

Forest Goblins

Forest Goblin tribes dwell deep within The Great Forest. They have completely adapted to their surroundings, learning stealth and camouflage to evade their neighbours.

Gold motivates the Forest Goblins as it does any warband, albeit for different reasons. It is worthless to them as currency but as a metallic resource, it is valuable nonetheless. Instead of using gold to buy weapons and armour, Forest Goblins actually coat their stone equipment with the metal. This has led unscrupulous leaders to send their henchmen into certain ambush, only to arrive later to collect the arrowheads and spear points from the remains of their former employees

Forest Goblins are able to create poisons with a precision surpassing even the Dark Elves. Their natural surroundings harbour any number of poisonous creatures, including the gigantic spiders they are rumoured to prod into combat with their enemies. Coating their weapons with deadly venom, the Goblins are capable of felling any foe, no matter their size. Led by their Chieftain (usually the Goblin with the loudest voice), the Forest Goblins appear from nowhere and strike with feral ferocity before receding into the trees, leaving injuries as the only proof they were ever there.

Special Rules

Natives: Used to poking through the underbrush, Forest Goblins suffer no movement penalties from moving through any wooded terrain.

Animosity: Standard rules for Animosity (as per the Orc Mob Rules in the Mordheim Annual 2002).



Choice of warriors

A Forest Goblin warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 20.

Chieftain: Each Forest Goblin warband must have one Chieftain.

Braves: Your warband may include up to four Braves.

Shaman: Your warband may include one Shaman.

Forest Goblins: Any number of models may be Forest Goblins.

Red Toof Boyz: Your warband may include up to five Red Toof Boyz.

Sluggas: Your warband may include up to five Sluggas.

Gigantic Spider: Your warband may include one Gigantic Spider.

Starting Experience

A **Chieftain** starts with 17 experience.

A **Brave** starts with 6 experience.

A **Shaman** starts with 6 experience.

Henchmen start with 0 experience.

A **Gigantic Spider** does not gain experience.



Characteristic Increase

Characteristics for Forest Goblin warriors may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	6	4	4	3	6	4	7



Forest Goblin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftain	✓	✓	✓		✓	
Brave	✓	✓			✓	✓
Shaman			✓		✓	

A Forest Goblin Brave may choose to remove his Animosity instead of choosing a skill, should they earn one.



Forest Goblin special equipment



Boss Pole



20 gold crowns

Availability: Common (Forest Goblins only)

Some influential Goblins carry badges of office, usually taking the form of long wooden poles with an icon or sharp blade on the end. This allows the hero and any Goblin henchmen within 6" to ignore animosity. Additionally, the Boss Pole acts as a spear in close combat.

Range	Strength	Special rules
Close Combat	As user	Strike First Cavalry bonus

SPECIAL RULES

Strike First: A warrior with a spear strikes first, even if charged. Note that this only applies in the first turn of hand-to-hand combat.

Cavalry Bonus: If using the optional rules for mounted models, a mounted warrior armed with a spear receives a +1 Strength bonus when he charges. This bonus only applies for that turn.

Blowpipe

25 gold crowns

Availability: Common (Forest Goblins only)

The Blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison can cause searing agony and even death.

Range	Strength	Save Modifier	Special rules
8"	1	+1	Poison, Stealthy

SPECIAL RULES

Poison: The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is automatically wounded). A blowpipe *cannot* cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur, or the like.

Stealthy: A Goblin armed with a blowpipe can fire while *bidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Goblin. If the test is successful, the Goblin no longer counts as *bidden*.



Poisoned Weapon

25 gold crowns

Availability: Common (Forest Goblins only)

Forest Goblins commonly jab their weapon points into the bodies of giant spiders in hopes of coating them with deadly poison. Once this poison is bought, it is applied to one weapon, and may not be traded or sold later on.

The weapon in question, once poisoned, adds +1 to any injury rolls from then on.

