

GOBLIN FLEET

A Goblin fleet is a sight to behold. A mish-mash of wood and metal, painted in gaudy colours and crewed by masses of goblins. From the large ungainly Hulks down to the small goblin rafts, the craft are powered by oars and bristling with Bolt throwers. The Goblin Hullbustas standing out from the rest as they sway precariously from the large swinging metal spheres

MEN O' WAR

GOBLIN HULK

Goblin Hulks are long narrow vessels made by connecting 3 or 4 Goblin rafts together and strengthening them. They are powered by oars and armed with Goblin Bolt throwers. By far their most menacing aspect is the hordes of goblins that crew the vessel. Many a great ship has fallen from the sheer number of goblins that have attacked them in boarding actions.

GOBLIN FLEET

A Goblin Fleet may consist of the following:

Men O' War 1+

The Fleet must have at least one Goblin Hulk to be your Admirals's Flagship.

Cost: 100 points per Goblin Hulk

Ship of the Line Squadrons: 2+

At least one squadron of Hullbustas. You may have a maximum of two squadrons of Hullbustas for each Goblin Hulk in your fleet.

Cost: 150 points per squadron

At least one squadron of Goblin Rafts. You may have a maximum of two squadrons of Goblin Rafts for each Goblin Hulk or Goblin Freebooter in your fleet.

Cost: 75 points per squadron

Independents: 0+

You may take one Goblin Freebooter for each Goblin Hulk in your fleet. You may not have more Goblin Freebooters than you have Goblin Hulks

Cost: 100 points per Goblin Freebooter

Shaman: 1

Cost: Variable - *See Wizards and Magic*

Admiral:1

Cost: Free

Man O' War Cards: 1+

Cost: 1st Card free with the Admiral, subsequent cards at 25 points per card.

Goblin Fanatic: 1 per ship in fleet

Cost: 25 points per Goblin Fanatic

SHIPS OF THE LINE

GOBLIN RAFT

This is the basic vessel that all other goblin vessels start out as before they are combined together or have other parts added on. The raft is a mishmash of timbers held together by ropes, nails and glue. Needless to say, goblin rafts are only just seaworthy.

The Raft is powered by oars that are manned by a multitude of goblin crew. Goblins like to get into the thick of the action quickly, so there is no shortage of volunteers to man the oars .

The Rafts are armed with a single forward firing Bolt Thrower and a simple Ram.

Due to the rudimentary nature of the Raft, ramming can result in its own destruction, but the goblins don't care.

The Raft must move at least 3" towards the foe in a straight line with no turns. If contact is made, the foe must make a below the waterline save. If he fails, roll a dice:

- | | |
|-----|--|
| 1-3 | 1 point of below the waterline damage |
| 4-5 | 2 points of below the waterline damage |
| 6 | 3 points of below the waterline damage |

On the roll of a 1 the force of the impact causes the Raft to disintegrate and sink. Replace the raft with a wreckage marker.

GOBLIN HULLBUSTA

This extended raft gets in close and smashes the enemy with its Hullbusta - a large metal ball connected by a chain to an old catapult mechanism. The mechanism is set like normal, however when released the ball is swung multiple times at the target, hitting the same place. Because of the crudity of the weapon and the actions required to load it, the number of hits is variable.

So that the Hullbusta can get in close to the target, there is no ram mounted on the vessel. The bow is also strengthened to take the extra strain a large metal ball swinging around, has on the overall structure.

INDEPENDENTS

GOBLIN FREEBOOTER

Sometimes goblins will break away from a fleet to seek their fortunes pirating the merchant lanes. Usually more than one raft is involved in the escapade and the goblins quickly realize that their resources are better used if combined. A larger Raft is often the result and a lot more modifications are done so that they can ransack the larger Cargo ships that carry the booty they desire. The Raft is upgraded with larger rams to disable the big ships more easily, as well as a tall boarding tower to retrieve the booty without having to worry about those pesky cannons.

The resulting vessel is known as a Goblin Freebooter. The crew often mimic their pirate brethren and grow to thirst for notoriety and fame. In fact there are some well known Goblin pirates including Slygo yella-eye and Black Ear the Scourge!

Because of this thirst, Freebooters will often join Goblin fleets to show off to their Greenskin cousins. They are proud of their ships and worthy of the fear they cause.

The Freebooter must move at least 3" towards the foe in a straight line with no turns. If contact is made, the foe must make a below the waterline save. If he fails, roll a dice:

- | | |
|-----|--|
| 1-2 | 1 point of below the waterline damage |
| 3-4 | 2 points of below the waterline damage |
| 5-6 | 3 points of below the waterline damage |

Crew

Because Goblins are smaller and less adept at fighting, Goblins always fight with a –1 Modifier to their dice roll in boarding actions. When a crew is reduced to one counter then it only gets the normal dice roll.

