

NIGHT GOBLINS v3.21

By Terry Maltman

Revisions:



- 1.1 Added Snotling mob size, animosity, fanatics, special skills & other stuff
- 1.2 Adjusted Fanatics
- 1.3 Changed Snotling heading.
- 2.0 Added fluff.
- 2.1 Added HS list
- 2.2 Completed HS list
- 2.3 Changed Bosses Initiative & restricted Fanatic's experience.
- 3.0 Revised to suit Mordheim (was Karak Azgal)
- 3.1 Made Snotlings insignificant. Removed Hired Sword list
- 3.2 Changed experience for killing Snotlings
- 3.21 Minor spelling and format editing

Much of the Old World is infested with tribes of Orcs and Goblins and Mordheim is no exception. The Night Goblins especially like the deep dark places and avoid the daylight wherever possible.





Whilst they are quite capable of digging their own tunnels and will do to avoid contact with others, they prefer to occupy the existing chambers. They use the catacombs beneath Mordheim to grow the strange fungi they use for food and to brew poisons. Elsewhere they just spoil and vandalise anything they can find.

Wanderers and adventurers should not underestimate the Night Goblins. Whilst they are a weak and cowardly race they are a pernicious enemy. They bolster their numbers with the ferocious cave squigs which abound in the caves and if they are lucky they can entice a troll to join them.

SPECIAL RULES

-  **Animosity:** Goblins spend much of their lives squabbling and fighting amongst themselves. Sometimes this will happen at the worst of times. At the beginning of each Night Goblin turn roll a D6. On a roll of 1 they start to squabble and will do nothing else for the rest of the turn. Only Night Goblins are affected. Trolls, Squigs, Snotlings and other non-goblins are not affected and will act as normal.
-  **Hate Stunties:** Night Goblins are subject to hatred towards Dwarfs. This only affects Night Goblins not any other greenskins. Fanatics are so out of their skull that they are not affected.

NIGHT GOBLIN SPECIAL SKILLS

-  **Ded Shooty:** The clever little git adds +6" to the range of any missile weapons he uses (not including nets)
-  **Sneaky Git:** The greenskin is so sneaky that he can move D3 of his warband members after all other deployment is complete. *Night Goblin Big Boss only.*
-  **Infiltrate:** *As Skaven skill.*
-  **Netter:** The goblin is adept at using a net to disable his enemies. They learn their skill hunting wild cave squigs in the depths of the mountains. The technique he has mastered is 'chuck and charge'. The goblin may declare that he is making a net charge. He throws the net at a target in the same way as described in the Mordheim rulebook. If he hits and the target fails to escape the net then target counts as knocked down and the goblin completes his charge. If he misses or the target escapes then the goblin makes a failed charge. If the failed charge would take him into base contact then stop him 1" away. A warrior who is caught in a net will be automatically hit in combat. The goblin must still roll to wound just as with a knocked down enemy. In the warrior's next recovery phase, unless he is stunned or out of action he will cut himself out of the net but cannot do anything else and will go last in combat just as if he had stood up from being knocked down.

NIGHT GOBLIN SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Big Boss	X	X		X	X	X
Shaman		X	X		X	
Boss:	X	X			X	X

CHOICE OF WARRIORS

A Night Goblin warband must include a minimum of 3 models. You have 500 gold crowns, which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

- 🔥 **Big Boss:** Each Night Goblin warband must have one Big Boss; no more, no less!
- 🔥 **Shaman:** Your warband may include up to 1 Shaman
- 🔥 **Boss:** Your warband may include up to 4 Bosses
- 🔥 **Night Goblin:** Your warband may include any number of Night Goblins.
- 🔥 **Fanatics:** Your warband may include up to 2 Fanatics.
- 🔥 **Cave Squig:** Your warband may include up to 5 Cave Squigs. You may never have more Cave Squigs in your warband than you have Night Goblins.
- 🔥 **Troll:** Your warband may include up to one Troll.
- 🔥 **Snotlings:** Your warband may include up to 5 Snotlings.

STARTING EXPERIENCE

- 🔥 A **Big Boss** starts with 17 experience.
- 🔥 A **Shaman** starts with 10 experience.
- 🔥 A **Boss** starts with 6 experience.
- 🔥 **Henchmen** start with 0 experience.

NIGHT GOBLIN EQUIPMENT LISTS

Night Goblin Equipment List

Hand to Hand combat weapons

Dagger	1st free/2 gc
Sword	10 gc
Spear	10 gc
Club	3 gc

Missile Weapons

Short Bow	5 gc
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Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Fanatic Equipment List

Hand to Hand combat weapons

Poison daggers.	25 gc
Double handed weapon:	15 gc
Ball & chain:	15 gc

Miscellaneous

Madcap Mushrooms	25 gc
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SPECIAL EQUIPMENT

Poison daggers.

25 gc Common (Fanatics only)

A pair of daggers which are coated in Death Cap mushroom juice. The coating is re-applied for free after every game. It is derived from the poisonous Death Cap mushrooms and has the same effect as Black Lotus.

Ball & chain:

15 gc Common (Fanatics only)

Rules as the Mordheim Annual 2002

Madcap Mushrooms

25 gc Common (all Night Goblins)

Rules as Mordheim rulebook

HEROES

1 Big Boss

45 gold crowns to hire

Like all greenskins Night Goblin society is ruled by the biggest and meanest of the tribe. Goblins have one advantage over their larger cousins - they are cunning too. To climb to the position of Big Boss the goblin must be sneaky and backstabbing as well as the biggest and best.

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

Weapons/Armour: A Big Boss may be equipped with weapons from the Night Goblin equipment list.

SPECIAL RULES

Leader: Any model in the warband within 6" of the Big Boss may use his Leadership instead of their own.

0-1 Shaman

50 gold crowns to hire

Despite their smaller size Night Goblin Shamans are every bit as powerful as their Orc cousins. They can summon the power of the Waaagh generated by their fighting comrades and call on Gork and Mork for their supernatural assistance.

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

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

SPECIAL RULES

Wizard: A Night Goblin Shaman is a wizard and uses Waaagh! Magic as listed in the Mordheim Annual 2002.

0-4 Bosses

25 gold crowns to hire

Goblin Bosses like to think that they are the best and toughest fighters in the tribe. Of course the Big Boss knows better but he has to watch his back when the other Bosses are around.

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

Weapons/Armour: A Boss may be equipped with weapons and armour from the Night Goblin equipment list.

HENCHMEN (Bought on groups of 1-5)

Night Goblins

15 gold crowns to hire

Individually Night Goblins are weak and cowardly but together they make a force to be reckoned with. Preferring to attack in large numbers they are adept at hit and run tactics and can take down foes much stronger than themselves.

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

Weapons/Armour: A Night Goblin may be equipped with weapons from the Night Goblin equipment list.

0-2 Fanatics

20 gold crowns to hire

The caves where Night Goblins live are rich in various forms of fungi. The goblins are able to make use of these and even cultivate some of them. Best known are the Madcap mushrooms. These drive anyone who eats them into a frothing fighting frenzy. Some of the Night Goblins are deliberately fed large quantities of Madcap mushrooms to turn them into crazed killing machines. Often seen on open battlefields wielding a huge ball and chain they adopt slightly safer weapons in the narrow streets of Mordheim.

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

Weapons/Armour: A Fanatic may be equipped with weapons from the Fanatic equipment list.

SPECIAL RULES

Addict: The Fanatic is dependent on a regular supply of Madcap Mushrooms which must be bought each game. If he can't get any before a battle he will stay in his cave foaming at the mouth and not take part. If available he will eat his mushrooms before the battle.

Mushroom Brain: Due to the effect of prolonged use of Madcap Mushrooms the Fanatic's brain is about useless. He cannot gain experience.

Looney: Due to the effect of the Mushrooms he is subject to Frenzy. He must also test for permanent damage after the battle as described in the rulebook.

Frantic: The Fanatic is hyperactive and will strike first in combat ignoring penalties or bonuses for weapons or initiative order.

<Designer's note: We thought it essential to include a Night Goblin Fanatic but wanted to get away from the stereotype ball and chain. In the confined spaces of a skirmish setting he is likely to hit the scenery and make a mess very rapidly. The axe wielding looney tanked up on madcap mushrooms seems to fit the Fanatic image whilst providing a few more options.>

0-5 Cave Squigs

15 gold crowns to hire

Goblins raise the deadly Cave Squigs. These creatures are a curious blend of animal and fungus, and are composed mostly of teeth, horns and a nasty temperament.

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	4	0	4	3	1	4	1	5

Weapons/Armour: Big gob and brutality! Cave Squigs never use or need weapons or armour.

SPECIAL RULES

Movement: Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead they are allowed to contact enemy models within their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Minderz: Each Cave Squig must always remain within 6" of a Night Goblin, who keeps the creature in line. If a Cave Squig finds itself without a Goblin within 6" at the start of it's Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its movement phases. If it's random movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of the Night Goblin player's control until the end of the game.

Animals: Cave Squigs are animals of a sort and so do not gain experience.

0-1 Troll

200 gold crowns to hire

Trolls are not intelligent enough to recognise the value of gold, but large amounts of food can often instil a certain loyalty in them.

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

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear: Trolls are frightening monsters, which cause *fear*.

Stupidity: A Troll is subject to the rules for *stupidity*.

Regeneration: Trolls have a unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for injury after a battle.

Dumb Monsters: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the troll in order to keep him loyal to the warband. The warband must pay 15 gc after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Big Boss has the option of sacrificing three Snotlings or two Cave Squigs to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate it's highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

0-1 Snotling Mob (consists of 5 Snotlings)

50 gold crowns to hire (10 gold crowns per Snotling to replace)

Wherever there are greenskins you will find Snotlings. Any Goblin warband will attract a number of them. Snotlings perform the same function for Goblins as Goblins serve for Orcs. They provide someone smaller to slap around.

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

Weapons/Armour: Snotlings may only ever use a pointy stick, which they will find for themselves at no cost. This counts as a dagger and gives the enemy a +1 to his armour save or a 6+ save if he had none.

SPECIAL RULES

Mob: Snotlings are naturally gregarious creatures. They are initially bought in a mob of 5. You may replace mob members up to the maximum of 5. They will always move and fight as a mob. All members must stay within 1" <or 1/2"?> and all will join in the same combat if possible.

Weedy: Snotlings are not the most robust of creatures. If wounded they will be knocked down on a 1, stunned on a 2-3 and go out of action on a 4-6.

Dodgy: The little creatures are constantly ducking and diving in the most infuriating way. They get a 6+ dodge save against shooting.

Insignificant: Nobody cares about the Snotlings. The whole mob counts as a single model for the purposes of rout tests, maximum warband size and calculating income. An enemy hero will only gain experience for taking the last Snotling Out of Action.

<Designer's note: The designers had much debate about making the snotlings as individuals or as a single base of 5. My preference (as author) was for individuals in order to better reflect the detail of a skirmish.>