Magic Gubbinz

50 gold crowns

Availability: Rare 9 (Forest Goblins only)

These are odds and ends carried around by the Shaman to focus his powers. Most are bat feet, lizard lips, and the like, but still seem to provide benefits to their owner.

The Shaman may re-roll a failed magic test on a D6 roll of 4+.

Red Toof Tribal Jewellery

40 gold crowns

Availability: Rare 9 (Forest Goblins only)

Only proving one's prowess in battle can attract the attention of this cadre of warriors. Once inducted to the tribe, the warrior undertakes excessive body piercing!

This cannot be removed. The model will now be subject to the rules for Frenzy as described in the Mordheim rulebook.

Giant Spider

100 gold crowns

Availability: Rare 11 (Forest Goblins only)

The Giant Spider is the stuff of nightmares. Typically 10 to 12 feet long they are highly prized by Forest Goblins as mounts.

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	3	0	3(4)	3	1	4	1	4

SPECIAL RULES

Poisoned Attack: Giant Spider attacks are poisoned – attacks are considered as Strength 4, but this will not modify any armour saves.

Wall Walk: Giant Spiders (and their riders) may walk up and down walls without making Initiative tests. They may only jump up to 2" across or down, but this does count as a diving charge. When a spider jumps, its rider must make an Initiative test; if this test is failed, something has gone wrong – roll on the Whoa Boy! Table. Note even if the rider has the Running Dismount skill, the maximum diving charge is only 2".

Forest Goblin equipment lists

The following lists are used by Forest Goblin warbands to pick their equipment:

HERO EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Axe	5 gc
Sword	10 gc
Two-handed weapon	15 gc
Spear	5 gc
Halberd	10 gc
Boss Pole	20 gc

Missile weapons

Blowpipe	25 gc
Short bow	5 gc

Armour

Light Armour	20 gc
Shield	5 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Sword	10 gc
Spear	5 gc

Missile weapons

Blowpipe	25 gc
Throwing Weapons	15 gc
Bow	10 gc

Armour

Shield	5 gc
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Heroes

1 Chieftain

50 Gold Crowns to hire

Forest Goblins are usually led by the biggest, strongest, and most cunning Goblin in the band. This Chieftain routinely comes up with ways to drive off the Old World invaders, and collect gold for Mork and Gork.

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

Weapons/Armour: A Chieftain may be equipped with weapons and armour chosen from the Hero equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Chieftain may use his Leadership value when taking Leadership tests.

Ride Spiders: The Chieftain can ride Giant Spiders and the Gigantic Spider as detailed in the 'Blazing Saddles' article (see page 65 of the Mordheim Annual).



0-4 Braves

20 Gold Crowns to hire

Forest Goblin Braves are just a tad more intelligent than their peers, and aid the Chieftain in directing them in battle. This does not improve their temperament, however, since they are as prone to infighting as their henchmen.

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

Weapons/Armour: Braves may be equipped with weapons chosen from the Hero equipment list.

SPECIAL RULES

Animosity: Braves are subject to the rules for Animosity.

0-1 Shaman

20 Gold Crowns to hire

Shamans use the power of the Waaagh to direct the might of G'rrk and M'rrk against their foes. Usually found scrounging up mysterious animal parts instead of gold, most other Goblins agree that 'dey is odd'.

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

Weapons/Armour: A Shaman may be equipped with weapons chosen from the Hero equipment list.

SPECIAL RULES

Wizard: A Shaman begins with one spell randomly chosen from the Forest Goblin Spell list.



Henchmen



Forest Goblins

15 Gold Crowns to hire

Forest Goblin warriors form the rank and file of a Goblin warband. They use their natural talents to harass their enemies while keeping out of sight in the dense foliage.

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

Weapons/Armour: Forest Goblins may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: Forest Goblins are subject to the rules for Animosity.

0.5 Red Toof Goblins

25 Gold Crowns to hire

Of all the various factions that comprise the Forest Goblins, the infamous Red Toof tribe is the most feared. They are elite shock troops, valued by Chieftains for their berserk rage in battle.

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

Weapons/Armour: Red Toof Boyz may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: Red Toof Boyz are subject to the rules for Animosity.

Berserkers: Forest Goblins of the Red Toof tribe allow themselves to be bitten by all sorts of poisonous wildlife before entering battle. The mingling venom drives them into frothing convulsions, making them extremely ferocious. Red Toof Boyz are affected by the rules for Frenzy as described in the Mordheim rulebook. In addition, if they begin their turn within charge range of an enemy, they are immune to animosity for that turn.



0.5 Sluggas

20 Gold Crowns to hire

Sluggas practice the art of throwing various objects until they can hurl several projectiles in a split second. This makes them useful for distracting enemies with a hail of heavy stones.

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

Weapons/Armour: Sluggas may be equipped with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Animosity: are subject to the rules for Animosity.

Sluggas: In the shooting phase, the Sluggas may throw thrown weapons up to three times. This may not be combined with Quick Shot if they should be promoted to hero status.

0.1 Gigantic Spider



200 Gold Crowns to hire

Gigantic Spiders are best avoided when encountered in the wild, due to their deadly poison and huge size. When urged into fighting by Forest Goblin beastmasters, they become doubly dangerous and much harder to evade.

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

Weapons/Armour: A Gigantic Spider never needs or uses weapons or armour.

SPECIAL RULES

Fear: Gigantic Spiders cause *fear* as described in the Mordheim Rulebook.

Large Monster: Gigantic Spiders are large targets, and may always be shot at.

Poisonous: The Gigantic Spider's maw drips with vile poisons. When it wounds an enemy and a roll is made on the injury table, 1: knocked down, 2-4: stunned, and 5-6: Out of Action.

Native: Negotiating woodlands is no trouble for spiders. They move through any wooded terrain without penalty.

Non-sentient: Spiders are affected by the *stupidity* rules in the Mordheim rulebook. In addition, they never gain experience, as they are animals. Note however that they may climb as normal.

May Ride: The Forest Goblin Chieftain, may ride the Gigantic Spider. He gains +1 armour save, and shall move at the Gigantic Spider's rate of 6. Shooting attacks hit the Chieftain on a die roll of 1-2, and the Gigantic Spider on a 3-6. In close combat, the opponent may choose which to hit. The Gigantic Spider no longer has to check for *stupidity* if it is being ridden, as the Chieftain is directing its actions.

Forest Goblin Magic

D6 Result

- 1 Wind of Gork** Difficulty 6
A blast of foul flatulence signals G'rrk's Wrath.
A blast of foul flatulence signals Gork's wrath. Range: 12". The first model in its path must roll under its Toughness or take a S2 hit and be knocked down automatically.
- 2 Gaze of Mork** Difficulty 8
The Shaman invokes the presence of the God Mork to smite his foes with lightning.
Range 12". D3 S3 hits strike the first model in their path.
- 3 'Eadbanger** Difficulty 8
The Shaman channels pure Waaagh! energy through his body and vomits it toward the enemy.
Range 6". Fire bolts equal to the number of the Shaman's Attacks. Resolve with Strength equal to the Shaman's Toughness at the first model in their path. After the bolts effects are resolved, roll a die. On a 1 the Shaman has drawn upon too much power. The Shaman collapses and goes out of action.
- 4 Leap of Waaagh!** Difficulty 7
The Shaman summons a giant green hand to lift any Goblin and carry him into the fray.
The Shaman or any other Goblin within 3" may be moved up to 12". If this move brings them into close combat, they count as charging in the close combat phase.
- 5 Idol of Gork** Difficulty 8
Swirling energy crackles around the Shaman, giving him the appearance of a huge orc hero.
The Shaman gains +1 WS, +1 S, and +1 A. This enhancement lasts until the Shaman takes a wound.
- 6 'Ere we go!** Difficulty 8
The Shaman and nearby Goblins become filled with the essence of the Waaagh!
All friendly models within 6" of the Shaman treat stunned results on the injury table as knocked down instead. The effects last until the Shaman takes a wound.