Movement

Goblin Ships are powered by oars and can move 6” . They can ignore the wind and may use half their movement to turn 90° on the spot or use all their movement to turn 180° .

Goblin Bolt Thrower

The Goblin Bolt throwers are huge contraptions, crudely built but highly effective. The bolts are made from thick wood 10’ long with a barbed metal tip that rips through whatever it hits. Goblin Bolt throwers have a range of 9”. They use the standard range ruler provided with the game. They have no saving throw modifiers for range. Their target gets his standard saving throw at any distance.

Goblin Hullbusta

The Hullbusta can never be aimed high as the arc of travel brings the ball down low on enemy ships. Once a Hullbusta vessel is in contact with its target, roll a D3 to see how many attacks it makes. (1-2 = 1, 3-4=2, 5-6=3)

Then roll 1 dice for the location. If it misses then the hullbusta does no damage this turn. If it hits, all attacks hit that location with a –1 saving throw modifier. The target rolls saves and criticals as normal.

Boarding Tower

Boarding towers allow the goblins to attack the ship from above, avoiding the cannons of the ship. This negates enemy grapeshot when rolling for boarding actions.

Goblin Fanatic – 25 points

Before any boarding action takes place you can roll a dice on the following table for each goblin fanatic that is active. This only occurs at the start of each boarding action. In the end phase flip any inactive Fanatic counters back to Active.

D6	Result
1	Wraps chain around his own neck and kills himself. Remove the counter and discard.
2	Wraps chain around his own neck and tangles himself. Flip over the counter - The Fanatic is Inactive
3	Kills off one of his own crew and one of the enemy crew. Flip over the counter - The Fanatic is Inactive.
4-6	Kills one of the enemy crew. The Fanatic remains Active.

Example: A wargalley moves shoots and attempts to board a lone Goblin Raft. The raft has an active goblin fanatic so the player rolls for its effect and gets a six, killing one of the wargalley crew. The boarding action now takes place and the goblins defeat the last wargalley crew. The second wargalley in the squadron now moves, shoots and attempts to board. The fanatic is still active, so rolls for its effect and gets a four, killing one of the wargalley crew. The boarding action now takes place. The Empire wins the first round, killing a goblin crew but fails the next round leaving another abandoned wargalley. The final wargalley moves shoots and attempts to board. The fanatic is still active so the player rolls for its effect and gets a two, making the fanatic inactive. The boarding action takes place and the Empire loses both rounds. The Goblin raft has to wait til the end phase before it can reactivate the fanatic, but an empire wolfship is well within range.

GREENSKIN FLEET

A Greenskin Fleet may consist of the following:

Men O’ War 1+

The Fleet must have at least one Orc Hulk to be your Admirals’s Flagship.

Cost: 150 points per Orc Hulk

The Fleet may have a Goblin Hulk for each Orc Hulk in your fleet.

Cost: 100 points per Goblin Hulk

A Greenskin Fleet cannot have more Hulks than it has Ship of the Line squadrons. The Admirals ship does not add to this total

Ship of the Line Squadrons: 2+

The Fleet must have at least one squadron of Drillakillas.

Cost: 150 points per squadron

The fleet must have at least one squadron of Hullbustas. You may have one squadron of Hullbustas for each Hulk in your fleet.

Cost: 150 points per squadron

You may have a maximum of two squadrons of Goblin Rafts for each Hulk or Goblin Freebooter in your fleet.

Cost: 75 points per squadron

You may have a squadron of Orc Bigchukkas for each Orc Hulk in your Fleet.

Cost: 75 points per squadron

Independents: 0+

You may take one Goblin Freebooter for each Hulk in your fleet.

Cost: 100 points per Goblin Freebooter

Shaman: 1

Cost: Variable - See Wizards and Magic

Admiral:1

Your admiral will always start on one of your Orc Hulks

Cost: Free

Man O’ War Cards: 1+

Cost: 1st Card free with the Admiral, subsequent cards at 25 points per card.

Goblin Fanatic: 1 per ship in fleet

Cost: 25 points per Goblin Fanatic

GOBLIN FLEET

Goblin Fleets consist of various sized raft-like vessels, crudely constructed, that are barely seaworthy. These ships are propelled by oars and armed with huge bolt throwers or the unique Hullbustas, a large metal ball attached to a mechanism to pound enemy ships.

Goblin Hulk

Crew:7

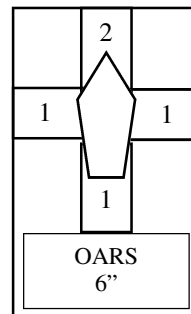
Move

Oars: 6". May turn on the spot. May reverse up to half movement.

