: *Your warband may have any number of forest goblin warriors, they start with 0 xp* Forest goblin spider guards: *Your warband may have up to 5 spider guards, they start with 0 xp.*

Giant spiders: *You may never have more spiders than spider guards, they are arachnids and gain no xp*

Snotling groups: You may have any number of snotling groups, they are morons and gain no xp.

Equipment: Metal is extremely scarce to forest goblins, thus swords are rare 6 and heavy armours are

rare 9 after the creation of the warband.

| Forest goblin Boss<br>equipment list |      | Forest<br>goblin<br>hero<br>equipment<br>list |      |
|--------------------------------------|------|-----------------------------------------------|------|
| <b>Hand weapons</b>                  |      |                                               |      |
| Dagger, first free.                  | 2gc  | Dagger,<br>first free                         | 2gc  |
| Axe                                  | 5gc  | Club                                          | 3gc  |
| Sword                                | 10gc | Axe                                           | 5gc  |
| Halberd                              | 15gc | Spear                                         | 10gc |
| 2-H weapon                           | 15gc | 2-H<br>weapon                                 | 15gc |
|                                      |      |                                               |      |

|                        |      |              |      |
|------------------------|------|--------------|------|
| <b>Missile weapons</b> |      |              |      |
| Short bow              | 5gc  | Short bow    | 5gc  |
| Bow                    | 10gc | Bow          | 10gc |
|                        |      |              |      |
| <b>Armour</b>          |      |              |      |
| Shield                 | 5gc  | Shield       | 5gc  |
| Light Armour           | 20gc | Light Armour | 20gc |
| Heavy Armour           | 60gc | Helmet       | 10gc |
| Helemt                 | 10gc |              |      |
|                        |      |              |      |

Standard:

**Normal standard** 10gc

**Inspiring standard** 20gc (rare 6) reroll rout test, standard is lost if reroll fails

**Relic standard** 50gc (rare 9) reroll rout test, can be bought in addition to a relic. If the leader has a relic then it will precede the standard.

**Spider banner** 50gc (rare 9) reroll failed Ld test (not rout) within 6"

#### Shaman unique Item List.

*These are items unique to the forest goblin shaman.*

**Staff** 5gc

**Necklace of bones** 10gc (rare 6) Will counter the first spell oops, is then used up.

**Poisonous spiders** 30gc (rare 8) once per battle can be used to reroll casting a spell, if reroll is double then double effect on the oops chart.

### Special equipment:

Spin off eq from spiders, if used by any other warband (net or rope) it will work for one battle before crumbling. Only forest goblins know how to take care of them.

**Spider venom:** 20gc (rare 10, 8 if giant spiders are present in the warband) a dose is enough to cover all the heroes weapons, on a natural hit of 6 the target must take a toughness test, if it fails the target becomes paralysed whether the target became wounded or not. A paralysed model counts as knocked down until a successful toughness test at +1 T is made in a recovery phase.

**Spider net:** 5gc (rare 8, 6 if spiders present) counts as a normal net but the target must roll under his strength to tear the net.

**Spider silk rope:** 5gc (rare 8, 6 if spiders are present) counts as rope & hook but gives +1 I for ascending/descending rolls.

Forest Goblin Skills Tables

| <i>Heroes</i>   | <i>Combat</i> | <i>Shooting</i> | <i>Academic</i> | <i>Strength</i> | <i>Speed</i> | <i>Special</i> |
|-----------------|---------------|-----------------|-----------------|-----------------|--------------|----------------|
| <b>Warboss</b>  | <b>X</b>      | <b>X</b>        | <b>X</b>        |                 | <b>X</b>     | <b>X</b>       |
| <b>Standard</b> | <b>X</b>      | <b>X</b>        |                 |                 | <b>X</b>     | <b>X</b>       |
| <b>Shaman</b>   |               |                 | <b>X</b>        |                 | <b>X</b>     | <b>X</b>       |
| <b>Boss</b>     | <b>X</b>      |                 |                 |                 | <b>X</b>     | <b>X</b>       |
| <b>Scout</b>    |               | <b>X</b>        |                 |                 | <b>X</b>     | <b>X</b>       |
| <b>Grit</b>     | <b>X</b>      |                 |                 |                 | <b>X</b>     | <b>X</b>       |

### HEROES

Warboss:

**cost 55gc**

The warboss is the undisputed great green chief of the goblins, at least until he is replaced, at his side he has a "loyal" group of champions most biding their time to take his place as warboss.

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

<![endif]>

### Weapons and armour:

The warboss may be armed with weapons and armour from the forest goblin boss list

### Special rules:

**Leader:** Any model within 6" may use his Ld instead of their own.

Standard bearer:

**cost 30gc**

The standard bearer is the warboss right hand man, being he who do most of the punishment of disobedient warriors he is widely disliked and knows he has almost certainly lost his chance to lead the warband. This however does not mean he is not scheming against the warboss.

| Profile         | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Standard bearer | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 6  |

### Weapons and armour:

The standard bearer may be armed with weapons and armour from the forest goblin boss and standard list

**Special rule:**

Standard: If the standard bearer is carrying a standard he counts as having the leader skill.

Right hand man: Being the warboss right hand man he will never be accepted as warboss.

Forest Goblin Shaman:

cost 30gc

One of the few warriors who is not a threat to the warboss, the shamans power is supreme in the forest goblin society, he is the humble servant only as long as his wishes and sanity coincides with the warboss, and now he wants wyrdstone.

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

<![endif]>

**Weapons and armour:**

The shaman may take weapons and armour from the forest goblin hero and shaman list.

**Special rule:**

**Shaman:** Shamans are wizards and so are able to use forest goblin magic.

**Resistant to poison:** Due to their constant exposure to spider venom the shamans can resist any poison on a D6 roll of 5+ (treat the hit as if he was immune to poison if successful)

Forest goblin boss:

cost 25gc

Number one runner up to the warboss position, even though he thinks he could take on the warboss he is currently biding his time, waiting for just the right time to strike.

| Profile     | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Goblin Boss | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 6  |

<![endif]>

#### **Weapons and armour:**

The boss may take weapons and armour from the forest goblin boss list.

#### **Special rules:**

The boss will advance to become the warboss if his Ld matches the warboss and his WS exceeds the warboss WS. The warboss will then become the boss and all is fine :)

Forest goblin scout:

cost 20gc