Dem's My Gubbinz!

Forest and jungle goblins love to hoard vast quantities of gold as offerings to G'rrk and M'rrk, their principle gods. Sometimes the Goblins will uncover something of holy significance, and take it back to their camp. This might be a large gem, a rare Slann artifact, or simply a conspicuous shiny object. In any case, rival warbands are keen to discover hidden goblin villages to loot them of their would-be offerings.

Setup: This scenario can be played by 2—4 players. The players take turns placing the terrain in an area roughly 4'x 4'. The board could represent a goblin village and/or its immediate surroundings or a ramshackle assembly of lean-tos and ruins. Once this is done, players take turns placing 6 gubbinz counters on the tabletop. The counters could be any kind of small idol. Each counter should be numbered 1 to 6 and the numbers hidden on the underside of the counter. It is important that the numbers on the bottom of the counters remain secret from all the players. These may be placed anywhere on the table, but more than 10" from any edge and 8" from each other. Note that warband setup is random, so it is more advantageous to evenly distribute the counters.

All players roll a die, and the highest roller sets up first, followed by the next highest, and so on. The high roller chooses which table corner they want, and set up all of their models within the 8"square created by that corner. The next highest takes the opposite corner, and so on. After the warbands are set up, all players roll a die. The high roller goes first, and turns proceed to the right.

Scenario: At the beginning of the game, one player rolls a die. The number rolled is the gubbinz counter that the fighters are searching for. This gubbin is now the sacred gubbin.

During the game a model may pick up a Gubbin by moving into base contact with it. A model keeps the Gubbin until the end of the game unless taken out of action. In that case, it remains where the model was standing.

The warband possessing the Sacred gubbin at the end of six turns is the winner. Once a gubbin is picked up, its number is checked and announced to all the players. Any of the other Gubbinz owned by a warband after the game are worth 2d6 gc each.

Ending the Game: After six turns, the warband with the Sacred Gubbin is the winner. Rout tests are taken as normal, although Forest Goblins may re-roll failed rout tests as they are defending their village from attack.

Experience:

+1 Survives: Heroes and henchmen who live through the battle gain +1 experience.

+1 Winning Leader: The leader of the winning warband gains +1 experience.

+1 Enemy Taken Out of Action: A hero who takes an enemy model out of action gains +1 experience.

+1 Got da Gubbinz!: The hero or henchman holding the Sacred Gubbinz at the end of the game gains +1 experience.