Weapons: 2 Bolt throwers firing ahead, 1 Bolt thrower firing broadsides and 1 Bolt thrower firing to the rear.

Special Rules

Goblin Bolt throwers do not have a range modifier for target's saving throws.



Goblin Hullbusta

Crew:4

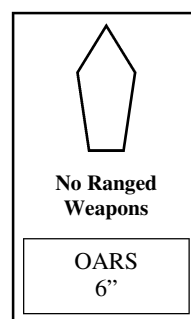
Move

Oars: 6". May turn on the spot. May reverse up to half movement.

Weapons: 1 Hullbusta to the front.

Special Rules

The Hullbusta can never be aimed high. Roll a D3 to see how many attacks it makes. Then roll 1 dice for the location. If it hits all attacks hit that location with a -1 modifier. Roll saves and criticals as normal



Goblin Raft

Crew:3

Move

Oars: 6". May turn on the spot. May reverse up to half movement.

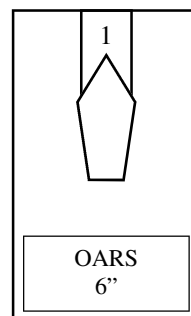
Weapons: 1 Bolt thrower firing ahead.

Special Rules

May Ram. Must move at least 3" towards foe under oars in a straight line with no turns. If contact is made, foe must make a below the waterline save - if he fails roll a dice:

- 1-3 1 point of below the waterline damage (Raft sinks on a roll of 1)
- 4-5 2 points of below the waterline damage
- 6 3 points of below the waterline damage

Goblin Bolt throwers do not have a range modifier for target's saving throws.



Goblin Freebooter

Crew:5

Move

Oars: 6". May turn on the spot. May reverse up to half movement.

Weapons: 2 Bolt thrower firing ahead.

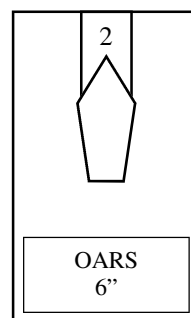
Special Rules

May Ram. Must move at least 3" towards foe under oars in a straight line with no turns. If contact is made, foe must make a below the waterline save - if he fails roll a dice:

- 1-2 1 point of below the waterline damage
- 3-4 2 points of below the waterline damage
- 5-6 3 points of below the waterline damage

Goblin Bolt throwers do not have a range modifier for target's saving throws.

Boarding Tower. Allow the goblins to attack the ship from above, negating enemy grapeshot bonuses when rolling for boarding actions.



Goblin

RAFT

SHIP OF THE LINE

CREW
3

4

RAM
SAVE 6
Ram Lost.

5

BOLT THROWER
SAVE 5 or 6
Bolt thrower lost.

6

OAR DECK
SAVE 4, 5 or 6
Each Hit reduces the Raft's
Move by 3"

SINKS

BELOW WATERLINE
Save 5 or 6

Oars: 6"

BATTLE HONOURS: 1

Fanatic
Inactive

Fanatic
Active

Fanatic
Inactive

Fanatic
Active

Fanatic
Inactive

Fanatic
Active

Fanatic
Inactive

Fanatic
Active

Fanatic
Inactive

Fanatic
Active

Fanatic
Inactive

Fanatic
Active

Fanatic
Inactive

Fanatic
Active

Fanatic
Inactive

Fanatic
Active

Goblin

HULLBUSTA

SHIP OF THE LINE

CREW
4

4

FRUNT
SAVE 5 or 6

5

HULLBUSTA
SAVE 4, 5 or 6
First Hit does no
damage.
Second Hit the
Hullbusta is lost.

6

OAR DECK
SAVE 4, 5 or 6
Each Hit reduces the Raft's
Move by 3"

NO
EFFECT

SINKS

BELOW WATERLINE
Save 5 or 6

Oars: 6"

BATTLE HONOURS: 2

Goblin

RAFT

SHIP OF THE LINE

CREW
3

4

RAM
SAVE 6
Ram Lost.

5

BOLT THROWER
SAVE 5 or 6
Bolt thrower lost.

6

OAR DECK
SAVE 4, 5 or 6
Each Hit reduces the Raft's
Move by 3"

SINKS

BELOW WATERLINE
Save 5 or 6

Oars: 6"

BATTLE HONOURS: 1

Goblin

RAFT

SHIP OF THE LINE

CREW
3

4

RAM
SAVE 6
Ram Lost.

5

BOLT THROWER
SAVE 5 or 6
Bolt thrower lost.

6

OAR DECK
SAVE 4, 5 or 6
Each Hit reduces the Raft's
Move by 3"

SINKS

BELOW WATERLINE
Save 5 or 6

Oars: 6"

BATTLE HONOURS: 1

Goblin
HULLBUSTA
SHIP OF THE LINE

CREW
4

<div>4</div> FRUNT SAVE 5 or 6	<div>5</div> <div></div> HULLBUSTA SAVE 4, 5 or 6 First Hit does no damage. Second Hit the Hullbusta is lost.	<div>6</div> <div></div> OAR DECK SAVE 4, 5 or 6 Each Hit reduces the Raft's Move by 3"
NO EFFECT	SINKS	BELOW WATERLINE Save 5 or 6

Oars: 6"

BATTLE HONOURS: 2

Goblin
HULLBUSTA
SHIP OF THE LINE

CREW
4

<div>4</div> FRUNT SAVE 5 or 6	<div>5</div> <div></div> HULLBUSTA SAVE 4, 5 or 6 First Hit does no damage. Second Hit the Hullbusta is lost.	<div>6</div> <div></div> OAR DECK SAVE 4, 5 or 6 Each Hit reduces the Raft's Move by 3"
NO EFFECT	SINKS	BELOW WATERLINE Save 5 or 6

Oars: 6"

BATTLE HONOURS: 2

Goblin
HULK
MAN O' WAR

CREW
7

HIGH	LOW
<div>6</div> BOLT THROWER SAVE 5 or 6 Rear Bolt Thrower Lost.	<div>6</div> BACK SAVE 5 or 6
<div>5</div> TOWER SAVE 6	<div>5</div> BOLT THROWER SAVE 5 or 6 Broadside Bolt Thrower Lost.
<div>4</div> BOLT THROWER SAVE 5 or 6 Forward Bolt Thrower Lost.	<div></div> <div>4</div> OAR DECK SAVE 4, 5 or 6 Each Hit reduces the Hulk's Move by 2".
<div>3</div> BOLT THROWER SAVE 5 or 6 Forward Bolt Thrower Lost.	<div>3</div> OAR DECK SAVE 4, 5 or 6 Reduce the Hulk's Move by 2".
<div>2</div> FRUNT SAVE 5 or 6	<div></div> <div>2</div> FRUNT SAVE 5 or 6

BELOW WATERLINE
Save 4, 5 or 6

NO EFFECT

SINKS

NO EFFECT

NO EFFECT

NAME:

BATTLE HONOURS: 4

OARS: 6"

Goblin
FREEBOOTER
 INDEPENDENT

CREW
5

<div>3</div> <div></div> <div> RAM SAVE 5 or 6 First Hit does no damage. Second Hit the Ram is Lost. </div>	<div>4</div> <div></div> <div> BOARDING TOWER SAVE 5 or 6 First Hit does no damage. Second Hit the Boarding Tower is Lost. </div>	<div>5</div> <div></div> <div> BOLT THROWER SAVE 5 or 6 Each Hit destroys one forward Bolt Thrower </div>	<div>6</div> <div></div> <div> OAR DECK SAVE 4, 5 or 6 Each Hit reduces the Freebooter's Move by 3" </div>
NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6

OARS: 6"

BATTLE HONOURS: 4

Fanatic Inactive	Fanatic Active
Fanatic Inactive	Fanatic Active
Fanatic Inactive	Fanatic Active
Fanatic Inactive	Fanatic Active
Fanatic Inactive	Fanatic Active
Fanatic Inactive	Fanatic Active

Goblin
HULK
 MAN O' WAR

CREW
7

<div>3</div> <div> BOLT THROWER SAVE 5 or 6 Forward Bolt Thrower Lost. </div>		<div>4</div> <div> BOLT THROWER SAVE 5 or 6 Forward Bolt Thrower Lost. </div>		<div>5</div> <div> TOWER SAVE 6 </div>	<div>6</div> <div> BOLT THROWER SAVE 5 or 6 Rear Bolt Thrower Lost. </div>	<div>HIGH</div> <div>LOW</div>
<div>2</div> <div> FRUNT SAVE 5 or 6 </div>	<div>3</div> <div> OAR DECK SAVE 4, 5 or 6 Reduce the Hulk's Move by 2". </div>	<div>4</div> <div></div> <div> OAR DECK SAVE 4, 5 or 6 Each Hit reduces the Hulk's Move by 2". </div>	<div>5</div> <div> BOLT THROWER SAVE 5 or 6 Broadside Bolt Thrower Lost. </div>	<div>6</div> <div> BACK SAVE 5 or 6 </div>		
NO EFFECT	NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6		

OARS: 6"

BATTLE HONOURS: 4

NAME: