

THE UNOFFICIAL  
WARHAMMER

# GROM





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# GROM

An Unofficial Orcs & Goblins – THE END TIMES – Expansion

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**“I’m gonna bash dare ‘eads! I’m gonna break dare faces, an arms, an legs, an everyfing in between. I’m gonna roast ‘em alive and feast on dare ‘earts! I’m gonna cut dem into a ‘undred pieces and feed dare bitz to da wolves! And den, dey’ll know what it means to oppose GORK, MORK, and GROM!”**  
– Grom the Paunch, the Bane of Elves

In Dedication to:  
Kev ‘Goblinmaster’ Adams & Rick Priestley

Special Thanks to:  
John Meis, Nidal Nasr, Dan Traina, Jason McMurray, Mario Cerame, Matt Birdoff, Gav Thorpe, Phil Kelly, the Warmonger Club, the Orcs & Goblins Warpath, the Games Workshop Design Studio and the Real Rick Salamone’s Crew



# INTRODUCTION

I love Goblins!! Imagining hordes of small, green critters snickering madly as they ambush an enemy and bring about ruin to the countryside is just the kind of image that makes me want to play a game of *Warhammer Fantasy Battles*. Back in the late '80s one of my friends took me to the local miniatures store, for the first time, so that I could buy a miniature to represent a character in this game called *Dungeons & Dragons*. While in the shop though, my search for a human warrior came to a halt when I spotted a Citadel Miniatures box set called the 'Goblin King's Battle Chariot'. From that moment I was hooked. I bought the Goblin King's Battle Chariot and quickly realized one Goblin King on a chariot could not sate my desire for more miniatures – I needed hordes of Goblins that he could lead into battle! And so it was, my quest to collect Goblins began and I never imagined back then that nearly 30 years later I'd still be collecting and painting Goblins.

Crazy, I know!

This unofficial supplement to the Orcs & Goblins army book has been well over a decade in the making and it could be said that it all started because of a few jokey bits on a map. You see, I always loved the idea of different types and sects of Goblins such as Night Goblins, Forest Goblins, Hobgoblins and so on. So when a new version of the Orcs & Goblins army book was released for the 6th edition of Warhammer, inside was a map that noted even more types of Goblins, such as Hill Goblins, Fire Kobolds, Boggarts and even Gnoblar (before the creation of Ogre Kingdoms). I wanted these Goblin breeds in my armies and was not satisfied that the book did not include rules for them. So I wrote up some rules to include them in games of Warhammer for myself and invented a couple more Goblin sects such as the undead-like Dust Goblins and sea-dwelling Troglagobs. Eventually these unit types were published in *White Dwarf* magazine in an article called 'Goblin Ecology'. Later, I wrote another *White Dwarf* article detailing rules and a full army list in order to field an entire army of Gnoblar! I carried ideas from *Goblin Ecology* into the Gnoblar army list and had much fun inventing new breeds of Gnoblar too.

These articles are old now and long out of date for the current edition of *Warhammer Fantasy Battles*. Many of you probably have

no idea what I'm going on about. But anyway, I thought: why not update all this stuff, along with adding a host of new and wacky greenskins with variant army lists and put them all together in a nice and tidy, unofficial supplement to share with everyone else? The end result is what you are reading right now.

Along the way, I convinced my good pal, Randy Elliott – a renowned, professional artist – to paint up some nice looking pictures for the supplement. These are just the coolest illustrations ever, and I'm sure you'll agree. Please be sure and check out his website at:

[www.randyelliottart.com](http://www.randyelliottart.com).

With the arrival of the Ends Times, I knew I wouldn't be satisfied without knowing the true fate of Grom the Paunch of Misty Mountain, so Grom's final tale is presented here. It was not fair that he lost to the Elves all those years ago at his moment of triumph. I needed to fix that...

Finally, I'd like to thank everyone that has contributed to *Warhammer: Grom* in anyway and also to anyone and everyone who has ever had a comment, opinion or thought about it!

Kevin Coleman  
March 2015

## A NOTE ON MAGIC ITEMS

All units in *Warhammer: Grom* that have the option to take magic items may choose these item from *Warhammer: Orcs & Goblins* and/or the Warhammer rulebook. The exceptions to this rule are as follows: units from the Gnoblar Hordes army list may choose magic items from the Warhammer rulebook and/or their own Magic Item list - 'Funny Trinkets'. Lastly, a Chaos Dwarf Daemonsmith Sorcerer from the Black Legions of Morhogg army list may choose magic items from the 'Forged In Hell' Magic Item list described in *Tamurkhan: The Throne of Chaos* and/or the Warhammer rulebook.

## HOW THIS BOOK IS INTENDED TO BE USED

This expansion is completely unofficial and not endorsed or sanctioned by Games Workshop. This is for all intents and purposes a "fan-made expansion". That being said, the creation of *Warhammer: Grom* was designed to be used in any and all types of Warhammer games, including those set in The End Times, Independent Grand Tournaments and wherever Orcs & Goblins armies are being played! By no means do we expect this unofficial expansion to be forced onto players; it is merely a new option for players and event organizers to include in their games of Warhammer, whether it be tournaments, campaigns, casual play or whatever. Ultimately, this unofficial rules supplement is meant to increase interest and fun for all players involved in our gaming hobby.

In order to use *Warhammer: Grom*, you must have the following supplements from Games Workshop, in addition to the *Warhammer Fantasy Battles* rulebook – *Warhammer: Orcs & Goblins*, *Warhammer: Ogre Kingdoms*, *Warhammer: Tomb Kings*, *Warhammer: Vampire Counts*, *Warhammer: Warriors of Chaos*, *Warhammer: Beastmen*, *Warhammer: Storm of Magic*, *Warhammer: Nagash*, *Warhammer: Archaon* and *Tamurkhan: The Throne of Chaos*.



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## THE GREENSKIN THREAT

Since the dawn of creation, the foul races of greenskins have plagued the nations of the world. Orcs, Goblins and their entire ilk have waged campaigns of annihilation against all civilizations, bringing about ruin and death for no other reason than to satisfy their wanton appetites for destruction. Their numbers are so vast, that when united under a single, ambitious warlord they are all but unstoppable. Fortunately for the realms of Men, Dwarfs and Elves, the innate bickering within goblinoid society means that such a united alliance of greenskin factions seldom lasts very long. The mightiest of Waaaghs!, as these great greenskin coalitions are known, will eventually dissipate on its own as infighting and animosity takes hold of their ranks.

In the Imperial year 2521, at the dawn of The End Times, the various nations of the world are threatened by not just a single Waaagh!, but multiple, seemingly independent, greenskin invasions striking all at once. A single, mighty Waaagh! is enough to cause turmoil and terrorize an entire continent, though never has the greenskin threat rose to such a level where no realm is safe from the depredations of the Orc and Goblin Warlords.

In the Worlds Edge Mountains, Grimgor Ironhide has grown bored of slaughtering armies of Dwarfs and Skaven ratmen. Hearing rumours of the Hordes of Chaos mustering armies in the north, Grimgor seeks new enemies to stomp! Flocked by a huge Orcy army consisting of the hardest and meanest Orcs around, Grimgor and his 'Ard Boyz have headed north in hopes of finding a good scrap or two!

Meanwhile on the Elven isle of Ulthuan, in the kingdom of Yvresse, the infamous old Goblin King, Grom the Paunch of Misty Mountain once again runs abroad. Defeated years ago by Eltharion the Grim, Grom escaped that conflict, finding refuge in the Annulii

Mountains. From his secret mountain hideaway, The Paunch broods and plots the annihilation of all Elves. Massive breeding warrens were constructed deep within the mountains and after decades in hiding, Grom has emerged, at last, at the head of a Goblin Horde so massive, its sheer size is unlike any greenskin coalition the world has ever seen.

From out of the dreaded Dark Lands the indomitable Black Orc Warboss, Morhog Da Mighty has subjugated the Chaos Dwarfs of the Tower of Zharzoth. The massive legions of vicious Black Orcs and wicked Chaos Dwarfs have begun their assault upon Karaz Ankor, the Dwarf Kingdoms of the Worlds Edge Mountains, with each victory attracting more greenskins to their cause.

In the foothills below the Mountains of Mourn, a massive new Gnoblar Honcho has emerged, bringing order and unity to the bickering hordes of Gnoblar within the shantytowns of Gnoblar Country. Dubbed 'Leader-Eater', this self-proclaimed 'Master of Gnoblar Country' is actually a tiny, brainy Gnoblar who is perched atop a massive beast encased in black armour with a nasty disposition and stature equal to that of an Ogre Tyrant! Leader-Eater has bent the unwashed masses of Gnoblar to his will and means to assault the Kingdoms of Ogres and the other nations that have repressed the lesser breed of Goblin with a seemingly endless hordes of Gnoblar.

Worse still, in the far, far east, the Great Hobgobla Khan, the great greenskin despot who holds sway over the greatest empire of the entire world – the Hobgoblin Dominion, has declared the realms of the west are now ripe for conquest. Led by his most trusted lieutenant, Ghazak Khan, the Butcher of Torrico Fields and Commander of the Black Wolf Legions, the armies of the Great Khan have begun the invasion of the west with Ghazak Khan riding at the head of a thousand-thousand Wolfriders.





# THE GOBLIN KING'S HORDE





## THE RETURN OF THE GOBLIN KING

The tale of the first Goblin invasion of Ulthuan is told elsewhere, though it is enough to know that Grom and his Goblins were defeated at the very gates of Tor Yvresse by High Elves under the command of Eltharion the Grim. The ultimate fate of Grom the Paunch, however, had remained a mystery...until now!

Having escaped from his defeat at the city of Tor Yvresse atop the back of the Wyvern Doomserpent, Grom the Paunch, along with a small band of Goblin warriors, sought refuge within the Annulii Mountains, a magically saturated mountain range that encompasses all of Ulthuan and divides the realm in two – the 'inner' and 'outer' kingdoms. It was within this vast domain of mountains where Grom forged a new lair and sanctuary. For decades, The Paunch brooded and carefully plotted his revenge upon the Elves. Enormous breeding warrens were constructed, carefully hidden from the Elf sentries that patrol the mountain range, and the Wyvern, Doomserpent, the once ferocious pet of Grom's favoured Shaman, has been broken to Grom's will after years of brutal drilling. Now larger and meaner than ever before, the scaly beast has been bound to the Goblin King's will.



Nearly a century after his defeat at Tor Yvresse, Grom the Paunch of Misty Mountain, Lord of the Crag and Bane of Elves has emerged from his secret mountain stronghold at the head of a new Waaagh! so massive and so terrible its like has never been seen before. An enigma of goblinoid viability, Grom has uncannily become the longest living greenskin in known history; be it a result of his Troll-like traits, the mysterious magics seeping within the Annulii Mountains or simply the divine will of Gork and Mork, none can say with certainty. Elven Loremasters have speculated that Grom's return is part of an elaborate plot of Malekith, the dread Witch King of Naggaroth, in order to breed further turmoil upon Ulthuan. Whatever the case may be, some malevolent power certainly favours the infamous Goblin King.

In the three hundredth and sixty second year of the reign of Phoenix King Finubar the Seafarer, the grizzled Goblin King enacted his stratagem to bring about the utter destruction and demise of the Elves of Ulthuan. The greenskins deities, Gork and Mork, have granted Grom further visions of conquest (or so he claims!), revealing that his campaign of destruction that brought the Old World to its knees was just the beginning. It was the will of his Orcy gods that Grom would be the Bane of the Elves and his defeat at Tor Yvresse was nothing but a mere setback.

From his first incursion upon Ulthuan, Grom learned much about the Elves and, over the course of decades, the corpulent Goblin King has studied his enemy further. Acknowledging that 'da pointy eared skinnies' are skilled and worthy foes, The Paunch has, more importantly, discovered the High Elves to be a dying race – their population being a mere third compared to that of the Men of the Old World. To defeat the Elves, Grom conceived, he only need to outnumber the Elves and divide their strength by launching multiple invasions at once. Regardless of their superior skill at warfare, the small populations of Elves would be cut off from one another, overwhelmed by the Green Tides and easily defeated. Mustering his hordes of Goblins into three huge invasion forces, each one-hundred-thousand-warriors strong, Grom has launched a series of direct assaults against three major Elven cities at once. Grom's chief-shaman, Morkwart Gutwarp, leads the first Goblin Horde to Cairn Avon, a great spire-city of Saphery, which lies just south of the kingdom of Yvresse. A second host of Goblins has been set upon the Tower of Hoeth, the Elves' (and the known world's) vastest repository of knowledge and magical lore. While Grom himself personally leads the largest of the Goblin armies against Tor Yvresse, the prize denied to him a century ago and the would-be capitol of his new realm.

## GOBLINS ON THE MARCH

The Goblin King dispatched the first of his grand hordes against the city of Cairn Avon while holding his other armies back for a fortnight. Knowing it would not take long for Elven sentries to spot the enormous horde of Goblins heading south, Grom patiently waited for the Elves to react to this initial invasion force before committing his remaining troops to their own campaigns of destruction. As the huge army of Goblins under the command of Morkwart Gutwarp marched, slowly south, leaving ruin and destruction in their wake, the High Elves quickly organized the defense of Cairn Avon, the city that stood in the direct path of the Goblins. The city's warden, Thandalor Ironstar, sent word to the



closest Elven cities of the emerging Goblin threat, calling for aid in the defense of his city. Eltharion the Grim, Warden of Tor Yvresse, who had just returned to Ulthuan from an expedition in the Old World, was the first to answer. Atop his mighty Griffon, Stormwing, Eltharion arrived at Cairn Avon at the head of a company of renowned Storm Striders of Yvresse, warrior-nobles of Yvresse riding atop Demi-Griffons, while a large host of Yvressian Elves forced marched to reach the city before the Goblins. Contingents from the Standing Armies of Elessaeli and Cairn Thel were dispatched by their respective wardens to further aid in the defense of Cairn Avon. The Elves planned to not only save the city, but to utterly obliterate the foul Goblin horde.

As Morkwart's horde of Goblins closed in on Cairn Avon, Grom began the second phase of his plan by launching the two remaining Goblin armies at their respective targets. Gorgoth Elfeater, led a Goblin army towards the Tower of Hoeth, while Grom marched upon the city of Tor Yvresse. By the time word of the two other Goblin hordes reached the defenders at Cairn Avon, Morkwart's horde was mere leagues from the city. Overwhelmed with rage and disdain for the wretched creatures that had pillaged his kingdom and slain his kin a century before, Eltharion called for his warriors to immediately return to Tor Yvresse. Thandalor pleaded with Eltharion to stay and help defend Cairn Avon, for afterwards their armies would march, together, to Tor Yvresse and save the city from the vile Goblins. Eltharion would not heed any of it. His first responsibility was to the protection of his own city, Cairn Avon had other allies at their defense, and Eltharion would not allow the land of Yvresse to be defiled a second time. With a wave of his hand, Eltharion silenced the warden and immediately mounted Stormwing without another word. Accompanied by his Storm Striders, Eltharion made haste for Tor Yvresse, leaving Cairn Avon to its fate.

## THE SIEGE OF CAIRN AVON

As Eltharion and his Storm Striders made their departure, the Goblin horde of Morkwart Gutwarp prepared for their assault upon Cairn Avon. Such was the size of the Goblin army that the Elves could not muster a force large enough to meet the Goblins in pitched battle, for any such army would easily be overrun by the Green Tide. Instead, the High Elves were forced to use the city walls of Cairn Avon itself as a bastion against the seemingly endless sea of Goblins.

The Elven defenders hailed volleys of arrows into the goblinoid ranks, the size of the horde meant that no arrow could miss its mark. Where each arrow struck, a dead Goblin followed. Goblin siege engines pounded the fortress walls of Cairn Avon, smashing entire ramparts asunder and sending unfortunate Elven defenders falling to their doom. A massive Giant Stone Troll, called 'Grock' by the Goblins, strode directly towards the fortress gate wielding an enormous axe, double the size in length of an ordinary Troll. As Grock approached the gatehouse, all ballistics the Elves could muster were directed upon the giant Troll. Hundreds of arrows stuck the great beast, many piercing its scaly skin while even more arrows bounced off its craggy hide. Where Grock suffered injury, though, its flesh seemed to immediately regrow. When the Giant Stone Troll finally reached the gate, it gave a thunderous smash with its great axe that nearly collapsed the entire gatehouse. Before Grock could make another swing with its axe, however, Tytherion, a potent Archmage from the Tower of Hoeth, appeared atop the ramparts directly over the gate. There, Tytherion summoned a great storm of fire upon the huge Troll. In an instant the Troll released a shrieking bellow as it became consumed by flames. Seemingly taking the forms of tiny Phoenix, the flames wove around and through the Troll until the lumbering Giant exploded in a messy hail of blue and green ichor. The Elves upon the wall cheered and shouted insults at the Goblins below.

As the Goblin horde approached the city, Thandalor Warden of Cairn Avon removed his helm and observed the gathering horde. It appeared as though every Goblin in the world had assembled before the gates of Cairn Avon. Black hooded Night Goblins cackled like wicked hags as they skulked forward under the shadows of their great, moon-etched banners. Lava-coloured Fire Kobolds scorched the grassy plains as they belched forth, small wads of flame. Dark-skinned Hill Goblins wearing spiked helms and covered in wolf-skins shouted obnoxiously, banging their crude weapons together like mighty Orcs.

Tattooed Forest Goblins riding the backs of enormous spiders in parody of Elves upon horseback skittered throughout the woods around the city. Worse still, were huge mobs of scaly Trolls in all manner of colours and sizes, being prodded forward by their snickering Goblin masters. Every so often a Goblin strode too close to a Troll only to find himself suddenly snatched up from the ground and torn in two by the Trolls' powerful limbs, before their remains were crammed down the Troll's throat. Thandalor sneered in repulsion as he turned his gaze upon a mob of Undead-like Dust Goblins, slowly advancing, dragging their feet like limping Zombies. Was some foul necromancy at work here as well?



The demise of their Trollish Giant did not dismay the Goblins. Crudely constructed ladders were raised, which the Goblins began to climb like a massive swarm of flesheater ants. Fire Kobolds emerged atop the ramparts spitting streams of fire and dark skinned Hill Goblins wildly swung their huge, Orcish blades at the Elf defenders. The disciplined ranks of the High Elves struck the greenskins with spear and sword in unison with a skill and speed that seemed unnatural to the Goblins. With each strike a Goblin was decapitated or gutted. All things being equal, the Goblins were no match for the superior skill of the Elves, but the numbers of the greenskins were too great. Gangs of Goblins assaulted individual Elves at once, pulling them to the ground in mobs like packs of hungry wolves and slitting their throats with rusty blades.

The Goblin Shaman Morkwart unleashed a vortex of pure Waaagh! energy that invigorated the horde and painfully assaulted the Elven senses, causing them to become groggy and encumbering their fighting prowess. The Goblins soon managed to capture the gatehouse and raised the gates of the city. The Green Tide swept into the city where the remaining Elves mustered to make their last stand. Morkwart Gutwarp, riding atop a wolf-drawn chariot that rivaled that of Grom's old chariot, triumphantly entered the Elven city cackling madly, for the Goblin Shaman knew his master would be pleased with this great victory.

The Shaman's maniacal laughter was suddenly interrupted by a far more fearsome sound. A single roar akin to booming thunder deafened the entire city, both Elf and Goblin alike paused from their fighting and reared their heads to the sky above. The enormous form of Minaithnir, the colossal White Dragon and ally of the Elves, cast a shadow across the entire city. Seated atop the Emperor

Dragon, upon a saddle of silver, was Imrik, Crown Prince of Caledor and last of the Dragon Princes of Old. The Prince raised a huge dragonhorn to his lips sounding the signal for the Army of Caledor to attack. Clad in gleaming armour with dragon-crested helms and mounted upon barded Elven warhorses, every Dragon Prince in Ulthuan had assembled before Cairn Avon. With Imrik's warhorn blazing across the land, the Dragon Princes charged into the rear of the Goblin horde still filing into the city.

## THE MARCH UPON THE WHITE TOWER

Meanwhile the Goblin Horde of Gorgoth Elfeater, Grom's lieutenant, made a relentless march upon the grand Tower of Hoeth. The majestic white tower of ivory stood, defiantly, a mere league from the green horde. The tower radiated with a brilliance of serenity and beauty that sickened all Goblin-kind. Even so, and despite its distance, the sheer magnificence of the White Tower drove the entire Goblin horde to a silenced halt, for such was its wondrous beauty that even an abhorrent Goblin could not help but pause in the presence of its vast glory. The razing of such a potent Elf palace would be a very great victory for the Goblins and Gorgoth himself could think of no better prize than to conquer this fortress of solitude in the name of Mork, Gork and Grom!

As the march continued the Goblins seemed to never gain further ground upon the tower. It constantly seemed clearly on the horizon, though never within their grasping reach. Gorgoth sent his Wolf Riders to find another route to the tower, but within hours the scouts would return claiming to have only gone in circles. Another contingent of Wolf Riders were sent to bring word to Grom regarding their plight, but those Goblins were never seen or heard from again. Days turned into weeks, weeks turned into years.





Gorgoth grew old and his horde of Goblins dwindled around him from age and fatigue. One morning the Goblins awoke to find themselves surrounded by hundreds of Elves clad in glittering scale armour and tall silver helms wielding huge, but elegant broadswords. With their numbers greatly reduced from their seemingly ageless march upon the tower, the Goblins panicked and were easily cut down to the last Gobbo by the merciless Swordmasters of Hoeth. Gorgoth was never heard from again.

## THE SACKING OF TOR YVRESSE

As the siege of Cairn Avon dragged on, Eltharion the Grim and his Storm Striders arrived at their city of Tor Yvresse. Eltharion's eyes became orbs of fire, for what they found could not be more vile. Clouds of black smoke rouse from the city spires, heads of Elven nobles, together with the heads of their families, had been spiked upon the city walls. Mobs of Goblins defiled the city desecrating monuments and toppling shrines devoted to the Elven gods. Entire palaces were razed to the ground. The beautiful Elven metropolis that had stood for centuries had been reduced to a smoking ruin. The Goblins had won. Eltharion arrived too little, too late, for the city of Tor Yvresse now belonged to Grom the Paunch of Misty Mountain – The Bane of Elves.

Tugging on Stormwing's reigns, Eltharion and Stormwing descended into the courtyard of the city. With every sweep of his blade Goblins were slain, decapitated, gutted and slashed by Eltharion's enchanted blade, Fangsword. The runic blade bit through armour, flesh and bone alike, as a hot knife through butter, while Stormwing tore Goblins in two with each stroke of its razor sharp talons. The sight of Eltharion and Stormwing was terrible to behold and Goblins fled before them, though to no avail. The city was lost.

## A CLASH OF DESTINY

Remembering the value the Elves placed upon the waystones found throughout Ulthuan from his first invasion of Yvresse, Grom had ordered the destruction of the master waystone within the Warden's Tower of Tor Yvresse. Unknown to Grom, this waystone was the most important link, upon eastern Ulthuan, to the geometric, magical web that kept the Realm of Chaos at bay. Atop the tower, Grom and his Skargobbos directed a pair of Stone Trolls to heave the massive waystone over the tower's ramparts. Its destruction would officially mark the end of Elven rule in Yvresse and the dawn of the 'Age of the Goblin.'

Suddenly the Trolls were interrupted by a terrifying shriek. The Griffon, Stormwing, circled the great warden's spire as Eltharion, Warden of Tor Yvresse, leapt from the back of his mount onto the tower. Eltharion moved with such speed that the Goblins had no time to react. Eltharion's Fangsword blazed blue as it struck the Goblin King across his vast gut leaving a gaping wound in its wake. Grom's regenerative flesh began to mend instantly, however, and the corpulent Goblin King charged at the impetuous Elf Lord. Yet, the Warden was too quick for the obese Goblin and with a simple sidestep, Grom crashed to the floor. Toying with his hated foe, Eltharion began a dance of swordplay finesse, inflicting a series of small cuts across the Goblin Chieftain's face and paunch. But when Grom uttered a series of cursing insults regarding Eltharion's kin, the Warden of Yvresse, once again, fell into a furious rage. The two generals finally clashed. Eltharion's Fangsword and Grom's Axe, Elf

Biter, locked in a deadly stalemate as the two foes grappled to overcome the other. Soon, Eltharion gained the upper hand and seized the Great Goblin by his neck. At that moment there was a thunderous crash, which shook the entire foundation of the tower. Eltharion and Grom parted, both sent reeling backwards. The Trolls had succeeded. The master waystone now lay broken in two upon the plaza below. Within moments, dark storm clouds blackened the sky and a magical storm raged across the entire Isle of Ulthuan.

The ozone about the tower reeked with the stench of Grom's ceaseless flatulence. Eltharion winced. A flash of blazing green light broke through the emerging storm clouds and struck Grom the Paunch as he rose from the tower floor. Grom felt the boon of his gods seep into his black soul empowering him with raw Waaagh! power. Radiating with this green energy, Grom battered Eltharion aside with his spiked gauntlets. Summoning the power of the Talisman of Hoeth, the Warden of Yvresse unleashed a blast of fiery magic upon the Goblin King, but the glowy green aura emanating about Grom snuffed the spell out instantly. Roaring with triumph, Grom swung Elf-Biter in a series of wild arcs. Eltharion dodged and parried all of Grom's blows, but the Goblin Warlord's sudden and unnatural dynamism bewildered the Warden. When Grom suddenly twisted his axe blade and pulled Elf-Biter inwards the rear-blade of the axe scraped the hilt of Fangsword catching and severing three of Eltharion's fingers. The Warden gasped, clutching his wounded hand. Fangsword rattled as it struck the stone floor. Before Grom could follow up with a killing blow, however, Eltharion spun in a whirling motion – snatching Fangsword with his good hand while kicking the Goblin King in the mouth in a single act of astonishing speed and acrobatic skill. Eltharion leaped from the tower gracefully landing upon Stormwing as the Griffon timely swept about the Warden's Tower, and the Elf was gone before Grom even realized what had happened. Spitting forth broken teeth, Grom flailed his arms, axe in hand, at the fleeing Elf, bawling crude curses in the tongue of Man. Booming thunder soon gained the Goblin King's attention. Looking east Grom saw unnatural, black skies headed towards his newly captured city. With a shrug, Grom called for Doomserpent.

## THE BEGINNING OF THE END TIMES

With their wanton acts of destruction, the Goblins had unknowingly ruptured a portion of the protective waystone net causing a breach, which would allow the daemonic denizens of the Realm of Chaos to enter the material world. Leagues from the city of Tor Yvresse, the Daemons materialized, the gale of the potent winds of magic sustaining and empowering them. At the fore of the Daemonic Legions strode an ancient enemy of the Elves, a vile creature with the desire to obliterate all Elves from their pitiful existence – N'kari, an ancient and exalted Keeper of Secrets of vast power, favoured servant of Slaanesh had returned. Soon, the kingdom of Yvresse, followed by all of Ulthuan, would burn...

**'We iz gonna eat'em for breakfast, an lunch, an dinner too. Flay'em, cook'em, roast'em in a stew! We gonna chew on dare bones and make drinkin' cups outa dare skullz!'**

– Grom the Paunch addressing the horde after capturing Tor Yvresse



## The Goblin King's Horde Army List

The Goblin King's Horde army list follows the same guidelines for 'Choosing Your Army' as described in either the Warhammer Rulebook or *The End Times* series of expansions, if your games take place during the End Times. A Goblin King's Horde army may include any of the units listed below. Most of these units are chosen from *Warhammer: Orcs & Goblins* (marked 'OG'), though several units are found in other Warhammer army books or supplements. Units not found in *Warhammer: Orcs & Goblins* are identified as follows: *Warhammer: Ogre Kingdoms* (marked 'OK'), *The Legion of Azgorh* army list (marked 'LA') as described in *Tamurkhan: The Throne of Chaos* and new units described in this supplement (marked 'G'). Unit choices not described in this supplement use the unit points cost, profiles, options, equipment and special rules found in the appropriate noted book.

### LORDS

Grom the Paunch (G or OG)  
Goblin Warboss (OG)  
Goblin Great Shaman (OG)  
Night Goblin Warboss (OG)  
Night Goblin Great Shaman (OG)

### HEROES

Niblet (G)  
Gitilla da Hunter (OG)  
Snagla Grobspit (OG)  
Goblin Big Boss (OG)  
Goblin Shaman (OG)  
Night Goblin Big Boss (OG)  
Night Goblin Shaman (OG)  
Goblin Jester (G)  
Hobgoblin Khan (LA)

### CORE

Goblins (OG)  
Night Goblins (OG)  
Forest Goblins (G)  
Fire Kobolds (G)  
Hobgoblin Cutthroats (LA)  
Gnoblar (OK)  
Goblin Wolf Riders (OG)  
Forest Goblin Spider Riders (OG)  
Hobgoblin Wolf Raiders (LA)

### SPECIAL

Night Goblin Squig Herd (OG)  
Night Goblin Squig Hoppers (OG)  
Hill Goblins (G)  
Snotlings (OG)  
Goblin Wolf Chariot (OG)  
Goblin Spear Chukka (OG, cannot have an Orc Bully)  
Troglagobs (G)  
Dust Goblins (G)  
Trolls (OG)

### RARE

Snotling Pump Wagon (OG)  
Doom Diver Catapult (OG)  
Goblin Rock Lobber (OG, cannot have an Orc Bully)  
Stone Trolls (OG)  
River Trolls (OG)  
Goblin Zoomslizzas (G)  
Chaos Goblins (G)  
Mangler Squigs (OG)  
0-1 Idol of Grom (G)  
Goblin Scrap Shoota (G)  
Gnoblar Scraplauncher (OK)  
Giant (OG)  
Giant Hill Troll (OG, see Special Rules opposite)  
Arachnarok Spider (OG)

## THE GOBLIN KING'S HORDE SPECIAL RULES

### King of da Gobbos!

Your army may include either Grom the Paunch of Misty Mountain (as described in *Warhammer: Orcs & Goblins*) OR Grom the Paunch, Incarnate of Mork and Bane of Elves (described in this army list), but not both. If Grom is chosen in this army list, he must be the army general, even if another character included in the army has a higher Leadership value.

### Gitilla and Snagla

Although Gitilla, nor Snagla have actually met Grom, you may include Gitilla da Hunter and/or Snagla Grobspit in your army representing different warriors with similar skills working in the service of Grom the Paunch. Simply rename the characters, or invent a story regarding Gitilla/Snagla finding their way to Ulthuan.

### Animosity

Units of Hobgoblins and Gnoblar chosen from *The Legion of Azgorh* army list and *Warhammer: Ogre Kingdoms*, respectfully, follow all the rules regarding Orc and Goblin Animosity as described in *Warhammer: Orcs & Goblins*. Ignore the Hobgoblin Animosity rules from *Tamurkhan: The Throne of Chaos*.

### Skargobbos

One Core unit of Goblin infantry (of any type) in the army may be upgraded to Skargobbos – the biggest and meanest Gobbos of the horde, which traditionally 'mob up' to form the Goblin Warboss's personal retinue.

Skargobbos have +1WS and +1LD at a cost of +1 point per model. In addition, the unit of Skargobbos may carry a Magic Standard worth up to 50 points.

### Giant Hill Trolls

Giant Hill Trolls follow all the rules as per ordinary Giants as described in *Warhammer: Orcs & Goblins*, with the following amendments and options: Giant Hill Trolls have Leadership 8 and the *Regeneration* and *Stupidity* special rules. Additionally, any unit of Trolls (of any type) within 6" of a Giant Hill Troll (of any type) may use the Giant Hill Troll's Leadership value instead of their own.

- Any Giant Hill Troll may be upgraded to either a Giant Stone Troll (+40 pts) OR a Giant River Troll (+30 pts).

**Giant Stone Trolls** have the *Scaly Skin* (4+) and *Magic Resistance* (2) special rules.

**Giant River Trolls** have the *River Strider* and *Marsh Strider* special rules and all enemies attempting to hit a Giant River Troll in close combat suffers a -1 penalty on all their 'To Hit' rolls.



## Goblin Subspecies Characters

In addition to (common) Goblin and Night Goblin characters, your army may include Goblin characters belonging to the more exotic breeds of Goblin, such as Troglagobs and Fire Kobolds. When selecting Goblin characters of different breeds (other than common or Night Goblins) start by selecting a (common) Goblin Warboss, Big Boss, Great Shaman or Shaman and add the additional point costs, abilities and characteristic changes listed below for the appropriate Goblin breed. When selecting a different species of Goblin in this manner, the character loses the normal mount options listed in the character army list entry, though will choose other options as normal, unless specified differently below.

Your army must include at least one unit of the particular Goblin subspecies in order to include a subspecies character of the same type (i.e. if you take a Troglagob Big Boss then your army must also contain at least one unit of Troglagobs).

### Fire Kobold +8 points for a Lord/+4 points for a Hero

- Gains *Spit Fire* and *Fire Resistant* special rules.
- Great Shamans and Shamans may choose spells from the Lore of Fire, described in the Warhammer Rulebook instead of Little Waaagh!
- A Fire Kobold Warboss may ride a Fire Wyrn (+165 pts). A Fire Wyrn counts as a Wyvern as described in *Warhammer: Orcs & Goblins* though its *Poisoned Attacks* special rule is replaced with a *S3 Breath Weapon* with the *Flaming Attacks* special rule.

### Forest Goblin +20 points for a Lord/+10 points for a Hero

- Gains the *Poisoned Attacks* and *Forest Dweller* special rules.
- May ride a Giant Spider or a Gigantic Spider. Forest Goblin Warbosses and Great Shamans use the points values from the Goblin Warboss entry in *Warhammer: Orcs & Goblins* and Forest Goblin Big Bosses and Shamans use the points values from the Goblin Big Boss entry in *Warhammer: Orcs & Goblins*.
- Great Shamans/Shamans gain the *Poisonous Build-Up* special rule.
- Great Shamans may ride an Archnarok Spider in the same way as a Goblin Great Shaman.

### Hill Goblin +20 points for a Lord/+10 points for a Hero (Warbosses and Big Bosses Only)

- +1 Toughness to their profile.
- Gains *Big Bullies* and the *Choppas* special rules.
- May ride in a Goblin Wolf Chariot in the same way a common Goblin character.

### Troglagob +8 points for a Lord/+4 points for a Hero

- -1 Leadership, +1 Ballistic Skill, +2 Movement to their profile.
- Gains the *Sea Creature*, *River Strider* and *Scaly Skin* (6+) special rule.
- A Troglagob Warboss may have a short bow (+6 pts).
- May not choose the light armour option, nor may they choose magic armour other than a magic shield.

### Chaos Goblin +30 points for a Lord/+15 points for a Hero (Warbosses and Big Bosses Only)

- Gains the *Chaos Mutations* special rule.
- May choose Gifts of Chaos from *Warhammer: Beastmen*. Gifts of Chaos chosen in this manner count towards the character's magic item allowance.
- One Chaos Goblin character in the army may wear Chaos Armour (+10 pts). See *Warhammer: Warriors of Chaos* for details.

### Dust Goblin +25 points for a Lord/+12 points for a Hero (Great Shamans and Shamans Only)

- -1 Weapon Skill, Initiative and Leadership to their profile.
- Equipped with a hand weapon and blowpipe.
- Uses spells from the Lore of Undeath (see *Warhammer: Nagash*) or the Lore of Nehekara (see *Warhammer: Tomb Kings*).
- Gains the *Unbreakable*, *Unstable*, *Fear*, *Arrows of the Asaph* and *Undead Gobbos!* special rules.





## New Greenskin Units

Listed below are descriptions of new Goblin units that are unique to this army list. Unless otherwise noted, all the Greenskins found here count as Goblins for purposes of *Fear Elves*, *Size Matters*, *Animosity*, *Waaagh!* magic spell effects and any other special rules that have an effect on Goblins.

### GOBLIN JESTERS

In general Goblins are mischievous and juvenile creatures, laughing at petty mishaps and depraved cruelty, while eager to torment and mock friends and foes alike. Some Goblins are such good pranksters that they become the tribe's Jester, a madcap Gobbo hand-picked by the tribe's warboss to provide him with sadistic entertainment.

Goblin Jesters hold a very unique position within a tribe's hierarchy. A Warboss treats his Jester as nothing more than a mere pet, but he is well treated as long as he keeps his boss amused. If a Jester makes the mistake of insulting or displeasing his master, he'll be fed to the wolves, stoned by Snotlings or worse! Most of the other Goblins in the tribe suffer from resentment or jealousy at the very site of a well favoured Goblin Jester, but they know that if any Gobbo messes with the tribe's Jester they risk the wrath of their boss. This generally keeps the Jester safe from envious comrades, though usually a Jester gets the job because he really is funny, causing his fellow Gobbos to snigger, laugh and mock at his mere company.



When the Goblins march to war, sometimes a Warboss will bring his Jester along in order to encourage the ladz and cause distraction to his foes.

#### Goblin Jester

Points/model: 35

	M	WS	BS	S	T	W	I	A	LD
Goblin Jester	4	2	3	3	3	1	4	1	6

TROOP TYPE: Infantry (Character).

EQUIPMENT: None.

SPECIAL RULES: **Fear Elves.**

#### Quarrelsome Entertainment

When a Goblin Jester joins a mob of Goblins, his mere presence encourages the unit to become extra rowdy and even more undisciplined than normal, with screaming, shouting and verbal insults running amok.

To represent this, a Goblin unit that includes a Jester will fail their Animosity test on the result of a 1 or 2.

#### Annoying

Goblin Jesters love nothing more than to taunt, mock, insult and ridicule their enemies, frustrating them into blundering their attacks in bouts of escalating rage.

Roll a D6 at the start of any combat, even before impact hits, in which the Jester is in base contact with an enemy unit and apply the result for the duration of that combat phase. These effects are not cumulative. Roll again at the start of each combat phase.

#### D6:

- 1 All models in the Jester's own unit need '6s' to hit on their 'To Hit' rolls in close combat.
- 2-5 Enemy models attacking either the Jester or the unit he is with suffer a -1 penalty on their rolls 'To Hit'.
- 6 Enemy models attacking either the Jester or the unit he is with need '6s' to hit on their 'To Hit' rolls in close combat.

Additionally, a Jester may never participate in a challenge.

#### Jittery

Goblin Jesters constantly bounce around mobs of Goblins giggling and laughing, frantically zipping about, making them extremely difficult to catch with a blade.

Goblin Jesters have a 3+ ward save against all close combat attacks.

#### One's A Crowd

Jesters are extremely vexing and melodramatic Gobbos, who can be taxing on anyone's nerves – even other Goblins!

A maximum of one Goblin Jester may be deployed in any one unit. During the course of the game, a Goblin Jester may never voluntarily join a unit that already contains another Goblin Jester.



## CHAOS GOBLINS

Some Goblin tribes are bold (or foolish) enough to travel to the treacherous lands of the Realm of Chaos in the Northern Wastes and Troll Country. Many of these Goblins have been touched by the seeds of Chaos and have suffered from hideous mutations or have gone mad due to over exposure to the unsound, insidious presence of Chaos. Of the Goblins that survive such horrific mutation and suffering, they have become warped 'cousins' of their former personas. Covered with scales and boils with protruding horns and tentacles these Goblin mutants have become commonly known as Chaos Goblins.

There are many mutant tribes of Chaos Goblins that roam the lands of Troll Country and beyond, going about pillaging and murdering, plundering and looting, waging war with the Tzarina of Kislev and warmongering with tribes of Beastmen.

Although most Chaos Goblins stay with their own kind, seldom they will band together with other tribes of common Goblins, who either shun them for their oddities or admire them for their chaotic stamina.

### Chaos Goblins

**Points/model: 4**

	M	WS	BS	S	T	W	I	A	LD
Chaos Goblin	4	2	3	3	3	1	2	1	6
Goblignor	4	2	3	3	3	1	2	2	6

**TROOP TYPE:** Infantry.

**UNIT SIZE:** 20+

**EQUIPMENT:** Hand weapon and light armour.

### Options:

- Any unit may be equipped with spears for +1/2 pt/model.
- Any unit may be equipped with shields for +1/2 pt/model.
- Upgrade one Chaos Goblin to a Musician +10 pts.
- Upgrade one Chaos Goblin to a Standard Bearer for +10 pts.
- Promote one Chaos Goblin to a Goblignor for +10 pts.

**SPECIAL RULES:** Animosity, Fear Elves.

### Chaos Mutations

When selecting a unit of Chaos Goblins, roll 2D6, twice, on the following table (rerolling any duplicates), just before deployment and in front of your opponent(s). The special rules generated by the dice rolls apply to the unit of Chaos Goblins for the duration of the game. If playing in a campaign, the mutation rolls apply for the entire campaign.

### Roll 2D6:

2	Stupidity	8	Armour Piercing
3	Scaly Skin (5+)	9	Flaming Attacks
4	Immune to Psychology	10	Hatred
5	Frenzy	11	Terror
6	Ethereal	12	Regeneration (5+)
7	Fear		

### Green Mutants

Goblin viability towards the mutating effects of Chaos is fickle to say the least. Some Goblins tolerate the warping powers of Chaos quite well, while at the same time other Goblins succumb to horrific, agonizing deaths splitting apart from mutation or simply exploding in a violent burst of green innards.

At the beginning of each of your own magic phases roll a D3 for each unit of Chaos Goblins and remove that number of Chaos Goblins from the unit. These Goblins have succumbed to the mutating effects of Chaos and have melted or exploded into pools of green goo. Note that the Green Mutants special rule will never cause a unit of Chaos Goblins to test for Panic, nor does this rule effect Character models in any way.





HILL GOBLINS

South of the Empire, across the shores of Tilea and the Border Princes, lies a barren plain of hills and grasslands at the very edge of the Bad Lands. It is in this deserted region where the largest Goblins known to man can be found. Generally reckoned as Hill Goblins, but also known as Great Goblins, these goblinoids are larger than ordinary Goblins, more aggressive and as strong as Orcs. The skin tone of a Hill Goblin is much darker than that of a common Goblin, with shades even resembling that of a Black Orc's hide.

Hill Goblins are extremely rash and hostile Goblins who do not give much thought to tactics or battle plans...or anything besides a good brawl! Being much more brutally ambitious than the average Goblin, Hill Goblins enjoy fighting almost as much as Orcs do and will occasionally sell their services as mercenaries to armies that will put up with them. Wrestling and brawling are favoured leisure activities for these hulking Goblins and they enjoy nothing more than bullying around their smaller goblinoid cousins.

Hill Goblins

Points/model: 4

	M	WS	BS	S	T	W	I	A	LD
Hill Goblins	4	2	3	3	4	1	2	1	6
Hill Goblin Boss	4	2	3	3	4	1	2	2	6

TROOP TYPE: Infantry.

UNIT SIZE: 20+

EQUIPMENT: Hand weapon and light armour.

Options:

- Any unit may be equipped with great weapons for +2 pt/model or additional hand weapons for +1 pt/model.
- Any unit may be equipped with shields for +1 pt/model.
- Upgrade one Hill Goblin to a Musician +10 pts.
- Upgrade one Hill Goblin to a Standard Bearer for +10 pts.
- Promote one Hill Goblin to a Hill Goblin Boss for +10 pts.

SPECIAL RULES: Animosity, Fear Elves, Choppas.

Big Bullies

Hill Goblins are especially nasty and aggressive, and love nothing better than showing off by bullying around smaller goblinoids such as Kobolds and Night Goblins. To represent this, Hill Goblins must re-roll any successful Animosity test. The second results stands.

If a Hill Goblin character has joined a unit of Goblins (of any type), the unit will also re-roll any successful Animosity test.







## FOREST GOBLINS

Deep within the gloomy forests of the Old World and the steaming jungles of Lustria, lurks a mischievous, fanatical race of Spider worshipping Goblins. Physically, these Goblins look like any other yet are easily distinguished from common Goblins by their feathered headpieces, bone bracelets and exotic warpaint. Usually reckoned Forest Goblins or Jungle Goblins, these savage-like Goblins capture and breed enormous spiders comparable to the size of that of a horse or even larger, which they tame as pets and mounts.

In addition to their worship of the Greenskin deities Mork and Gork, Forest Goblins venerate a devious and sinister deity known as 'Da Great Spider' or simply 'Da Spider-god'. Their tribal society and spider rites are most bizarre and heinous, normally involving sacrifice, torture and obnoxious screaming.

Traditionally the biggest and the baddest Orc or Goblin becomes the warboss of a particular Greenskin tribe, but in the tribes of the Forest Goblins it is the Shamans who are shown fealty as they are considered the voice of 'Da Spider'. Forest Goblin Shamans are fanatically crazed goblinoids who fill their mouths with tiny, poisonous spiders that continuously bite at the Shaman's tongue and cheeks. The progressive build up of poison flowing through their veins makes the Shaman impervious to pain as well as making him even more crazed than normal. The venom also stimulates the Shaman's brain so that he can endure higher amounts of Waaagh! energy manifested by the tribe.

### Forest Goblins

Points/model: 5

	M	WS	BS	S	T	W	I	A	LD
Forest Goblin	4	2	3	3	3	1	2	1	6
Spida Boss	4	2	3	3	3	1	2	2	6

TROOP TYPE: Infantry.

UNIT SIZE: 20+

EQUIPMENT: Hand weapon and shield.

### Options:

- Any unit may be equipped with spears for +1 pt/model OR may replace their shields for short bows for +1 pt/model.
- Upgrade one Forest Goblin to a Musician +10 pts.
- Upgrade one Forest Goblin to a Standard Bearer for +10 pts.
- Promote one Forest Goblin to a Spida Boss for +10 pts.

SPECIAL RULES: **Animosity, Fear Elves, Poisoned Attacks.**

### Forest Dwellers

Forest Goblins inhabit the deepest and darkest depths of the woods throughout the Old World and, as a result, are unsurprisingly adept at fighting in dense woodlands. All Forest Goblin units have the *Forest Strider* special rule and also gain the *Stubborn* special rule when at least part of the unit is within a forest terrain piece.

### Poisonous Build-Up (Forest Goblin Shaman/Great Shaman Only)

Thanks to the intoxicating spider venom that floods their brains, Forest Goblin Shamans possess exceptional powers of mental control. When rolling on the Miscast Table, Forest Goblin Shamans and Great Shamans may re-roll the result. Note that the second result stands even if it is worse than the first result.

In addition, the build-up of poison flowing through their veins makes Forest Goblin Great Shamans and Shamans immune to *Poisoned Attacks*, the enemy must roll 'To Wound' as normal.



## TROGLAGOBS

Troglagobs are an aquatic breed of Goblin. They dwell in the sea, making coastal raids against the Empire, Tilea and even raiding the shores of Ulthuan and Lustria. In recent times, many of these ocean-dwelling Goblins have been sighted on Albion in great numbers, in the muddy southern tip of the island that has come to be known as Trogloland.

Troglagobs can have greenish skin like their Goblin cousins, though most tend to reflect a more sea-green tone such as a turquoise or similar blue-green colour. The hands and feet of a Troglagob are webbed like that of a frog, making them excellent swimmers with exceptional speed. Troglagobs actually have both gills and lungs, allowing them to breath conformably both above and below water. However, Troglagobs will not venture too far from their aquatic habitat as they need to refresh themselves at least every few days otherwise they will dry up and die.

### Troglagobs

Points/model: 5

	M	WS	BS	S	T	W	I	A	LD
Troglagob	6	2	3	3	3	1	2	1	5
Troggit	6	2	3	3	3	1	2	2	5

TROOP TYPE: Infantry (Goblins).

UNIT SIZE: 10-20.

EQUIPMENT: Hand weapon and Javelins.

#### Options:

- Any unit may replace their javelins for short bows for *free*.
- Promote one Troglagob to a Troggit for +10 pts.

**SPECIAL RULES:** Animosity, Fear Elves, Skirmish, Sea Creature, Scaly Skin (6+), River Strider.

## FIRE KOBOLDS

Kobolds are green-skinned goblinoids that are almost completely identical to the common Goblin. Only an exceptional expert of goblinoid studies can make the distinction of their longer arm-span and smaller hipbones, which make a Kobold's movement somewhat irregular and crooked, compared to that of a common Goblin. Fire Kobolds on the other hand are much more recognizable. They are indigenous to the volcanic Red Cloud Mountains that lay south of the Badlands and other volcanic regions around the globe. Thus, unlike other Kobolds, or any other goblinoid for that matter, Fire Kobolds have various flesh tones ranging from deep red to bright orange, rather than green. In fact, at first glance they look like Goblins with some type of horrific skin disease, fungus infestation or covered in red war paint.

Reports have suggested that these goblinoids spit small wads of fire as a brutal attack and natural defense mechanism, though others have reported that they simply favour the use of flaming arrows. At the same time, fire based weapons seem to have little or no effect at all on these Kobolds, which would suggest that their volcanic environment has had a profound effect on this particular species.

### Fire Kobolds

Points/model: 3.5

	M	WS	BS	S	T	W	I	A	LD
Fire Kobold	4	2	3	3	3	1	2	1	6
Fire Kobold Boss	4	2	3	3	3	1	2	2	6

TROOP TYPE: Infantry (Goblins).

UNIT SIZE: 20+

EQUIPMENT: Hand weapon.

#### Options:

- Any unit may be equipped with spears for +1/2 pt/model.
- Any unit may be equipped with shields +1/2 pt/model and/or light armour for +1 pt/model.
- Upgrade one Fire Kobold to a Musician +10 pts.
- Upgrade one Fire Kobold to a Standard Bearer for +10 pts.
- Promote one Fire Kobold to a Fire Kobold Boss for +10 pts.

**SPECIAL RULES:** Animosity, Fear Elves.

#### Spit Fire

Fire Kobolds may spit tiny streams of fire at enemies during the Shooting phase using the following profile.

Name	Range	Strength	Special Rules
Spit Fire	10"	4	Quick to Fire, Flaming Attacks

#### Fire Resistant

Fire Kobolds live in and along mountainous volcanoes and fire pits, this has affected their goblinoid physiology with several fiery traits.

Fire Kobolds have a 5+ ward save against all *Flaming Attacks*.

We had anchored for the night, and celebrated. For the wealth we took from the jungle would have made us rich beyond our wildest dreams. But then they struck. At first, we thought them to be the lizards of the pyramids we had plundered – but they were not! They were but mere Goblins, though not of any kind we had ever seen. These Goblins had webbed appendages and a slimy, scaly skin that glistened in the moonlight. The ambush caught us off guard and most of my crew were slain by the malevolent goblinoids. They made off with all of our loot, flopping back into the ocean like lazy fish and we never saw of them again. Fish-Goblins we called them. I know you don't believe me, no one ever does...

– Egon Helfenstein, Captain of the *Plunderer*



DUST GOBLINS

In the deserts of ancient Nehekhara, ancient Liche Priests awaken mighty armies of Undead warriors for their mummified masters known as the Tomb Kings. In these cursed domains the dead does not rest easy and those that dare venture to the Land of the Dead are doomed to a life of Undeath. Occasionally a teeming horde of Greenskins from the Badlands or the Worlds Edge Mountains will make their way into this realm of death intent on slaughtering, plundering and conquering. None have ever succeeded, nor ever returned from the Land of the Dead...at least alive!

Once the armies of the Tomb Kings destroy the green-skinned interlopers, a Liche Priest summons the rotting goblinoid carcasses back from the grave, adding them to their lord's horrific legions. However, some of these Undead Goblins somehow find their way back to their homelands.

Unlike Humans, Elves and Dwarfs, an Undead Goblin corpse retains a small part of its mischievous and unpleasant qualities from its previous malevolent life. These Undead Goblins, known as Dust Goblins, still bicker and taunt one another like spoiled children.

Dust Goblins

Points/model: 4

	M	WS	BS	S	T	W	I	A	LD
Dust Goblin	4	1	2	3	3	1	1	1	2
Morbid	4	1	2	3	3	1	1	2	2

TROOP TYPE: Infantry.

UNIT SIZE: 20+

EQUIPMENT: Hand weapon and blowpipe.

Options:

- Any unit may be equipped with shields for +1 pt/model.
- Upgrade one Dust Goblin to a Musician for +10 pts.
- Upgrade one Dust Goblin to a Standard Bearer for +10 pts.
- Promote one Dust Goblin to a Morbid for +10 pts.

SPECIAL RULES: **Animosity, Fear, Unbreakable, Unstable, Arrows of the Asaph** (see *Warhammer: Tomb Kings*).

Blowpipe [Equipment]

Dust Goblins carry small blowpipes and spit vicious, barbed darts at their enemies. Blowpipes are missile weapons with a range of 12" and the *Multiple Shots (2)* special rule. All hits are resolved with a Strength of 3.

Undead Gobbos!

Dust Goblins count as **Undead** units for purposes of any magic items, spells and/or special rules that have a special affect upon Undead models (i.e. the *Exorcism* lore attribute from the Lore of Light). Additionally, wizards using the Lore of Undeath may choose to summon units of Dust Goblins or Dust Goblin characters when casting *Ryze – the Grave Call* and *Kandorak – The Harbinger*, respectively. Wizards using the Lore of the Vampires may choose to summon 2D6+3 Dust Goblins, instead of Skeleton Warriors, when casting the *Raise Dead* spell. Finally, augment spells from the Lore of Nehekhara may be cast on Dust Goblins units, and if successful, the unit gains back models from the *Restless Dead* lore attribute.







## GOBLIN SCRAP SHOOTA

After a victory, Goblins loot the armour and weapons of their fallen enemies in an effort to better equip themselves. Occasionally a crafty Goblin or two will take interest in an artillery piece or similar equipment abandoned by their enemies. Every now and then they actually succeed in operating such a contraption, at least, kind of...

### Goblin Scrap Shoota

Points/model: 80

	M	WS	BS	S	T	W	I	A	LD
Scrap Shoota	-	-	-	-	7	3	-	-	-
Goblin crew	4	2	3	3	3	1	2	1	6

TROOP TYPE: War Machine.

UNIT SIZE: 1 Scrap Shoota.

CREW: 3 Goblin Crew. CREW'S EQUIPMENT: Light armour.

SPECIAL RULES: Fear Elves.

**Scrap Shoota:** A Goblin Scrap Shoota has the following profile and rules:

Barrels	Range	Strength	Special Rules
Organ Cannons	24"	5	Armour Piercing
Mortar	12-48"	3(6)	Armour Piercing, Multiple Wounds (D3)

To fire the Goblin Scrap Shoota in the Shooting Phase, the Goblin player must first select which barrels the crew will fire, either the organ cannons mounted on the front of the machine or the mortar mounted in its rear. Next select a target according to the rules for shooting.

- If firing using the organ cannons, use the same rules as for firing a Grapeshot (as described in the Warhammer rulebook) using the profile opposite. However, the Goblin player may choose to roll up to 3 artillery dice (decide how many before rolling any dice) and then add the number results together to determine the total number of shots. If a misfire occurs on any of the artillery dice than roll on the Black Powder War Machine Misfire chart to see what happens.

- If firing using the mortar, use the same rules as firing a stone thrower, but with the profile given opposite.

### Misfires

Goblins are very poor at maintaining their war machines and other devices normally resulting in explosions and destruction upon themselves, in particular with Scrap Shootas as they require a high level of upkeep and maintenance. As a result, if you roll a misfire, the Shoota has misfired and the Goblin player must roll twice on the Black Powder War Machine Misfire chart in the Warhammer rulebook and choose the worst result (i.e. the lower number).



GOBLIN ZOOMSLIZZAS

During the Battle of the Mud Flatts, the Goblins unleashed a new, secret weapon upon the Dwarfs. A huge chariot pulled by six massive Trolls, fixed with four enormous scythed wheels as tall as that of a Man. When the Trolls pulling the chariot were heaved into a charge by the Goblin taskmasters perched atop it, the main axel broke causing the chariot to buckle before collapsing upon itself. Two of its huge scythed wheels, however, went spinning, wildly, into the enemy, slicing through stout limbs and decapitating the bearded heads of the Dwarf warriors in a helter-skelter display of whirling wheel blades and red ruin. The Dwarfs eventually went on to achieve victory, but the Goblins took notice of the destruction caused by their Troll chariot, or rather the damage wrought by the spinning scythed wheels!

It wasn't long until a rather cunning cabal of Goblin Shamans fathomed a way to launch similar 'spiky' wheels against their enemies without the need of a cumbersome chariot frame. In a blatant disregard for practicality (not to mention rationality), the Goblins began building razor-edged, circular wheel frames with a seat inside for a particularly brave (or rather completely mad) Goblin to pilot the absurd contraption; hence the Zoomslizzas were conceived. The first Zoomslizzas were complete failures only resulting in the dismemberment of many mangled Gobbos. It wasn't until the capture and torment of a Skaven warp-engineer that this all changed. Bargaining for its life, the ratman agreed to help the Goblins construct a more sophisticated and practical design of the Zoomslizza, one that might even work! Fashioning a rotating cylinder of steal blades and a simple control box powered by Waaagh! energy, the Goblin Zoomslizzas turned from a ludicrous Goblin idea into a highly potent and destructive weapon (at least, if

steered in the right direction)!

In recent times, squadrons of Goblin Zoomslizzas can be seen racing across battlefields throughout the Badlands, leaving trails of severed limbs, mangled bodies and sundered armour in their wake.

Goblin Zoomslizzas Points/model: 35

	M	WS	BS	S	T	W	I	A	LD
Zoomslizza	3D6	-	-	5	4	2	-	-	-
Goblin pilot	-	2	3	3	-	-	2	1	6

TROOP TYPE: Chariot (6+ armour save). UNIT SIZE: 1-3.

CREW: 1 Goblin with a hand weapon. BASE SIZE: 50 x 50 mm

SPECIAL RULES: Random Movement (3D6), Impact Hits (D3+1), Armour Piercing, Unbreakable.

Wipeout!

Any time a Zoomslizza unit rolls a triple number result when rolling for its *Random Movement* special rule, the Zoomslizzas surge horribly out of control! Move the Zoomslizzas the number of inches as indicated on the dice result as normal, but in a random direction as determined by a scatter dice. If a unit is in the way (friend or foe), it suffers impact hits from the Zoomslizzas as normal and then the entire Zoomslizza unit is removed as a casualty. If no unit is struck in this manner, the Zoomslizzas come to a crashing halt when it completes its movement, splitting the machines ashunder and crushing the poor Gobbo pilot(s) in the process (decapitation not being unusual). Remove the entire Zoomslizza unit as a casualty.





## THE IDOL OF GROM

Tribes of Greenskins are notorious for erecting huge idols and totems devoted to their deities – Gork and Mork. Often these massive effigies resemble the goblinoid gods themselves! On occasions when an extremely infamous warlord rises to power, idols dedicated to such legendary Orc leaders are also constructed and venerated alongside the Idols of Gork and Mork. During Grom's campaign of destruction, thousands of Goblins laboured over the construction of a huge Idol of Grom, an enormous stone replica of the mighty Grom the Paunch himself! Enchanted by Grom's most potent shamans, the Idol of Grom is a beacon of raw Waaagh! power.

### 0-1 Idol of Grom

Points/model: 60

	M	WS	BS	S	T	W	I	A	LD
Idol of Grom	-	-	-	-	10	6	-	-	-

TROOP TYPE: Unique.

EQUIPMENT: None.

UNIT SIZE: 1.

ARMOUR SAVE: 2+.

SPECIAL RULES: **Unbreakable, Large Target.**

### Immobile

The Idol of Grom cannot be moved in any way once it is set up on the battlefield. If a special rule forces the Idol of Grom to start the game off the board, the Idol will still be allowed to move onto the table as described for Reinforcements (see the Warhammer rulebook for details) as normal. The Idol of Grom is mounted on a 150 x 100 mm base.

### Boon of Mork (or possibly Gork)!

The Idol of Grom may channel dice in each Magic phase in the same manner as a Wizard. However, the Idol of Grom rolls 2 dice each time it channels instead of 1.

### Boon of Gork (or possibly Mork)!

Innate Bound Spell (power level 3). *Boon of Gork (or possibly Mork)!* is an **augment** spell that targets a single unit of Orcs & Goblins (of any type) within 24". If the spell is successfully cast, roll a D6 on the following table and apply the results to the target unit until the beginning of the Idol's next Magic phase.

### Roll a D6:

**1 Worthless maggots!** The unit immediately suffers D6 S4 hits (distribute as for shooting attacks) and gains the *Stupidity* special rule.

**2-3 Scared of Nuffen!** The unit gains the *Stubborn* and *Immune to Psychology* special rules.

**4-5 Stick'em 'ard and where it 'urts da most!** The unit gains the *Armour Piercing* special rule (for both close combat and shooting attacks). Additionally, the unit may re-roll any failed rolls 'To Hit' for both close combat and shooting attacks.

**6 Waaagh-GROM!** Energized by pure Waaagh! power, the greenskins are riled into a state of fanatical aggression. The unit suffers a -1 penalty on all their rolls 'To Hit' (for both close combat and shooting attacks). However, the unit gains the *Always Strikes First* special rule and may reroll any failed rolls 'To Hit' and 'To Wound' for both close combat and shooting attacks.





# GROM THE PAUNCH INCARNATE OF MORK AND BANE OF ELVES

During the second Goblin invasion of Yvresse, Grom the Paunch rides to battle atop the mighty Wyvern, Doomserpent, the former monstrous pet of Blacktoof, the Orcish Shaman who accompanied Grom during his first invasion of Ulthuan. At the Siege of Yvresse, the Elf Captain, Eltharion, decapitated Blacktoof in a single heroic act that broke the Goblin horde and saved the city. Grom's ultimate fate remained unknown for decades ever after, for he was never heard from again after this great defeat. At the time, rumours spoke of Grom flying all the way back to the Old World atop his slain Shaman's Wyvern. It seems this tale was actually a half-truth for Grom has returned – larger and more fierce than ever before and riding atop the ancient, scaly beast known as Doomserpent.

Any Orcs & Goblins army may include Grom the Paunch, Bane of Elves. His points cost counts towards your Lord allowance. Note however, your army may only ever include one Grom; either Grom the Paunch of Misty Mountain as described in *Warhammer: Orcs & Goblins* OR Grom the Paunch, Incarnate of Mork and Bane of Elves, described here, which represents Grom during his second invasion of Ulthuan.

## Grom the Paunch, Incarnate of Mork and Bane of Elves

Points: 405

	M	WS	BS	S	T	W	I	A	LD
Grom	4	5	3	6	5	8	4	7	8

TROOP TYPE: Monster (Special Character; Goblin).

*Grom the Paunch, Bane of Elves and his Wyvern mount, Doomserpent, are described with a single combined characteristics profile. Both Grom and Doomserpent are treated as a single model for all rules purposes. Grom and Doomserpent have a combined armour save of 3+.*

**SPECIAL RULES:** Regeneration, Large Target, Terror, Fly, Poisoned Attacks.

**WAAAGH-GROM!:** Grom has the *Grom's Waaagh!* special rule as described in *Warhammer: Orcs & Goblins*. In addition to the units normally affected by this rule, all units of five or more Goblin infantry and cavalry (of all types, including Fire Kobolds, Dust Goblins, Troglagobs, etc.) also benefit from *Grom's Waaagh!* If Grom the Paunch of Misty Mountain from *Warhammer: Orcs & Goblins* is included in an army using this army list, he will also benefit from the *WAAAGH-GROM!* special rule.

**Mork Save Us!:** As the Incarnate of Mork, Grom is able to call upon his deity for protection from hostile magics. Innate Bound Spell (power level 5). *Mork Save Us!* is an **augment** spell that may target any friendly unit chosen from *Warhammer: Orcs & Goblins* or *Warhammer: Grom* within 24", including Grom himself. The target unit gains *Magic Resistance (5)* and all **hex** spells that affect the target unit are ignored until the beginning of the controlling player's next Magic phase. Note that *Mork Save Us!* does not dispel **hex** spells in play, it simply renders the target unit immunity from their effects.



**Eats Elves for Breakfast, Lunch and Dinner:** As long as Grom is on the tabletop, all units in his army ignore the *Fear Elves* special rule (if they have it) and Grom himself benefits from the *Hatred (all Elf units)* special rule.

**Grom's Trophy Rack:** Attached to his saddle, Grom keeps a collection of severed heads – those of Elven nobles who failed in their attempts to best the notorious Goblin King in single combat! Each victory over the Elves only emboldens Grom's ambitions.

When Grom is in the same combat as any enemy Elf unit, he must issue a challenge, if possible, or accept a challenge issued by an Elf unit. Grom gains a +1 bonus 'To Hit' when involved in any challenge with an Elf model. In addition, all High Elf units on the table gain the *Hatred (Grom the Paunch)* special rule.

## MAGIC ITEM

**Elf-Biter, the Axe of Grom:** *Enchanted by shamans long ago, the Axe of Grom has been imbued with raw Waaagh! power that allows the axe to easily cleave through armour, flesh and bone like a scythe through wheat – especially against Elves!*

Magic Weapon. The axe grants Grom the *Killing Blow* special rule. Additionally, against all Elf models (of any type) the axe grants Grom the *Heroic Killing Blow* special rule.

**Designer's Note:** for purposes of the above special rules and magic item, 'any Elf unit/model' means any unit selected from an Elf army list (i.e. *Warhammer: High Elves*, *Warhammer: Dark Elves*, *Warhammer: Wood Elves*, *Warhammer: Khaine*, etc.) or any Elf model of any description.







# NIBLET

## GROM'S BANNER BEARER

Since his early days as chieftain, Grom has always kept his personal assistant, Niblet, close by as a sign of good fortune. Some say that Niblet is so lucky that he simply cannot die! Others claim once Niblet finds his demise, Grom simply chooses another Goblin to call Niblet, replacing the predecessor. Whatever the case may be, whenever Grom is about, Niblet can be seen waving the corpulent Warlord's massive banner.

If your army includes Grom the Paunch, Incarnate of Mork and Bane of Elves, then you may also choose to include Niblet, Grom's Banner Bearer. His points cost counts towards your Hero allowance. Note: you may not include Niblet, Grom's Banner Bearer in an army that includes Grom the Paunch of Misty Mountain chosen from *Warhammer: Orcs & Goblins*.

**Niblet, Grom's Banner Bearer** **Points: 135**

	M	WS	BS	S	T	W	I	A	LD
Niblet	4	3	3	3	3	1	3	1	6

**TROOP TYPE:** Infantry (Special Character; Goblin Jester).

**EQUIPMENT:** Niblet wears light armour and carries Grom's War Banner.

**SPECIAL RULES:** Fear Elves, Quarrelsome Entertainment, Annoying, Jittery, One's A Crowd, Hatred (Elves, of any type).

### Grom's Banner Bearer

Niblet is Grom's trusty assistant and carries his personal standard. Niblet counts as the army Battle Standard Bearer. If your army includes Niblet, you may not include another Battle Standard Bearer in the army (of course!).

### MAGIC ITEM

**Grom's War Banner:** *This huge banner depicts the fearsome and infamous sigil of Grom himself— an evil skull crowned by Grom's own horned helm, devouring the great Wyrn, Scorm. Scorm, an ancient Dread Maw serpent, was slain by Grom himself at the ferocious Battle For Mount Squighorn, shortly after Grom became Warlord of the Broken Axe tribe; demonstrating another sign that the corpulent Goblin King had been touched by the gods!*

Magic Standard. Niblet and any unit of Goblins (of any type) he joins, gain a 5+ ward save.









# THE BLACK HOST OF MORHOG





## THE COMING OF MORHOG

East of the Worlds Edge Mountains and the Dark Lands, lies the Mountains of Mourn, home of the fractured kingdoms of Ogres as well as the largest tribes of Black Orcs in the known world. Having rebelled against their Chaos Dwarf masters centuries ago, the Black Orcs found sanctuary in these remote mountains where most of them still remain today – battling Ogres and other monstrosities that lurk within its deep depths and high peaks in a life of constant battle any Orc would welcome.

For years, Morhog and his Black Orcs, known as ‘Da Muthacrusherz’, fought against the toughest and meanest beasts of the mountains. It was the Muthacrusherz who defeated the mighty Yhetee clan of the Ice Caverns of Ymirdrak, it was the Muthacrusherz who butchered the entire Ogre tribe, insolently named ‘the Orcgorgers’, and it was Morhog himself who tore the heart out of the fearsome Jabberslythe simply known as ‘Dat Thing in Da Mountains’ by the Black Orcs. When the Muthacrusherz once again began a new conflict with the Bloodmaw Ogre tribe, their massive Maw-Tyrant, Braxbrood Bloodgut decided to put an end to the obnoxious Black Orcs once and for all.

Rather than bother with mustering his Ogres to face Da Muthacrusherz in a pitched battle, Braxbrood directly challenged their chieftain, Morhog, to single combat. Despite his ferocious Orcy demeanor and relentless aggression, Morhog was completely outmatched, for the vast bulk of Braxbrood was four times the mass of Morhog, composed of a combination of solid sinew and layered fat. With a single sweep of his fists, the great Maw-Tyrant sent the Black Orc Warboss flailing to the ground. Yet, just when Braxbrood was about to finish off the Orc upstart, the obese Tyrant lost his footing, and taking advantage of the situation, Morhog caused Braxbrood to stumble, throwing the corpulent Ogre to the ground. So vast was the Tyrant’s bloated form that he was unable to rise. And so with an iron-shod boot, Morhog proceeded to continuously kick and stomp at the great Maw-Tyrant’s head. Braxbrood’s subsequent wailing was a horrendous sound, akin to a mob of squealing Gnoblar. Finally, with a mighty crunch, Braxbrood’s skull shattered in a spray of crimson gore. Long after the Tyrant was slain, Morhog continued to stomp the Ogre’s head until there was nothing left but a bloody smear upon the ground. And then Morhog stomped him again, just to be sure – it was the Orcish thing to do. Covered in a pasty ichor, Morhog picked up the Tyrant’s gore-coated helm from the ground where the Tyrant’s head had once been and placed the helm atop his own craggy head. With a mighty roar, Morhog raised his fists in victory. From that day forward, Morhog was reckoned as ‘Da Mighty’ throughout the entire mountain range.

## VISIONS FROM DA GREAT GREEN

After the demise of Braxbrood, several bands of Ogres plotted to punish the upstart Black Orc for his insolence. The Ogres believed themselves to be the top dogs in the Mountains of Mourn and many Ogres did not like the idea of an upstart Orc thinking he was their better, or even equal. This resulted in a long series of ambushes and clashes between Da Muthacrusherz and various Ogre tribes. During one such encounter, Morhog and his ladz were nearly overrun by a huge squadron of Mournfang Cavalry. Many Black Orcs were slain, and Morhog himself was thrown from the deadly clash and knocked unconscious. When Morhog awoke hours later, he discovered his

boys had won the day, but more importantly he awoke with new insight and a greater vision of glory for him and his tribe – more important than meaningless scraps with the Ogres.

While unconscious, Morhog had visited ‘Da Great Green’ (or so he claims!), an Orcy paradise where greenskins go to eternally battle one another under the auspices of their deities, Gork and Mork. It was in the Great Green, where Gork (or possibly Mork) had spoken to Morhog. The Great Green God told Morhog that the helm taken from the Maw-Tyrant was not of Ogre design, but, in fact, the lost and fabled, War Crown of Gork (or possibly Mork)! The Orc deity further stated that only the chosen of Gork (or possibly Mork) could ever have found such a suitably, Orcy artifact. As a result, Gork (or possibly Mork) declared, it would be Morhog who would put ‘da Bad Stunties’ of the Dark Lands in the service of the greenskins and use the Stunty pawns to destroy the Dwarfs of the Worlds Edge Mountains. For it was the design of Gork and Mork that had willed the Black Orcs into being, the Dwarfs of Chaos had been but cogs in the wheel of destiny, and it was time for the Chaos Dwarfs to understand who their masters were. Morhog Da Mighty would be the herald of that message.

## THE TAMING OF ZHARZOTH

And so it was, Morhog and his Black Orcs abandoned their fortress within the Mountain of Mourn and headed west into the Dark Lands. For weeks, Morhog found nothing in the ash-ridden wasteland but tribes of despicable Hobgoblins and other lesser gobbos. The Black Orcs slaughtered the crooked greenskins that had betrayed their kind so long ago, until one Hobgoblin chieftain, in a desperate plea for his own life, made a pact with Morhog. Pettymaster Snotty, Lord of the Hobs, was a particularly treacherous Hobgoblin chieftain who claimed to be a vassal of Zharrkov Terrorheart, High Apostle of Hashut and Commander of the Tower of Zharzoth. The Tower of Zharzoth was said to be one of the reserve armouries of the Chaos Dwarf Empire and offered great rewards to any would-be conqueror. The Pettymaster agreed to allow the Black Orcs safe passage through the black gates of Zharzoth if only Morhog allow his Hobgoblins to join his campaign and assist in capturing the Chaos Dwarf fortress. The Pettymaster had toiled for far too long under the wicked Chaos Dwarfs and longed for new opportunities. Snotty saw these new opportunities in the form of Morhog and his swelling Black Orc horde. Morhog reluctantly agreed, though he promised the Hobgoblin that the slightest perception of betrayal would be condemned on pain of, a very excruciating, death.

In the guise of captured slaves, Pettymaster Snotty and his Hobgoblins led the Black Orcs before the black gates of Zharzoth. But when the Pettymaster ordered for the gates to open, a reply came in the form of a sinister cackle. Zharrkov Terrorheart, High Apostle of Hashut stood atop the iron ramparts directly above the iron gates chastising the Pettymaster with his disappointment of the Hobgoblin’s treachery. Groveling at the sight of his master, Snotty fell to his knees, begging Zharrkov for mercy. Immediately, the Hobgoblin was seized by his neck and lifted high into the air, Morhog Da Mighty bellowed a crude challenge directed at Zharrkov. In an instant, a hail of shrapnel exploded from the walls as Chaos Dwarfs armed with vicious firegaives and blunderbusses began firing into the assembled greenskins. Using the Pettymaster as a living shield against the bombardment, Morhog began to scale the



Morhog Da Mighty was the first Orc to reach the top of the parapet. With a booming whack, Pettymaster Snotty was hurled over the spikey wall and into the Chaos Dwarfs manning the ramparts, followed by Morhog immediately descending upon them. The Chaos Dwarfs who barred the mighty Black Orc Warlord's path were rent asunder as his great choppas sliced through their black armour and tore deep into the flesh underneath. Moments later, more Black Orcs arrived atop the ramparts, flinging their Hobgoblin shields aside while drawing their crude weapons. The Chaos Dwarfs had formed a shield wall atop the ramparts, interlocking their shields in a formation that seemed impenetrable to the Black Orcs. Despite the ferocious Orc onslaught, the stout Dwarfs of Chaos easily repelled them. The Orcs still scaling the wall, however, grew impatient when they could not press onto the ramparts due to a lack of space and soon began pushing the Orcs in their front forward in a violent advance, shoving the Black Orcs in the first wave of the assault into the Chaos Dwarf shield wall. Encumbered by the weight of the Orcs in their rear, the Black Orcs in the front line were thrown into the Chaos Dwarfs and easily cut down by the irresistible shield wall. However, the impact of the Orcs pushing the others forward eventually caused the Chaos Dwarf line to break, for it could not hold back the vast weight of the Green Tide bearing upon them.

As the rest of the Black Orcs stormed the fortress, Morhog ordered his boyz to take as many of the Dwarfs of Chaos alive as possible. Rather than butchering his hated foes, Morhog had the Chaos

With a massive horde of Black Orcs, Orcs, Hobgoblins and Chaos Dwarfs assembling, along with an infernal arsenal of weapons of mass destruction, Morhog turned his attention west with further visions of slaughter and conquest...





## The Black Host of Morhog Army List

The Black Host of Morhog army list follows the same guidelines for 'Choosing Your Army' as described in either the Warhammer Rulebook or *The End Times* series of expansions, if your games take place during the End Times. A Black Host of Morhog army may include any of the units listed below. Most of these units are chosen from *Warhammer: Orcs & Goblins* (marked 'OG'), though several units are found in other Warhammer army books or supplements. Units not found in *Warhammer: Orcs & Goblins* are identified as follows: *Warhammer: Warriors of Chaos* (marked 'WC'), *The Legion of Azgorh* army list (marked 'LA') as described in *Tamurkhan: The Throne of Chaos* and new units described in this supplement (marked 'G'). Unit choices not described in this supplement use the unit points cost, profiles, options, equipment and special rules found in the appropriate noted book.

LORDS	Morhog da Mighty (G)
	Ruglud Bonechewer (G)
	Black Orc Warboss (OG)
	Orc Warboss (OG)
	Orc Great Shaman (OG)
HEROES	Black Orc Big Boss (OG)
	Daemonsmith Sorcerer (LA)
	Orc Big Boss (OG)
	Orc Shaman (OG)
	Hobgoblin Khan (LA)
CORE	Black Orcs (OG)
	Orc Boyz (OG)
	Orc Arrer Boyz (OG, may have shields, +1 pt/model)
	Orc Boar Boyz (OG)
SPECIAL	Black Orc Boar Boyz (OG, see Special Rules opposite)
	Orc Boar Chariots (OG)
	Hobgoblin Cutthroats (LA)
	Chaos Dwarf Thralls (G)
	Chaos Dwarf Eruption Gun (G)
	Chaos Dwarf Daemoneater (G)
	Magma Cannon (LA)
	Deathshrieker Rocket Launcher (LA)
	Trolls (OG)
RARE	Morhog's Reek Riders (G)
	Goblin Spear Chukka (OG, must have Orc Bully)
	Goblin Rock Lobber (OG, must have Orc Bully)
	Stone Trolls (OG)
	River Trolls (OG)
	Hell Cannon (WC)
	Goblin Scrap Shoota (see <i>The Goblin King's Horde</i> )
	Giant (OG)
	Chaos Siege Giant (LA)
	Black Orc Orkadon (G)

## THE BLACK HOST OF MORHOG SPECIAL RULES

### Dwarfs of Chaos

The Chaos Dwarfs described in the Black Host represent Chaos Dwarfs who have been defeated, broken and enslaved by Morhog's Black Orcs. As a result, when choosing units from *The Legion of Azgorh* army list (as described above), Chaos Dwarf units suffer a -1 Leadership from their profile and lose the *Resolute*, *Relentless* and *Contempt* special rules. Note that these penalties have already been applied to new Chaos Dwarf units described here, marked by (G).

### Black Orc Boarboyz

Black Orc Boar Boyz count as Orc Boar Boy Big 'Uns as described in *Warhammer: Orcs & Goblins*, with the following amendments. Points cost: 25, +1 LD, gain the *Immune to Psychology* special rule, ignore Animosity, light armour is replaced with heavy armour. Choose other options as normal. Black Orcs Boarboyz do not count towards the maximum limit of Big'uns that may be included in the army.

### Hobgoblin War Howdah

A Chaos Siege Giant chosen from this army list may be upgraded with a Hobgoblin War Howdah for +75 points.

The howdah is carried upon the Siege Giant's back (or simply carried in its hands) and consists of 4 Hobgoblin crew (equipped with hand weapons) and 2 Bolt Throwers. The Hobgoblin crew and Bolt Throwers cannot be targeted separately from the Siege Giant and follow the rules for Howdah Crew as described for an Arachnarok Spider (see *Warhammer: Orcs & Goblins*). The Bolt Throwers may shoot even if the Siege Giant moved (but not if he marches). Towering over the battlefield atop the mighty Giant, the Hobgoblins gain a +1 bonus on their rolls 'To Hit' when firing the bolt throwers.

### Animosity

All Hobgoblin units follow all the rules regarding Orc and Goblin Animosity as described in *Warhammer: Orcs & Goblins*.





CHAOS DWARF THRALLS

Chaos Dwarfs are mocking parodies of their kin in the Worlds Edge Mountains. Where Dwarfs resent the vile hordes of goblinoids that plague the lands; Chaos Dwarfs subjugate and enthrall them. Where Dwarfs resist and shun sorcery; Chaos Dwarfs embrace magic. Where Dwarfs are proud and stubborn; Chaos Dwarfs are twisted and evil.

Altered by the very essence of Chaos, Chaos Dwarfs are easily distinguished from other Dwarfs by the curse Chaos has laid upon them. Tiny horns protrude from their skulls, great tusks and sharp, pointy teeth fill their maws and their eyes are cast in darkness. Their long dwarven beards are black as void, and their entire demeanor emanates with cruelty and dread. To the Dwarfs of the Worlds Edge Mountains the very existence of Chaos Dwarfs is blasphemy and abomination, indeed, many Dwarfs refuse to admit or recognize that their evil kindred even exist.

The Chaos Dwarf Empire lies in the Dark Lands; a blighted wasteland of bubbling lava pools, towering volcanoes and inhabited by hundreds of goblinoid tribes. In order for the Chaos Dwarf Empire to prosper, hundreds of thousands of slaves toil in the infernal workshops and armouries of the Chaos Dwarfs. Most of these thralls are subjugated Orcs and Goblins, who infest the Dark Lands. Unfortunately for the Chaos Dwarfs, Orcs and Goblins do not make for obedient slaves and must always be overseen by taskmasters; else their squabbling, aggression or desire to escape will prevent them from any crucial labour. As a result, the Chaos Dwarfs experimented to create their own version of the Orc, one that would be more obedient, serious and stern – the perfect slave. Hence the Black Orcs were born. However, the Black Orcs proved to be defiant and rebellious as well as natural leaders to the other Greenskins. In a major insurrection, the Black Orcs led the other Orcs and Goblins against the Chaos Dwarfs and nearly toppled the entire Chaos Dwarf Empire. It was only in the last moments of the conflict that the Hobgoblins, in hopes for greater rewards, switched sides, allowing the Chaos Dwarfs to defeat the greenskinned upstarts. The Black Orcs fled to the Mountains of Mourn where many of them remain to this day.

When Morhog defeated the Chaos Dwarfs of the Tower of Zharzoth, instead of butchering his hated foes, the Black Orc



Warlord ordered the Chaos Dwarfs shackled in iron and humbled. As the Black Orcs once served the Dwarfs of Chaos, ‘da bad stunties’ would now serve Morhog and his Black Orcs. As the Black Host of Morhog march west, the sinister Dwarfs of Chaos and their inferno war engines accompany the Orcish Hordes.

Chaos Dwarf Thralls Points/model: 8

	M	WS	BS	S	T	W	I	A	LD
Chaos Dwarf Thrall	3	4	3	4	4	1	2	1	8
Inferno Captain	3	4	3	4	4	1	2	2	8

TROOP TYPE: Infantry. UNIT SIZE: 10+

EQUIPMENT: Hand weapon and heavy armour.

Options:

- Any unit may be equipped with great axes for +3 pts/model or hailshot blunderbusses for +6 pts/model (see *the Legion of Azgorh* army list for details).
- Any unit may be equipped with shields for +1 point per model.
- Any unit may be equipped with Blackshard Armour for +2 pts/model (see *the Legion of Azgorh* army list for details).
- Upgrade one Chaos Dwarf Thrall to a Musician +10 pts.
- Upgrade one Chaos Dwarf Thrall to a Standard Bearer for +10 pts.
- Promote one Chaos Dwarf Thrall to a Inferno Captain for +10 pts.





## MORHOG'S REEK RIDERS

According to legend, the Chaos Dwarfs of Zharr-Naggrund created the distinct Orc sect known as Black Orcs. Originally designed to be the perfect Orc thrall, Black Orcs were too well organized and ambitious to submit to a life of servitude and slavery. Eventually, these elite Orcs rallied the other rabble into insurrection, which nearly toppled the entire Chaos Dwarf Empire. However, in the last moments of the rebellion, the treachery of the Hobgoblins saved the Chaos Dwarfs and the Black Orcs were forced to retreat into the Mountains of Mourn.

During the final hours of this conflict, the Black Orcs and their goblinoid allies razed many of the infernal workshops and laboratories of the Chaos Dwarfs. Menageries of monstrosities that the Chaos Dwarfs had used in their diabolical experimentations were negligently released by the destructive greenskins, thus unleashing abominations upon the world that should never have been. One such denizen is, what Orcs call, the Reek.

Reeks are abhorrent, mutated, ugly and stinking things. The Black Orcs believe Reeks were once Trolls, an incomplete bioengineering experiment of the Chaos Dwarfs, not so unlike themselves. Reeks have weird beak-shaped faces, large gaping maws filled with needle-like teeth and a slimy, thick, wormy tongue. Their tiny, beady eyes glow with a crimson malevolence, gazing at everything as though it is their next meal while crawling around on four sinewy limbs that end in a collection of wicked looking, razor-sharp talons. Their bodies are bloated and blubbery, with an extremely tough flesh that stretches about their bulging frames in such a compact manner that their innards appear as though they might explode at any moment. This hide is rough and warty and can range in colour from deep earth tones to muddy greens. Like Trolls, Reeks can regenerate injuries, though at an apparently lesser rate.

In recent times, the Black Orc Warlord, Morhog Da Mighty, has dispatched Orc hunting parties to scour the mountains for these vicious beasts in order to tame for war. Too stupid and stubborn to be herded into battle by Goblins, the Black Orcs have begun to ride

the Reeks into battle in a mocking parody of men riding horses, for only the elite Black Orcs have the stamina and will to control such mindless brutes. Few foes can withstand the charge of Morhog's Reek Riders, and they have become the mainstay shock troops of Morhog's Black Host.

### Morhog's Reek Riders

Points/model: 50

	M	WS	BS	S	T	W	I	A	LD
Reek Rider	4	4	3	4	4	1	2	1	8
Rancor Rider	4	5	3	4	4	1	2	2	8
Reek	7	2	0	5	4	3	2	3	3

**TROOP TYPE:** Monstrous Cavalry (Black Orcs riding Reeks).

**UNIT SIZE:** 3+

**EQUIPMENT**(Reek/Rancor Riders): A huge array of weapons, heavy armour and shield.

### Options:

- Upgrade one Reek Rider to a Musician for +10 pts.
- Upgrade one Reek Rider to a Standard Bearer for +20 pts.
- A Standard Bearer may carry a magic standard worth up to 50 pts.
- Promote one Reek Rider to a Rancor Rider for +20 pts.

**SPECIAL RULES:** **Choppas** (Reek/Rancor Riders Only), **Armed to da Teef** (Reek/Rancor Riders Only), **Fear**, **Regeneration (5+)**, **Stupidity**, **Immune to Psychology**.

### Foul Stench

Reeks admit a horrid stink that paralyzes enemies and makes it nearly impossible to concentrate in a fight.

Any model in base contact with a Reek Rider suffers a -1 penalty on all their rolls 'To Hit' in close combat.







## CHAOS DWARF ERUPTION GUN

Eruption guns are light war machines that come in a variety of forms from compact swivel cannons to shoulder-mounted 'bazukas' or even diminutive-sized mortars. Crewed by a team of Chaos Dwarf weapon smiths, Eruption gun teams act as axillaries, supporting large contingents of Chaos Dwarf warriors with salvos of deadly missiles and rockets.

### Chaos Dwarf Eruption Gun

Points/model: 40

	M	WS	BS	S	T	W	I	A	LD
Eruption Gun	-	-	-	-	7	3	-	-	-
Chaos Dwarf Crew	3	4	3	3	4	1	2	2	8

TROOP TYPE: War Machine.

UNIT SIZE: 1 Eruption Gun.  
(Swivel Cannon)

CREW: 2 Chaos Dwarf Crew.

CREW'S EQUIPMENT: Hand weapon and heavy armour.

Options: May upgrade a Swivel Cannon to a Bazuka (at +45 points).

### SPECIAL RULES:

**Eruption gun:** Eruption guns have one of the following weapons with the following profile and rules:

Weapon	Range	Strength	Special Rules
Bazukas	36"	6	Armour Piercing, Multiple Wounds (D3)
Swivel Cannon	12"	6	Armour Piercing

- If firing using the Bazuka, select a target according to the rules for shooting and use the same rules as for a cannon, using the profile above. The Bazuka may not fire a Grapeshot.

- If firing using the Swivel Cannon, select a target according to the rules for shooting and use the same rules for a Grapeshot.

## DAEMONEATERS

The Daemonsmiths of the Chaos Dwarfs ever develop new ways to maim and destroy their enemies, constantly inventing depraved devices that amplify pain, causing the most heinous of injuries and the maximum damage possible. The Chaos Dwarf Daemoneater is one such mechanism recently devised and currently being wrought in mass production.

The Daemoneater is a mechanized engine of destruction designed to rip, shred, maim and crush all foes in its path. Taking the form of fearsome, mechanical Daemons, Daemoneaters are equipped with a vast array of flails, scythes and spikes all connected to a centralized axle, causing the deadly blades to spin in a swift, violent 'whirlwind' of destruction as the Daemoneater relentlessly pushes forward into the enemy ranks. While some variants are merely driven forward by a mighty Bull Centaur, others contain the malevolence of a bound Daemon of Chaos, forming a relentless daemoniac construct that lurches forwards in a furious display of spinning slaughter. Those caught within the cyclone of spinning blades are methodically dismembered limb by limb, as the victim is ripped apart in the precise pattern designed by the nefarious Daemonsmiths, causing a most unpleasant death, indeed.

### Daemoneater

Points/model: 120

	M	WS	BS	S	T	W	I	A	LD
Daemoneater	7	4	0	5	5	4	2	-	8

TROOP TYPE: Chariot (3+ armour save).

UNIT SIZE: 1

SPECIAL RULES: **Fear, Impact Hits (D6+2)**

### Whirlwind of Death

On turns where the Daemoneater is in combat, but did not charge, it causes D3+2 S5 automatic hits. These hits can never strike units fighting in the Daemoneater's rear.



BLACK ORC ORKADON

An Orkadon is a huge, scaly skinned behemoth with long, piercing horns protruding from an armour-crested head and a whiplashing, spiked tail jutting from its rear. The Black Orcs discovered the aggressive beast in the craggy lowlands of the Mountains of Mourn and immediately recognized a kindred spirit. Aptly named Orkadons in unimaginative Orc fashion, the Black Orcs began herding these wild quadrupeds into battle against the various Ogre Kingdoms throughout the Mountains of Mourn.

When the Back Orc Warlord, Morhog Da Mighty, conquered the Tower of Zharzoth, and subsequently employed the infernal weaponry of the Chaos Dwarfs, Morhog ordered mortars to be mounted upon the backs of his Orkadons, creating the ultimate, living siege engines! Directed by Black Orcs, Orkadons charge head-on into enemy ranks trampling the foes beneath their great bulk and rending foes asunder with their massive horns; fortress gates bucket and collapse before the Orkadon's battering assailment, while citadel walls blast apart from barrages of mortar shells launched by wily Black Orcs riding atop the Orkadon's howdah. Some Orc bosses view the Orkadons and their attached mortars as completely 'Unorcodox'. As for Morhog, he approves of any methods to achieve his all-conquering victories.

Black Orc Orkadon

Points/model: 290

	M	WS	BS	S	T	W	I	A	LD
Orkadon	6	3	-	5	6	5	2	4	-
Black Orc crew	-	4	3	4	-	-	2	1	8

TROOP TYPE: Monster.

UNITS SIZE: 1 Orkadon with 2 Black Orc crew.

CREW'S EQUIPMENT: Great Weapons.

SPECIAL RULES: **Stubborn, Terror, Large Target, Impact Hits (D6+1), Immune to Psychology, Scaly Skin (3+), Choppas (Black Orcs only).**

**Howdah Crew:** The Black Orc crew and the Orkadon follow the rules for Howdah Crew as described for the Arachnarok Spider (see *Warhammer: Orcs & Goblins* for details).

**Howdah Mortar:** A Mortar is mounted on the back of the Orkadon's howdah and may be fired in each Shooting Phase even if the Orkadon moved (but not if it marched). The mortar has the following profile and rules:

Profile	Range	Strength	Special Rules
Mortar	12-48"	3(6)	Armour Piercing, Multiple Wounds (D3)

To fire the mortar, select a target according to the rules for shooting and use the same rules as for a stone thrower, but with the profile given above. If a Misfire occurs, then the mortar does not fire this turn and the Orkadon suffers a single wound with no save of any kind allowed – do not roll on the Misfire table.





# RUGLUD BONECHEWER

## MERCENARY ORC CAPTAIN

Ruglud Bonechewer is an infamous, old Orc Warboss who launched a devastating campaign of destruction throughout both the Grey and Worlds Edge Mountains until he suffered a crippling defeat at the hands of a huge Chaos Dwarf host. Though Ruglud survived, his followers scorned him for their defeat (in proper Orcy fashion) and with a small mob of followers Ruglud fled for the hills.

For years, Ruglud and his mob of Orcs operated as mercenaries, fighting only for weapons, man-flesh, or merely for the fun of it! Success after success brought them new meats to eat and exotic new weapons to wield in battle. In fact over the years, Ruglud's Armoured Orcs, as they have become to be known, have been equipped with all manner of weapons from crossbows and halberds to flails and pistols! Though they are certainly most famous for their uncanny accuracy with a crossbow.

In recent years, however, Ruglud has grown bored. The disgruntled Orc Warboss dreams of the day when he will once again march at the fore of a massive Orc Waaagh! In the meantime, he has made common cause with the vicious Black Orc Warboss, Morhog Da Mighty. Although Ruglud plans to, ultimately, usurp Morhog's authority, the brutal Orc captain has risen in the legions of the Black Host becoming Morhog's chief lieutenant, answering to none save Morhog himself!

At the Battle of the Black Bridge, Ruglud achieved a massive victory for Morhog against the Dwarfs of Karak Azul. Annihilating an entire Dwarf army from afar, with the combined might of enthralled Chaos Dwarfs armed with blunderbusses and his own crossbow equipped Orcs.

### Ruglud Bonechewer

Points: 240

	M	WS	BS	S	T	W	I	A	LD
Ruglud	4	5	4	5	5	3	4	3	8
Maggot	4	2	3	3	3	1	2	1	6

**TROOP TYPE:** Infantry (Special Character; Orc).

**EQUIPMENT:** Hand weapon, crossbow and Ruglud's Dead 'Ard Armour.

**SPECIAL RULES:** Choppas, Size Matters, Waaagh!

### Dead Killy!

Ruglud has years of experience as a mercenary captain and has learned a variety of ways to kill and maim his enemies as well as becoming proficient with a selection of unusual (or, at least, un-Orcy) weapons.

Ruglud has the *Sniper* special rule and all of his attacks (both shooting and close combat) have the *Killing Blow* special rule.

### Ruglud's Armoured Orcs

Ruglud is always accompanied by his mob of mercenary Orcs who

have traveled by his side for years and are renowned as simply 'Ruglud's Armoured Orcs'. If Ruglud is taken, then you must include a unit of Orc Arrer Boyz in the army, chosen at additional cost from the Core Units section of the army list. This unit must be upgraded to Ruglud's Armoured Orcs (the cost of the upgrade is included in Ruglud's points value). You may still take other Orc Arrer Boyz units in your army if you wish.

Ruglud's Armoured Orcs is a unit of Orc Arrer Boyz equipped with crossbows, hand weapons and heavy armour (rather than bows and light armour). Ruglud and Maggot must set up with this unit and may not leave it. No other character may join the unit. The entire unit (but not Ruglud or Maggot) may take any of the following options:

- Shields for +1 pt/model and/or halberds for +1 pt/model.

### Maggot

Maggot the Goblin is Ruglud's personal banner bearer. He counts as the unit Standard Bearer in all respects and replaces the normal option to upgrade one Arrer Boy to a standard bearer. Note that Maggot is not a character, but if he is slain, the banner is lost – no other Orc may pick it up. Maggot is armed with a hand weapon and, as a Goblin, has the *Fear Elves* special rule.

Maggot, is a particularly lucky Goblin who, according to Ruglud, has brought Ruglud and his boyz great fortune over the years. Maggot has a 3+ ward save and his standard adds +2 to the unit's combat result score, rather than +1.

### MAGIC ITEM

#### Ruglud's Dead 'Ard Armour

*Ruglud stripped this suit of armour from the dead carcass of the Dwarf King, Snorri Foehammer, who he bested in combat during a ferocious challenge!*

The armour provides Ruglud with a 1+ armour save.

Shoot'em and stikka'em  
and 'it'em and 'urt'em.  
'It'em and 'urt'em  
and shoot'em and stikka'em!

– Battle tactics of Ruglud's Armoured Orcs



# MORHOG DA MIGHTY WARLORD OF THE TOWER OF ZHARZOTH

From the craggy peaks of the Mountains of Mourn came Morhog – an enormous Black Orc the likes of which the world has never before seen. After discovering the legendary War Crown Of Gork (or possibly Mork!), Morhog was beset with visions of grandeur, for it was to be that Morhog and his Black Orcs would bring the realms of Men and Dwarfs to their knees. Morhog knew this to be true, for he had a plan like no other greenskin before him. The Great Green Despot would not swell his hordes with the ranks of lesser, weedy greenskins, but instead with the strange weapons and armament of the Chaos Dwarfs.

Rampaging into the Dark Lands, Morhog's Black Orcs stormed the gates of the Tower of Zharzoth, a reserve armoury of the infernal Chaos Dwarf Empire. Despite its potent engines of destruction and the relentlessness of its Chaos Dwarf warriors, the tower fell in less than a day. Rather than butcher his hated foes, Morhog had the Chaos Dwarfs shackled in iron and in a twist of fate, broken into thralls. Just as the Black Orcs once served the Chaos Dwarf Empire, these Dwarfs of Chaos would now serve Morhog and his Black Orcs.

Morhog Da Mighty, Warlord of the Tower of Zarzoth as he was now known, soon began to subjugate the surrounding area, which included tribes of treacherous Hobgoblins and smaller holds of Chaos Dwarfs. With a massive horde of Black Orcs, Orcs, Hobgoblins and Chaos Dwarfs assembling, along with an arsenal of weapons of mass destruction, Morhog has turned his attention west with visions of slaughter and conquest.

Any Orcs & Goblins army my include Morhog Da Mighty. His points cost counts towards your Lord allowance.

## Morhog da Mighty

Points: 430

	M	WS	BS	S	T	W	I	A	LD
Morhog	9	7	3	5	5	8	4	6	9

**TROOP TYPE:** Chariot (Special Character; Black Orc).

*Morhog da Mighty and his chariot mount are described with a single combined characteristics profile, and do not have a split profile like ordinary chariots. Both Morhog and his chariot are treated as a single model for all rules purposes. Morhog and his chariot have a combined armour save of 3+.*

**EQUIPMENT:** Death Mace and the War Crown of Gork.

**SPECIAL RULES:** Immune to Psychology, Waaagh!, Quell Animosity, Choppas, Impact Hits (D6+1).

**Stunty Slayer:** The mere mention of a Dwarf sends Morhog into a fit of uncontrollable rage and disgust. As a result, Morhog has the *Hatred (Dwarfs & Chaos Dwarfs)* special rule.

## MAGIC ITEMS

### Death Mace

*Rumoured to have been forged by a Chaos Dwarf Daemonsmith, the weapon is covered with rigid spikes of magically wrought adamantium, which rips through armour and flesh, maiming and disfiguring its target.*

**Magic Weapon.** The Death Mace has the *Armour Piercing* special rule. Additionally, a model that suffers an unsaved wound from the Death Mace must make a Toughness test (once per combat phase, not per wound). If the test is failed, the victim suffers an additional D3 Wounds with no armour saves allowed.

### The War Crown of Gork (or possibly Mork)!

*Forged in the time of Gorbard Ironclaw, the wearer's Orcy ambition is amplified, granting him visions of burning cities under the iron-shod boots of countless legions of ferocious Orcs. Those that wear the crown gain the attention and favour of Gork (or possibly Mork) himself.*

**Talisman.** The crown provides Morhog with a 5+ ward save and *Devastating Charge* special rule.













# GNOBLAR HORDES





## THE UNWASHED MASSES

South of the Mountains of Mourn and the Ogre Kingdoms, lies a grassy hill-land covered with lean-tos, tents, and makeshift forts, and packed full of thousands upon thousands of Gnoblar. This grimy landscape of shantytowns is known as Gnoblar Country and it is within this boisterous, crude and harsh realm where Gnoblars thrive on a life of survival of the fittest. In Gnoblar society, it is the Gnoblars with the largest of noses who brazenly declare themselves Honchos and bully their lessers for whatever immediate gain presents itself.

Diminutive even compared to proper Goblins, Gnoblars are foul, callous, and vindictive greenskins. The Orcs of the Badlands, the Chaos Dwarfs of the Dark Lands and the Ogres of the Mountains of Mourn torment, enslave or eat entire hordes of Gnoblars, but in the slums of Gnoblar Country only Gnoblars mistreat other Gnoblars! Gnoblar Country is nothing more than a cesspool of scum and villainy dominated by lawlessness and utter anarchy. Theft, murder and petit crime are the typical happenings in Gnoblar Country, where the strong constantly prey upon the feeble. There are no laws or social contracts within Gnoblar Country; those that cannot fend for themselves will find themselves at the bottom of the food chain. Sometimes, a particularly ambitious Gnoblar will attempt to take charge of Gnoblar Country, naming himself with fancy titles, such as 'Da Great, One, True Head Honcho' or 'Da Magnificent and Mighty Master of Gnobbos,' and parade around the shantytowns telling everybody. Some of these self-proclaimed Honchos have even managed to hold some real power for short periods of time, but most are ultimately slain out of envy or just because mobs of Gnoblars thought it might be a fun idea. Recently, a new Head Honcho has come to power, however, and has brought true order to Gnoblar Country.

## THE LUCK OF RUNTNOSE

In a hole in the ground there lived a Gnoblar. It was a nasty, dirty, wet hole, filled with the ends of snapper-worms and an oozy stench. There was nothing to sit down on nor to eat: for this was a Gnoblar-hole, and that means anguish. The large-nosed Gnoblars huddled together in tents and lean-tos, but the weedy-nosed Gnoblars were forced to live in packed dirt-pits or solo mud-holes. A tiny Gnoblar with a diminutive nose lived in one such mudhole, and he was called 'Runtnose' by his betters. As with most of those indigenous to Gnoblar Country, every breath of Runtnose's seemingly insignificant life was a struggle of survival: every crumb of sustenance (fungus, blood bird flesh, etc.) and every prized possession (broken bottles, scrap metal, etc.) become objects of jealousy and resentment, which could spark riots at any given moment. Even so, though Runtnose may have had a small nose, he was a lucky Gnoblar nonetheless; for Runtnose did have some filthy rags to wear and a respectable dirt ditch (for a Gnoblar, anyway!) to call home.

One day a brood of hungry Ogres came rampaging through Runtnose's district within Gnoblar Country and ate everybody, except Runtnose. They would have eaten Runtnose as well, but by the time they found Runtnose groveling within his mud-hole, the Ogres decided that they had had their fill and, instead of eating Runtnose, they took him back to the Ogre Kingdoms with them. Runtnose would assist the Ogres, whatever their whims, until they decided to eat him or accidentally step on him!

Runtnose was a lucky Gnoblar, indeed.

## THE GNOBGOBBLERS TRIBE

The Ogres returned to their tribe – the Gnobgobblers – within the Mountains of Mourn, and Runtnose saw that the tribe had a few hundred of his kin slaving over their obese Ogres. The other Gnoblars didn't like the newcomer, and ridiculed him for his tiny nose. Such bullying did not really bother Runtnose though, for he was used to such treatment from his time in Gnoblar Country and now he had become the pet of Dargh, an enormous, dimwitted and extremely ugly Ogre. Dargh was a pariah in his own right amongst the Gnobgobblers tribe, both for his foul looks and his exceptionally dimwitted demeanor, which had earned him the nickname 'Troll Brains'. Perhaps as a result of their individual enmity by their own kind, Runtnose and Dargh found a kindred spirit within each other and the unlikely pair soon became fast friends.

Typically an Ogre might take a liking to a particular Gnoblar servant, but the relationship is at best akin to a master and pet, Dargh, however, saw Runtnose as an equal, or possibly a superior, for Runtnose was a crafty and intelligent Gnoblar, at least in the eyes of dimwitted Dargh. Runtnose appeared to even boss Dargh around at times. While all this behavior went unnoticed by the other Ogres (they have more important concerns, such as eating), it did not escape the attention of the other Gnobgobbler Gnoblars, who became envious of Runtnose. They didn't like the special treatment Dargh was giving Runtnose, and, at the same time, it seemed Runtnose's nose was somehow getting larger – the other Gnoblars really hated this, for why should Runtnose earn the boon of Dargh and why should Runtnose's nose begin to grow larger? It was not fair. So the other Gnobbos decided that something must be done. Unlike in Gnoblar Country, Gnoblars within the Ogre Kingdoms cannot just go around murdering fellow Gnoblars, for every Gnoblar belongs to a particular Ogre master, and so any Gnobbo mischief would not go unpunished. In order to give Runtnose what was coming to him, his jealous comrades would have to arrange 'an accident', of sorts.

One night while Runtnose was picking Dargh's teeth and nose, Runtnose's rivals put their shifty plan into action. As Runtnose tended to Dargh's hygiene, two of the Gnobgobbler Gnoblars scaled the shelves of Dargh's own pantry. Balancing on the top shelf of the pantry the devious Gnoblars heaved a bag of Ind fire-pepper directly at Dargh's face. The plan was to have the sudden shock of fire-pepper scorch the Ogre's senses causing the beast to clamp his teeth down upon poor Runtnose, who was picking the Ogre's teeth clean, and, hopefully, cause the stupid Ogre to accidentally eat Runtnose. Certainly not the most practical of assassination attempts, but this was a Gnoblar idea, after all. In truth, Runtnose should have been accidentally eaten, but instead the mischievous Gnoblars slipped. The fire-pepper missed its target altogether and the culprit Gnoblars went falling into Dargh's gaping maw instead, while Runtnose was knocked flat off Dargh's chin and landed softly upon the Ogre's paunch. Dargh quickly gobbled down the would-be assassins and Runtnose merely shrugged as he went back to work picking his Ogre's teeth.

Over the next several days, further assassination attempts were made upon Runtnose. One involved the scorching of the nether regions of Dargh's Mournfang, in order to cause the beast to trample Runtnose



to death, but the beast's subsequent rampage stomped the conspirators instead.

One night, a corpulent little Gnoblar named 'Ratpuke' had had enough. Ratpuke was so envious of Runtnose and all his luck that he decided he would simply wait until Runtnose was alone and then personally cut Runtnose's heart out with a spoon! When he told his comrades of his plan, they all laughed. *A spoon*, they claimed, *why not an axe?* Ratpuke did not have an axe or a knife, or a fork for that matter, but rather than dwell on what he didn't have, Ratpuke called them all idiots claiming the point was that the spoon was dull so it would "urt more." That's all it took to convince the other Gnobbos that it was, indeed, a good plan!

Later that night, while Runtnose was cleaning up dung in the Rhinox pens, Ratpuke made his move. Ratpuke had covered himself in Rhinox dung to conceal himself and when Runtnose was looking the other way, Ratpuke sprung out from a pile of dung and rammed his spoon directly into Runtnose's chest. Runtnose shouted and fell to the ground. Ratpuke felt a tremor and heard a rumbling and looked up just as Dargh's iron-shod boot slammed down upon him. Ratpuke exploded like a ball of snot.

Though Runtnose was fine (he was only struck by a spoon, not an axe or knife or even a fork, after all!) the squashing of Ratpuke was a serious matter, for Ratpuke was not just any Gnoblar, he had been the pet of the Gnobgobblers' Tribe Tyrant – The Great Gnobgobbler – himself! When The Great Gnobgobbler heard what Dargh had done to his favorite Gnobbo he banished Dargh forever, exiling him to the Gorger Pits, for Dargh was too revolting to even consider eating, he was to be a feast for the Gorgers or become one himself! As The Great Gnobgobbler's Ironguts shackled Dargh and escorted him away, Runtnose made a discreet exit. Fleeing into the untamed mountains rather than suffer further turmoil from the Gnobgobbler tribe or their Gnobblars. The Gnobgobblers never heard from Runtnose again (at least, to their knowledge), nor had the Ogres ever even realized Runtnose was amongst them in the first place!

### THE RISE OF LEADER-EATER

For months Dargh roamed the dark catacombs of the Gorger Pits. At first packs of Gorgers descended upon him, but Dargh managed to escape and hide from them. This lasted until Dargh was so hungry he decided to go after the Gorgers. And so he did! Dargh assailed the Gorgers in such a furious and ruthless manner that the Gorgers began to fallback at the mere echo of Dargh's growling gut! One by one, Dargh ate each and every Gorger in the Gorger Pits ripping off their lanky limbs and tearing their flesh with his bare teeth. With all the Gorgers eaten, Dargh stumbled aimlessly through the catacombs looking for a way out, until one day he discovered an exit.

For years Dargh roamed through the southern edges of the Mountains of Mourn, with no desire or thought of his future other than his next meal. Dargh gallivanted a trail of gluttony throughout the mountain pass, feasting on all manner of bugs and beasts. Dargh raided the crypts beneath the abandoned Dwarf fortress of Karak Krakaten where he picked on the bones of deceased Dwarf kings and, crossing the River Ruin, followed Wyvern Pass, where he ate his way through the Haunted Forest. It was when he came upon a series of razed citadels, just on the outskirts of Gnoblar Country,

where Dargh made a startling discovery.

The towers were nothing but a blasted remains of a ruined fortress, perhaps a strong hold of the Sky Titans of Old. As Dargh rampaged through the foundation's rubble looking for his next hardy meal, he found that a tribe of Gnobblars had taken up residence within the wreckage, calling the broken citadels the Skrap Towers. Without anything better to feast upon, Dargh bellowed loudly and began chasing the Gnobblars throughout the ruined fortress. Suddenly Dargh stopped in his tracks – for he heard a familiar squeak. A tiny Gnoblar was shouting for Dargh to halt, and the vicious Ogre did as he was commanded, for the brute had recognized the shrilling cry of his old mate, Runtnose! During their mirthful reunion, the two swapped their stories of events after the murder of Ratpuke. Recognizing Dargh's plight of exile from the Ogre Kingdoms, Runtnose came up with an idea – he and Dargh should find sanctuary in Gnoblar Country, not only could it provide them with their own lair, but with Runtnose's smarts and Dargh's sinew, the pair could seize control of Gnoblar Country and forge their own realm to rule, instead of vagabonds they would be kings – Masters of Gnoblar Country! The whole thing sounded fine to Dargh, as long as he could eat whatever he wanted, which of course he could, for there was no one in Gnoblar Country with the strength or courage to stop him.





## WHO RUNS GNOBLAR COUNTRY?

And so it was. One early morning as the bright rays of the sun pierced the borders of Gnoblar Country came a huge thing covered in rune-etched, spikey-looking armour; through its black helm glowed, vicious gore-coloured eyes and a tiny Gnoblar was perched atop its back. The Gnoblar had a huge nose and shouted orders at the mobs of Skar Tower Gnobbos that trailed behind the monster encased in midnight iron. In a highpitched bawl, the large nosed Gnoblar atop the armoured hulk addressed the assembling crowds of Gnobblars, who were gathering to see what all the fuss was about.

'Leader,' the Gnoblar shouted pointing at himself. He made another gesture, lowering his hand and pointing at the armoured brute he rode upon. 'Eater.' The Gnoblar repeated the gestures several times, speaking a word with each wave of his hand. 'Leader. Eater. Leader. Eater. Leader-Eater.' The Gnobblars looked on in silence. 'Leader-Eater, Master of Gnoblar Country,' Leader said at last. The Gnobblars soon became excited, repeating and chanting the names of Leader-Eater with manic enthusiasm.

*Leader-Eater. Leader-Eater. Leader-Eater,* the crowd boisterously screamed.

The praising of Leader-Eater, however, came to an abrupt halt when a horn blast sounded throughout the district. Another large nosed Gnoblar, this one riding the back of a hairy-looking, mammal-like beast, pushed its way through the crowd upon its four thick hooves. The Gnoblar perched atop wore a large, horned helm and carried a sawed-off Rhinnox-horn in hand. He sat upon a wooden stool attached to a ramshackle howdah, a smaller Gnoblar stood over the sitting one, waving a giant feather, fanning the seated Honcho with a theatrical breeze. The Honcho rose from his seat atop the howdah and shouted raucous insults directed at Leader-Eater.

'I run Gnoblar Country! Me! Big-Scab, Da Nose-King, Da Best And Most Greatest Of Gnobbos!' Big-Scab had just declared himself Master of Gnoblar Country, only days earlier and he wasn't about to let some uppity git steal his thunder. At that moment,

however, and with a hog-like snort, Big-Scab's Rhinnox mount suddenly began motioning its massive horns in the direction of Leader-Eater, aggressively scraping its fore-hooves against the ground before breaking into a light trot, which quickly turned into a full-fledged charge. Big-Scab fell off his stool, crashing backwards onto the howdah platform.

As the charging Rhinnox approached Leader-Eater's reach, Eater grabbed out and seized the Rhinnox by its massive, front horns. With an astonishing display of strength and brute force, Eater lifted the Rhinnox by its horns and slammed it back down upon the ground, instantly breaking the beast's neck. Big-Scab shrieked. Leader-Eater bent down and pulled Big-Scab from the rubble of his broken howdah, and lifted the defeated Honcho into the air by his throat. Leader leaned in close to Big-Scab, narrowing his malevolent, red eyes as he studied the large nosed Gnoblar for a moment before asking him a simply question that needed to be settled.

'Who run Gnoblar Country?' Leader croaked.

'Leader-Eater', the honcho gasped, barely audible to the assembled crowd of Gnobblars.

'Say loud! Who run Gnoblar Country?' Leader repeated, much louder than before. This time, Big-Scab shouted Leader-Eater, loud enough for everyone to hear. 'Leader-Eater do what?'

'Leader-Eater run Gnoblar Country', the defeated Honcho said at last. With a booming crack, Eater snapped the upstart's neck and dropped the dead Gnoblar to the ground. Leader turned back to the rowdy muster of Gnobblars and now shouted at all of them. 'Who run Gnoblar Country?'

'Leader-Eater', came the raucous reply of the green masses. Gnoblar Country belonged to Leader-Eater and he was satisfied about that, for now. Leader knew, however, it wouldn't be long until they paid the Gnobgobbler Tribe a visit, along with all of Gnoblar Country...





## The Gnoblar Hordes Army List

The Gnoblar Hordes army list follows the same guidelines for 'Choosing Your Army' as described in either the Warhammer Rulebook or *The End Times* series of expansions, if your games take place during the End Times. A Gnoblar Hordes army may include any of the units listed below. Most of these units are chosen from this supplement (marked 'G'), though some units are found in other Warhammer army books or supplements. Units not presented here are identified as follows: *Warhammer: Ogre Kingdoms* (marked 'OK') and *Warhammer: Orcs & Goblins* (marked 'OG'). Units choices not described in this supplement use the unit points cost, profiles, options, equipment and special rules found in the appropriate noted book.

LORDS	Leader-Eater, Master of Gnoblar Country (G)
	Ma Da Grub, Gnoblar Scrap-king (G)
	Gnoblar Head Honcho (G)
	Great Shiny Git (G)
HEROES	Gnoblar Honcho (G)
	Shiny Git (G)
CORE	Gnoblars (OK)
	Manbiters (G)
	Pigback Riders (G)
SPECIAL	Gnoblar Scraplauncher (OK)
	Yhetees (OK)
	Lucky Gits (G)
	Ice Gnoblars (G)
	Goblins (OG)
	Blood Gnoblar Commandos (G)
RARE	Giant (OK)
	Boglars (G)
	Gnoblar Thundertusk (OK, see Special Rules opposite)
	Goblin Wolf Riders (OG)

## THE GNOBLAR HORDES SPECIAL RULES

### Bicker

Gnoblars constantly bicker, bully, bite and otherwise quarrel with one another, a common trait inherent in all goblinoids. Yet while slaving under the auspices of the Ogre Kingdoms, Gnoblars often tend to 'behave' when ordered into battle alongside their obese masters, else suffer dire consequences (like being eaten!). When an entire horde of Gnoblars assemble, however, there are no Ogres around to keep them in line...

All Gnoblar units with the *Bicker* special rule suffer from greenskin Animosity as described in *Warhammer: Orcs & Goblins*.

### Gnoblars Units

The standard 'Gnoblars' army list unit entry found in *Warhammer: Ogre Kingdoms* has been amended in order to account for the unusual aspect of a Gnoblar Hordes army. The following amendments apply to a Gnoblar Hordes army.

Units of Gnoblars chosen from the 'Gnoblars' unit entry have a minimum Unit Size of 20+ (rather than 10+), the *Bicker* special rule and may choose one of the following additional options:

- May be equipped with shields for +1/2 pt per model **or** additional hand weapons for +1/2 pt per model **or** may replace their throwing weapon with a sling for +1/2 pt per model.

### Lucky Little Gits

Gnoblars are superstitious creatures, often keeping small stones, coins or other trinkets as good luck charms. By some coincidence or maybe even some bizarre evolutionary adaptation, a high percentage of Gnoblars have a lucky streak - at least some of the time!

At the beginning of each game, the Gnoblar player gets D6 re-rolls that may be used at any time throughout the game. For each re-roll, the Gnoblar player may re-roll any single D6 result at any time during the battle. The Gnoblar player may even choose to re-roll a single D6 from a 2D6, 3D6, 4D6, etc. dice roll. Note that the second result always stands, and players may never re-roll a re-roll.

### Gnoblar Thundertusk

Thundertusks taken in a Gnoblar Hordes army do not have Ogre Beast Riders. Instead they have a crew of 10 Ice Gnoblars armed with hand weapons and throwing weapons (count as magical attacks) riding atop a makeshift howdah atop the Thundertusk's back. The Ice Gnoblar crew follows the usual rules for *Beast Rider* (see page 53 of *Warhammer: Ogre Kingdoms*) and have the profile and special rules of Ice Gnoblars as described in this supplement. Note, that the Ice Gnoblar crew never uses their own Movement, Toughness or Wounds – these characteristics are ignored. A Thundertusk with Ice Gnoblar crew has at total points value of 230 points.





## HONCHOS & HEAD HONCHOS

Gnoblar leaders are informally known as Honchos or Head Honchos in the case of the largest-nosed and most bellicose.

While not a great deal better in battle than the typical Gnoblar, Honchos have been known to stir up trouble and insurrection within the Ogre Kingdoms, usually resulting in them being hunted down and killed as a result. A few Honchos are smart enough to keep their plans secret from the Ogres, a practice that usually keeps the Gnoblar alive a bit longer than normal. Even so, the life of a Honcho is always threatened by his jealous followers, hence their subordinates assassinate many Honchos. As a result most Gnoblar leaders are extremely paranoid and cautious.

### Gnoblar Head Honcho

Points/model: 45

	M	WS	BS	S	T	W	I	A	LD
Head Honcho	4	4	4	3	4	3	5	3	7

**TROOP TYPE:** Infantry (Character; Gnoblar).

**EQUIPMENT:** Hand weapon and throwing weapon.

#### Options:

- May choose an additional hand weapon (+4 pts), a flail (+4 pts) or a spear, if mounted (+2 pts).



- May replace throwing weapon with a sling (+6 pts).
- May wear light armour (+2 pts) and/or carry a shield (+2 pts).
- May ride a Rhinox (+115 pts), see Rhinox profile and rules below.
- May choose magic items with a maximum total value of 100 pts.

**SPECIAL RULES:** Beneath Contempt.

## RHINOXEN

Rhinoxen are huge, hairy cave-beasts with giant horns. Gnoblars occasionally manage to capture these creatures and use them to pull caravans and chariots. Sometimes, an especially pompous or foolhardy Head Honcho will keep a Rhinox as his personal pet and will do his best to hang onto its back as he guides it into battle (often shortly before being trampled to death).

	M	WS	BS	S	T	W	I	A	LD
Rhinox	6	3	0	5	5	4	2	3	5

*A Head Honcho on a Rhinox is mounted on a 40x 40mm base.*

**TROOP TYPE:** Monstrous Beast.

**SPECIAL RULES:** Fear, Stubborn, Frenzy, Impact Hits (D3).

#### Thick Hide

Rhinox have extremely thick hides that act as a form of armour. Head Honchos riding a Rhinox receive an armour save bonus of +2 rather than the usual +1 for monstrous cavalry mounts.

In addition, a Head Honcho riding a Rhinox may benefit from the 'Look Out Sir!' rule from any unit of Gnoblars, regardless of their Troop Type (what's the point for being a Honcho if your subordinates don't die for you?).

### Gnoblar Honcho\*

Points/model: 20

	M	WS	BS	S	T	W	I	A	LD
Honcho	4	3	4	3	3	2	4	3	6

**TROOP TYPE:** Infantry (Character; Gnoblar).

**EQUIPMENT:** Hand weapon, throwing weapon.

#### Options:

- May choose either an additional hand weapon (+4 pts) or a flail (+4 pts).
- May replace throwing weapon with a sling (+4 pts).
- May wear light armour (+2 pts) and/or carry a shield (+2 pts).
- May choose magic items from with a maximum total value of 50 pts.

*\*One Gnoblar Honcho in the army may carry the army Battle Standard for +25 pts. The Battle Standard Bearer may not be the army's General even if he has the highest Leadership value in the army. The Battle Standard Bearer may have any magic banner (no points limit), but if he carries a magic banner he may not carry any other magic items.*

**SPECIAL RULE:** Beneath Contempt.



SHINY GITS

Shiny Gits are Gnoblar that are even weirder than the typical Gnoblar. Often the proud owners of vast collections of shiny stuff (scrap metal, broken bottles, stolen coins, etc), Shiny Gits are said to have strange powers that allow them to turn ordinary rocks into shiny metal and common scrap into bronze or even gold! The Ogres laugh as such nonsensical stories, ‘Gnoblar wiv’ powers, yeah, heh, right’. In truth, however, Shiny Gits actually do have weird powers! They’re not genuinely sure how to use them or why they have them, but when they concentrate (a difficult task for any Gnoblar) extremely hard they sometimes can magically manipulate the shiny stuff that Men and Dwarfs call metal.

Shiny Gits adorn themselves with layers upon layers of shiny regalia from chain necklaces and bracelets to large, gleaming helms and over-sized breastplates, all in a flamboyant display of their strange status. They are driven by a profound desire of avarice to obtain great prestige and wealth amongst their community by collecting large piles of shiny paraphernalia, which Shiny Gits like to claim is a direct result of their potent magics! Sometimes such stories might even be true, but Gnoblar are compulsive embezzlers and so many Gnoblar claiming to be Shiny Gits are nothing more than fancily dressed frauds!

When a Gnoblar army goes to war, Shiny Gits support the mass hordes of Gnoblar infantry by magically corroding the enemy’s armour or enchanting the dull blades of their fellow Gnoblar...at least, that’s the idea anyway!

Great Shiny Git Points/model: 135

	M	WS	BS	S	T	W	I	A	LD
Great Shiny Git	4	2	3	2	4	3	3	1	6



TROOP TYPE: Infantry (Character; Gnoblar).

EQUIPMENT: Hand weapon, throwing weapon and light armour.

MAGIC: A Great Shiny Git is a Level 3 Wizard. He uses spells from the Lore of Metal as described in the Warhammer rulebook.

- Options:
- May upgrade to a Level 4 Wizard (+35 pts).
  - May choose magic items with a maximum total value of 100 pts.

SPECIAL RULES: Beneath Contempt.

Shiny Git Points/model: 45

	M	WS	BS	S	T	W	I	A	LD
Shiny Git	4	2	3	2	3	2	3	1	5

TROOP TYPE: Infantry (Character; Gnoblar).

EQUIPMENT: Hand weapon, throwing weapon and light armour.

MAGIC: A Shiny Git is a Level 1 Wizard. He uses spells from the Lore of Metal as described in the Warhammer rulebook.

- Options:
- May upgrade to a Level 2 Wizard (+35 pts).
  - May choose magic items with a maximum total value of 50 pts.

SPECIAL RULE: Beneath Contempt.





## MANBITERS

Manbiters are the self-proclaimed elite of Gnoblar-kind and indeed have the best equipment in their community. They dress in all manner of outlandish and exotic outfits and usually wear large helmets or hats. Being the biggest and baddest of their kind, Manbiters aspire to become better than other Gnoblars, an ambition that has led many Manbiters to embark upon wild, irrational expeditions across the continent. Manbiters are especially keen on war stories and legendary heroes, and it is this romanticism that causes Manbiters to leave Gnoblar society in order to make a name for themselves. Of course, most Manbiters meet their demise on their little adventures. Sometimes, however, a large mob of Manbiters will band together and travel the continent together as mercenaries and sell-swords on short-lived quests to gain fame and steal good war stories.

### Manbiters

Points/model: 5

	M	WS	BS	S	T	W	I	A	LD
Manbiter	4	2	3	3	3	1	3	1	6
Ogrebiter	4	2	3	3	3	1	3	2	6

TROOP TYPE: Infantry (Gnoblar).

UNIT SIZE: 20+

EQUIPMENT: Hand weapon, flail and light armour.

### Options:

- Any unit may be equipped with shields for +1 pt.
- Upgrade one Manbiter into a Musician for +10 pts.
- Promote one Manbiter into an Ogrebiter at +10 pts.
- Upgrade one Manbiter into a Standard Bearer for +10 pts.
- One unit of Manbiters may carry a magic banner worth up to 50 points.

SPECIAL RULES: **Beneath Contempt, Bicker.**

## Been Dare, Done Dat...Ok, Maybe Not Dat!

When selecting a unit of Manbiters, you must note down on the roster sheet one of the following special rules from the list below. The chosen rule represents the skills and abilities the Manbiters have learned in their adventures beyond Gnoblar Country.

- Strider
- Ambushers
- Vanguard
- Armour Piercing
- Stubborn
- Frenzy

## PIGBACK RIDERS

Gnoblars love to play games, and Ogres love good entertainment, especially when it involves watching something get maimed, horribly injured or killed! As a result, Gnoblars take part in many obscure and dangerous sports. Among the most popular of these is 'pig jousting'. Two Gnoblars with large spears riding atop the backs of pigs face off against one another. When the game starts, the Gnoblars charge at each other attempting to unseat their opponent. Of course, the whole event turns chaotic as the frightened pigs begin to squeal and rampage about in different directions.

When a Gnoblar horde goes to war, many of the more fanatical Gnoblars will attempt to pig joust with the enemy. Real pigs will not suffice in the intense circumstances of warfare. Instead, Gnoblars ride piggyback on top of some unfortunate git and use well-honed pig-jousting tactics to slay (or at least irritate) the enemy.

### Pigback Riders

Points/model: 3 1/2

	M	WS	BS	S	T	W	I	A	LD
Pigback Rider	4	2	3	2	3	1	2	2	5
Pig 'Knight'	4	2	3	2	3	1	2	3	5

TROOP TYPE: Infantry (Gnoblar).

UNIT SIZE: 10+

EQUIPMENT: Hand weapon and spear.

### Options:

- Any unit may be equipped with shields for +1/2 pt.
- Upgrade one Pigback Rider into a Musician for +10 pts.
- Upgrade one Pigback Rider into a Standard Bearer for +10 pts.
- Promote one Pigback Rider into a Pig 'Knight' for +10 pts.

SPECIAL RULES: **Beneath Contempt, Bicker.**

### Piggy-Back

Pigback Riders are Gnoblars riding atop another Gnoblar in a 'piggy-back' fashion. Pigback Riders consist of two Gnoblars mounted on a single 20x 20mm base, but have a single profile that takes into account both Gnoblars. Although infantry, Pigback Riders get a +1 armour save bonus in the same way as cavalry models, and also use their spears in the same manner as *both* cavalry and infantry. Thus, on the turn a unit of Pigback Riders charges, the models receive a +1 Strength bonus from their spears. Additionally, Pigback Riders can fight with an additional rank unless they have charged that turn, just like infantry models armed with spears.



## LUCKY GITS

Some Gnoblar are exceptionally lucky, constantly winning at raffles and lotteries or avoiding fatal accidents. These Gnoblar are known as Lucky Gits and such is the prestige and repute of these Gnoblar that they have formed their own exclusive fraternity of sorts. Lucky Gits only allow a prospective Git to join their ranks after some exceptional feat of fortune, such as having been the sole survivor of an avalanche or making it through the digestive tract of a Thundertusk alive. Lucky Gits are fascinated with the colour blue – the more blue a Git wears, the luckier he seems to be. As a result, Lucky Gits garb themselves in all manner of blue things (i.e. tabards, hoods, belts, etc) just to attract more good luck and flaunt their superior status. In fact, many of the Lucky Gits go so far as to cover themselves in bright blue warpaint. They either design small tattoos on their heads, chests, and forearms or cover their entire bodies in woad. Other Gnoblar generally treat Lucky Gits with ridicule and jealousy, but the fact remains that these Lucky Gits have a far higher life expectancy than their doomed compatriots.

### Lucky Gits

Points/model: 6

	M	WS	BS	S	T	W	I	A	LD
Lucky Git	4	2	3	2	3	1	3	1	5
Very Lucky Git	4	2	3	2	3	1	3	2	5

TROOP TYPE: Infantry (Gnoblar).

UNIT SIZE: 20+

EQUIPMENT: Hand weapon and throwing weapon.

### Options:

- Upgrade one Lucky Git into a Musician for +10 pts.
- Upgrade one Lucky Git into a Standard Bearer for +10 pts.
- Promote one Lucky Git to a Very Lucky Git for +10 pts.
- Instead of taking a Very Lucky Git, one Lucky Git may be upgraded to Badluk, the Luckiest Lucky Git Ever! for + 40 pts. Your army may only ever include *one* Badluk.

SPECIAL RULES: Beneath Contempt, Bicker.

### Lucky

Any DICE ROLL thrown by the controlling player on behalf of the Lucky Gits may be re-rolled. Note that the second result always stands, and the controlling player may not re-roll a re-roll.

In addition, Lucky Gits have a *Magic Resistance* (2) and a 6+ ward save. Very Lucky Gits have *Magic Resistance* (2) and a 5+ ward save.

## BADLUK, DA LUCKIEST LUCKY GIT EVER!

Lucky Gits are an exclusive sect of Gnoblar that seem to enjoy streaks of exceptionally good luck. Amongst the Lucky Gits, however, there is one Very Lucky Git that is far luckier than even all the other Lucky Gits. This little runt, aptly named Badluk, is so lucky that absolutely nothing seems to go wrong for him! Such luckiness has earned him the sporting title of 'Da Luckiest Lucky Git Ever!' Badluk is so lucky, in fact, that he routinely can be found leaping off high cliffs, swimming in piranha infested waters and stealing food off Ogre feast tables simply to see if he'll survive the perilous affairs!

When a Gnoblar horde marches to war, Badluk regularly leads huge mobs of Lucky Gits into the battle. He enjoys taunting and mocking the enemy, making goofy faces and spitting at his foes. Meanwhile, blades always seem to just miss him or blows that should maim him only cause but a mere scratch! Such wondrous luck inspires all of the other Lucky Gits who all aspire to become just as lucky as Badluk!

	M	WS	BS	S	T	W	I	A	LD
Badluk	4	2	3	2	3	1	4	2	6

*Note: Badluk is a special unit upgrade, as described under 'options' in the Lucky Gits unit entry (see opposite).*

TROOP TYPE: Infantry (Special Unit Champion; Very Lucky Git).

EQUIPMENT: Hand weapon and throwing weapon.

SPECIAL RULES: Beneath Contempt, Lucky.

### Nobodies That Lucky!

But Badluk really is that lucky! Badluk is so lucky that he has a 2+ ward save!





## ICE GNOBLARS

Atop the frosty mountain tops of the Mountains of Mourn and the ice coated caverns of their craggy passes, lurks a chilling sect of Gnoblar with pallid, white skin and bright, glowy blue eyes who emanate an aura of stifling cold. This bizarre breed of goblinoid has many names such as Frost Goblins and Snow Gnob. Though, most know them simply as Ice Gnoblar. Amongst Gnoblar society, Ice Gnoblar are regarded as magical, majestic creatures (well, for a Gnoblar, anyway!) that are envied by all Gnoblar-kind. In truth, other Gnoblar would love nothing better than to beat an Ice Gnoblar to death purely out of spite and jealousy, but the typical Gnoblar is much too cowardly to dare assault a creature of such strange demeanor. After all, with but a look from its illuminated eyes, an Ice Gnoblar can cow an entire mob of ordinary Gnoblar.

Ice Gnoblar are the most dangerous type of Gnoblar. Their mere presence slows the blood flow of those around them, making their enemies battle prowess imprecise and sluggish. Ice Gnoblar's carry large sheets of thick ice, which they wield in the same manner as Men wielding heavy shields. These frost shields are thick as stone, yet light as ice and difficult to penetrate without the aid of fire. The frost shields combined with the Ice Gnoblar's frosty traits makes a mob of Ice Gnoblar difficult to slay or shift and can vex the most elite of enemy warriors.

### Ice Gnoblar

Points/model: 4 1/2

	M	WS	BS	S	T	W	I	A	LD
Ice Gnoblar	4	2	3	2	3	1	1	1	5
Frostbiter	4	2	3	2	3	1	1	2	5

TROOP TYPE: Infantry.

UNIT SIZE: 20+

EQUIPMENT: Hand weapon (counts as magical attacks), frost shield, throwing weapon (counts as magical attacks).

### Options:

- Upgrade one Ice Gnoblar into a Musician for +10 pts.
- Upgrade one Ice Gnoblar into a Standard Bearer for +10 pts.
- Promote one Ice Gnoblar to a Frostbiter for +5 pts.

SPECIAL RULES: **Beneath Contempt, Bicker, Aura of Frost** (see page 45 of *Warhammer: Ogre Kingdoms*).

### Frost Shields [Equipment]

Ice Gnoblar typically wield huge slabs of ice, known as frost shields. Though encumbering for a Gnoblar, these icy shields are as tough as rock and able to deflect the mightiest of blows.

Frost shields count as shields, though provide a 5+ armour save. Additionally, parry saves made with Frost Shields provide a 5+ ward save rather than a 6+ ward save as usual. However, Ice Shields provide no saves of any kind against *Flaming Attacks*.

## BLOOD GNOBLAR COMMANDOS

Blood Gnoblar are exceptional Trappers that have developed an unhealthy obsession of hunting and trapping. Such is their compulsion that they care for little else except their next trapping foray. Blood Gnoblar cover themselves in blood, dung and other filth to create a camouflage of sorts in order to conduct covert operations. Such missions include sneaking into enemy camps to steal rations and equipment or setting traps for interlopers around the surrounding area. Unlike other Gnoblar, Blood Gnoblar are thrilled at the chance of fighting in battle! Such is their bravado and enthusiasm for warfare that other Gnoblar see Blood Gnoblar as unhinged, completely crazed, rogue commandos! As for Blood Gnoblar, they agree with such mania and have proudly embraced the name Blood Gnoblar Commandos!

Blood Gnoblar Commandos take warfare extremely seriously (well, for Gnoblar anyway!) and create elaborate plans and tactics where they advance far ahead of the main Gnoblar horde to conduct whatever inventive covert schemes they have contrived. Usually these carefully laid designs are forgotten once the intensity of warfare overcomes the Commando's innate craven senses. Sometimes, however, the Commandos are even successful too!

### Blood Gnoblar Commandos

Points/model: 6

	M	WS	BS	S	T	W	I	A	LD
Blood Gnoblar	4	2	4	2	3	1	3	1	6
Commando									
Gorespittle	4	2	5	2	3	1	3	1	6

TROOP TYPE: Infantry.

UNIT SIZE: 10+

EQUIPMENT: Hand weapon and throwing weapon.

### Options:

- Promote one Blood Gnoblar Commando to a Gorespittle for +5 pts.

SPECIAL RULES: **Beneath Contempt, Bicker, Scouts, Skirmishers.**

### Cunning Traps

Although no one could accurately describe a Gnoblar as intelligent, Blood Gnoblar Commandos are possessed of a certain cunning when it comes to hurting things. Any unit of five or more Blood Gnoblar Commandos that spends its entire movement phase within an otherwise unoccupied terrain piece and does not shoot or fight that turn may 'trap' that piece of terrain. All Blood Gnoblar Commandos in the unit must be inside the borders of the piece of terrain to use this ability.

For the rest of the game, any unit (other than the Blood Gnoblar Commando unit that set the traps) that moves in or through the 'trapped' terrain feature, including models with the *Strider* special rule, must take a Dangerous Terrain test that will fail on a roll of 1 or 2, as the pits, mantraps, finger-snares and deadfalls prepared by the Blood Gnoblar Commandos take their toll. Blood Gnoblar Commandos may not 'trap' Open Ground.





## BOGLARS

Also known as Marsh-Gnoblars or Swamp Goblins, Boglars are a breed of Gnoblars that live in marshes, bogs and swamps. Boglars look like most other Gnoblars, though their skin is a greenish-grey and their eyes are beady yellow. Boglars spend much of their time catching giant bullfrogs, blight fish and other amphibious or reptilian critters that live around the Boglars' mucky lairs. For nothing more than mere amusement, the Marsh-Gnoblars slowly torture these unfortunate creatures by poking out eyes and tearing off limbs.

Boglars are extremely sensitive to sunlight and bright light in general, only emerging from their swampy lairs at dusk. Unlike other Goblin-kin, Boglars have broad and sticky, venom coated tongues, which they hurl from their tiny, gapping maws in order to grasp giant insects and other swampy beasts to feed upon. As the tongue snaps back into Boglar's mouth (along with its attached prey), the poisonous adhesive that envelopes a Boglar's tongue instantly paralyzes its prey before pushing it down the Boglar's throat.

Despite these unusual traits, Boglars are more bizarre still. According to legend, Boglars will multiply, instantly birthing new Boglars, at the mere touch of a drop of water. Submerging a Boglar entirely in water and keeping him there is a frightening prospect indeed! At the Battle of Blight Water, the Orcs of the Red Shield tribe were locked in bloody battle with a rival tribe of particularly ferocious Savage Orcs – the Bone Noses. The battle went awry, however, when, according to Goblin witnesses, a lone Boglar came stumbling out from the Marshes of Madness and decided to take a swim in the Blight Water River. Within moments, the surrounding area was flooded with thousands of newly birthed Boglars. Though the Orcs from both tribes took utter joy in slaying several hundred of the swamp dwelling greenskins, the Orcs eventually grew tired (or bored) and decided to withdraw. It is rumoured that those same Boglars made common cause with the Black Water River Trolls; together they caused much mayhem within the Badlands until

defeated by the newly united tribes of the Red Shields and Bone Noses.

**Boglars** **Points/model: 7**

	M	WS	BS	S	T	W	I	A	LD
Boglar	5	2	3	2	3	1	3	1	5
Sludgesucker	5	2	3	2	3	1	3	2	5

**TROOP TYPE:** Infantry (Gnoblars).

**UNIT SIZE:** 10+

**EQUIPMENT:** Hand weapon.

### Options:

- Promote one Boglar to a Sludgesucker for +5 pts.

**SPECIAL RULES:** **Beneath Contempt, Bicker, River Strider, Marshland Strider, Poisoned Attacks, Skirmishers.**

### Tongue Attack

Boglars have foul and sticky tongues that are attached to the front of their mouths rather than the rear. Their tongues are curled at the base of their mouths and can be rapidly flipped out to capture prey such as giant insects and small rodents. Venomous glands produce a highly toxic, sticky adhesive that takes hold and weakens anything it touches. In battle their powerful tongues are wielded as weapons, lashing out at their enemies, tearing flesh and armour from their foes. A Tongue Attack is a shooting attack with the following profile:

Name	Range	Strength	Special Rules
Tongue Attack	12"	3	Quick to Fire, Poisoned Attacks

### Waterbirth

Boglars have a peculiar ability to multiply when immersed in water. Any Boglar unit that spends at least part of its turn in a water feature (River, Marshland, etc) may add D6 models to its unit at the end of that player turn. Models are added to the front rank until it reaches at least five models wide. Additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank and/or create a new rank, as appropriate. Newly birthed Boglar models may never displace enemy units; if there is not enough room, any excess models are wasted and are not deployed. Similarly, if you do not have enough Boglar models, place as many as you can – the rest are wasted. Newly birthed Boglars do not affect the unit's victory points. Note that although Boglars are skirmishers (which do not have 'ranks'), Boglars units are considered to have ranks for purposes of the *Waterbirth* special rule only.

### Big, Smelly Friends

An army that contains a unit of Boglars may also include a unit of River Trolls chosen from *Warhammer: Orcs & Goblins*. River Troll units count as Rare units and one unit of River Trolls may be taken for each unit of Boglars included in the army. In addition, friendly River Troll units automatically pass their Stupidity test if they are within 3" of a friendly Boglar unit at the start of their turn.



# MA DA GRUB

## GNOBLAR SCRAP-KING

The self-styled 'King of the Gnoblar Scrappers', Ma Da Grub, is renowned throughout Gnoblar Country for inventing the very first Scraplauncher – a ramshackle catapult set atop a dilapidated chariot-like device and pulled by a massive Rhinox. A crew of Gnoblar Scrappers operates the contraption, bundling up scraps of metal, cranking back the catapult arm and trying to steer the Rhinox in the right direction! The sight of such a contraption is one of rampant chaos and hysterical incompetence, but when Ma takes to riding atop a Scraplauncher's perch, he takes charge of the other Scrappers shouting decisive orders and instructing them on how to properly crew the device. Surely, Ma is one of only a few Gnoblars that actually understands how to accurately operate the bizarre machine and when Ma himself accompanies a Gnoblar Horde to battle, he is sure to get the best results out the doohickey.

### Ma da Grub, Gnoblar Scrap-King

Points: 260

	M	WS	BS	S	T	W	I	A	LD
Ma da Grub	6	3	3	5	5	6	4	4	7

**TROOP TYPE:** Chariot (Special Character; Gnoblar).

*Ma da Grub and his Scraplauncher mount are described with a single combined characteristics profile, and do not have a split profile like ordinary chariots. Both Ma and the Scraplauncher are treated as a single model for all rules purposes. They have a combined armour save of 4+.*

**EQUIPMENT:** Hand weapon, Scraplauncher catapult, Ma's Seein' Scope and the Weird Magical box.

**SPECIAL RULES:** Fear, Large Target.

### Toss A Larger Load!

Ma Da Grub is the infamous inventor of the Scraplauncher and he knows how to get the best results out of them.

Ma's Scraplauncher follows all the rules for Scraplaunchers as described in *Warhammer: Ogre Kingdoms*, however when firing the Scraplauncher catapult use the large template rather than the small one.

### MAGIC ITEMS

#### Ma's Seein' Scope

*Wherever Ma goes, he can be found carrying his trusty, old telescope. Some say that Ma designed it himself, while other rumours suggest he found it. Whatever the case may be, it is Ma's favourite trinket and he never leaves his tent without it!*

Enchanted Item. If Ma's Scraplauncher is *firing indirectly* and rolls a 'HIT', the hit lands on target and does not scatter.

#### Weird Magical Box

*One day, Ma found this really weird magical box, he has no idea what is it or even how it works but he goes around telling everybody that he invented it! Ma has tied it to his Scraplauncher simply because he had a good feeling about it.*

Talisman. The Weird Magical Box creates a magical force field of sorts and provides Ma's Scraplauncher with a 5+ ward save. However, if the Gnoblar player ever rolls a natural '1' when rolling for this ward save, the box temporarily stops working and can no longer be used for the rest of the game.





# LEADER-EATER MASTER OF GNOBLAR COUNTRY

South of the Mountains of Mourn lies hill-laden grasslands littered with thousands of makeshift tents and lean-tos. Lawless and filthy, thousands upon thousands of Gnoblar reside amongst this expanse of dilapidated shantytowns going about their daily business of bullying, cheating, murdering and causing general mayhem. Hence the region has become known as Gnoblar Country.

For years, a variety of Gnoblar figureheads have attempted to seize control over Gnoblar Country, self-proclaiming themselves the undisputed masters of Gnoblar Country. This usually entails the would-be Gnoblar King to simply make up some fancy title, such as 'Da Supreme Head Honcho' or 'Da Great Gnoblar', and parade about the countryside telling everybody. Often this leads to their, extremely violent, demise.

This practice, however, has come to an end with the rise of an exceptionally ruthless Gnoblar that commands authority over the green masses of Gnoblar Country like no other honcho before him and currently rules Gnoblar Country with an iron fist. This callous despot is not just a single Gnoblar, but a dynamic duo collectively known as Leader-Eater, Master of Gnoblar Country! Leader-Eater is a partnership between an exceptionally ugly and brutal, outcast Ogre (Eater) encased in armour of black iron and a tiny Gnoblar (Leader), who is perched atop Eater's back, directing Eater about. Leader is a Gnoblar possessed with superior cunning and extraordinary intellect (well, for a Gnoblar, anyway!), the brains and mouthpiece of the alliance. While Eater is the brawn and raw power of the unusual pair, in effect a brainless bodyguard for the extremely diminutive Leader.

In Leader-Eater's presence, Gnoblar cower before them and cease their constant bickering. As Leader-Eater strolls about Gnoblar Country, Leader constantly shouts orders and directives at his underlings in a high-pitched voice that brims with malevolence and malediction. While Eater flails about in bouts of unhinged rage, the pair brings order to where there is none within Gnoblar Country. When enemies threaten Gnoblar Country, however, the Gnoblar are glad that Leader-Eater is on their side. Leader-Eater assembles the vast, unwashed masses of Gnoblar Country and efficiently musters the disorganized lot for battle. Leading from the front, Leader-Eater can be seen felling enemy heroes and even hulking monsters, inspiring the hordes of Gnoblar to fight like packs of rabid animals!

## Leader-Eater, Master of Gnoblar Country

Points: 325

	M	WS	BS	S	T	W	I	A	LD
Leader-Eater	5	5	1	6	5	5	4	4	8

**TROOP TYPE:** Monstrous Infantry (Special Character; Gnoblar).

*Leader and Eater, collectively known as Leader-Eater, are described with a single combined characteristics profile. Leader-Eater is treated as a single model for all rules purposes. Leader-Eater has a combined armour save of 6+ (this is increased to a combined armour save of 2+ due to the Scary-Looking, Spiky Armour). Note: they are mounted together on a single 40x40 mm base.*

*due to the Scary-Looking, Spiky Armour). Note: they are mounted together on a single 40x40 mm base.*

**EQUIPMENT:** Handweapon and Scary-Looking, Spiky Armour.

**SPECIAL RULES:** Fear, Heroic Killing Blow.

## Who Run Gnoblar Country?

Leader-Eater is the unofficial, self-styled leader of Gnoblar Country and no Gnoblar in their right mind would ever dare question or challenge Leader-Eater's authority.

If Leader-Eater is included in your army he must be the army General and his Inspiring Presence range is increased to 18". In addition, Leader-Eater counts as both the Infantry and Monstrous Infantry Troop Type for purposes of the 'Look Out Sir!' rule.

In addition, Leader-Eater causes *Terror* in enemy units of Gnoblar (of any type).

## Shut Da F@\$% Up!

Leader-Eater does not tolerate any messing around. If Leader-Eater has joined a unit of Gnoblar (of any type) and the unit fails its *Bicker* test, the unit will suffer 2D6 S6 hits, distributed as shooting attacks, as Leader-Eater restores order. Leader-Eater cannot suffer any hits from these attacks, nor may they cause a Panic test. After removing casualties, the unit then counts as having passed the *Bicker* test and will ignore the *Bicker* rule for the rest of the game.

## MAGIC ITEM

### Scary-Looking, Spiky Armour

*Leader-Eater is completely encased within a suit of armour wrought of black iron covered with all kinds of spiky bits and evil icons. According to urban legend, the Chaos Dwarfs of the Black Fortress forged the armour for Leader after the diminutive Gnoblar brokered a terrible pact with the Dwarfs of Chaos.*

Magic Armour. The armour provides Leader-Eater with the Impact Hits (D6) special rule and a 3+ armour save.

'Me order!

Me Master!

Me Leader!

Me run Gnoblar Country!

Leader-Eater run Gnoblar Country!

– Leader-Eater's infamous proclamation



# FUNNY TRINKETS

This section contains a list of 'Gnoblar Only' magic items that may only be used by Gnoblar units from the Gnoblar Hordes army list. These may be used in addition to the magic items found in the Warhammer rulebook. Note that the rules governing magic items as described in the Warhammer rulebook apply to the magic items listed here.

## HONCHO HELM

35 pts

### Magic Armour

*Gnoblar leaders like to wear large helmets and hats to symbolize their status and authority. This headgear is often covered with spikes, horns and tokens for good luck.*

The helm adds an additional +1 bonus to the wearer's armour save. Additionally, the wearer of the helm may re-roll any failed armour and ward saves.

## RHINOX HORN

30 pts

### Enchanted Item

*When a Rhinox is slain in battle, its horns are sawed off from the beast's dead carcass, howled out and kept as souvenirs.*

The horn may be sounded once per battle at the beginning of any Gnoblar turn. Until the beginning of the next Gnoblar turn all greenskins (Gnoblars, Goblins, Orcs, Hobgoblins, etc.) on the table gain +2 Leadership (up to a maximum of 10). One use only.

## EXTRA SHINY RING

25 pts

### Enchanted Item

*At the battle of Ash Ridge, Dwarf King Alrik Redbeard was torn limb from limb and sloppily devoured by a pack of wild Gorgers. Later, an 'extra shiny' ring was found submerged in a large pile of Gorger dung by a mob of greedy Gnoblars.*

At the beginning of each Magic Phase, the bearer may channel power/dispel dice (in the same way as a wizard) on the D6 roll of a 4+, even if the character is not a wizard! If an extra power/dispel dice is not generated by the Extra Shiny Ring, the bearer suffers a S2 hit from magical feedback.

## GNOBLAR THIEFSTONE

(see page 62 of Warhammer: Ogre Kingdoms for details).

## GRUBBI'S DICE BAG

20 pts

### Enchanted Item

*It's said that Grubbi won ten games of crook-dice in a row using these dice, and many Gnoblars claim he would have won several more if he wasn't torn apart by a mob of jealous comrades.*

When rolling for the Lucky Little Gits army special rule at the start of the game, the D6 roll for generating re-rolls may be re-rolled. One use only.

## THE PURPLE ROCK 40 pts

### Arcane Item

*The Purple Rock is a small shard of Amethyst stripped from the cache of a dead wizard.*

The item may be used once in each enemy magic phase. When an enemy model casts a successful spell, instead of attempting to dispel it, the Gnoblar player may activate the Purple Rock. Roll a D6. On the result of a 4+, the caster of the spell must re-roll the power dice used to cast the spell. On the result of a 1-3 the spell works as normal and the bearer of the Purple Rock suffers a S3 hit. Note that the Purple Rock does not work against a spell cast with Irresistible Force.

## OGRE-HEAD STANDARD

10 pts

### Magic Standard

*The most rebellious and vicious of Gnoblars will gang up in groups of fifty or more on a lone Ogre, slit his throat with crude, makeshift weapons and display his head as a trophy of victory.*

When the bearer of the Ogre-Head Standard joins a unit of Gnoblars (of any type), the unit ignores the *Bicker* special rule. However, any unit of Ogres fighting against the bearer or the unit he is with will gain the *Hatred (Gnoblars)* special rule as described in the Warhammer rulebook.









# APPENDIX I

## THE BLACK WOLF LEGIONS

The Black Wolf Legions army list follows the same guidelines for 'Choosing Your Army' as described in either the Warhammer Rulebook or *The End Times* series of expansions, if your games take place during the End Times. A Black Wolf Legions army may include any of the units listed below, chosen from *Warhammer: Orcs & Goblins* (marked 'OG') with additional amendments and new units (marked 'G') described here.

Far, far to the east, lays the untamed, windswept lands of the Steppes. It is here in this remote and barren land of grass and hills where the Great Hobgobla Khan holds sway over, perhaps, the greatest empire of the world – the Hobgoblin Dominion. Unlike their submissive kin that have been broken by the Chaos Dwarfs of the Dark Lands, the Hobgoblins of the Steppes are a ferocious, warrior race of a thousand-thousand wolf riders. They wield both spear and bow with the proficiency of that of an Elf and crave battle and destruction equivalent to that of an Orc! Remotely seen in the lands of the Old World, it is said that when assembled for war, the Hobgoblin hordes of the Great Hobgobla Khan stretch from horizon to horizon!

<b>LORDS</b>	Ghazak Khan (G) Great Khan (OG) Hobgoblin Great Shaman (OG)
<b>HEROES</b>	Gitilla da Hunter (OG) Khan (OG) Hobgoblin Shaman (OG) Bugbear Chieftain (G)
<b>CORE</b>	Hobgoblin Despoilers (G) Hobgoblin Hobhound Archers (G) Hobhounds (G) Da Howlerz (OG, only if your army includes Gitilla)
<b>SPECIAL</b>	Wargs (G) Hobgoblin Hobhound Chariots (OG) Goblin Wolf Riders (OG) Bugbears (G)
<b>RARE</b>	Hobgoblin Spear Chukka (OG) Hobgoblin Rock Lobber (OG) 0-1 Hobgoblin War Totem Chariot (G)

### THE BLACK WOLF LEGIONS SPECIAL RULES

#### Hobgoblin Units

Several units found in the Black Wolf Legions army list use unit entries from *Warhammer: Orcs & Goblins* with various amendments. These amendments are described below.

A Hobgoblin Great Khan and Khan use the unit entries for a Goblin Warboss and Goblin Big Boss, respectively, as described in *Warhammer: Orcs & Goblins*, with the following amendments:

- Great Khan: +10 points; +1 WS, +1 BS and +1 I. He loses the *Fear Elves* special rule and gains the *Quick to Fire* special rule. A Great Khan may carry a bow for +4 points. A Great Khan may **only** choose a Hobhound as a mount for +20 points.

- Khan: +5 points; +1 WS, +1 BS and +1 I. He loses the *Fear Elves* special rule and gains the *Quick to Fire* special rule. A Khan may carry a bow for +4 points. A Khan may **only** choose a Hobhound as a mount for +20 points.

A Hobgoblin Great Shaman and Shaman use the unit entries for a Goblin Great Shaman and Goblin Shaman, respectively, as described in *Warhammer: Orcs & Goblins*, with the following amendments:

- Hobgoblin Great Shaman: +10 points, +1 WS, +1 BS, +1 I. He loses the *Fear Elves* special rule and gains the *Quick to Fire* special rule. A Great Shaman may carry a bow for +4 points. A Great Shaman may **only** choose a Hobhound as a mount for +20 points. Hobgoblin Great Shamans use spells from either the Lore of Beasts or the Lore of Shadow.

- Hobgoblin Shaman: +5 points, +1 WS, +1 BS, +1 I. He loses the *Fear Elves* special rule and gains the *Quick to Fire* special rules. A Shaman may carry a bow for +4 points. A Shaman may **only** choose a Hobhound as a mount for +20 points. Hobgoblin Shamans use spells from the Lore of Beasts.

Hobgoblin Hobhound Chariots, Spear Chukkas and Rock Lobbers use the entries for Goblin Wolf Chariots, Goblin Spear Chukkas and Goblin Rock Lobbers, respectively, as described in *Warhammer: Orcs & Goblins*, with the following amendments:

- Hobgoblin Hobhound Chariot: +25 points, crew have +1 WS, +1 BS, +1 I. The Wolves count as Hobhounds and so gain +1 S. The chariot has +1 Wound, a 4+ armour save and loses the *Fear Elves* special rule and gains the *Quick to Fire* special rule. Replace crew's short bows with bows.

- Hobgoblin Spear Chukka & Rock Lobber: +10 points, crew have +1 WS, +1 BS, +1 I and loses the *Fear Elves* special rule. Cannot have an Orc Bully.

#### NEW UNITS

#### GHAZAK KHAN, TERROR OF THE EAST

In the petty kingdoms of Tilea and the Border Princes, there is one Hobgoblin from the east that has earned a dire reputation and is known by many names: the Butcher of Torrico Fields, the Terror of the East, Commander of the Black Wolf Legions – the Great Ghazak Khan! Ghazak Khan is one of Hobgobla Khan's most potent war-chiefs and he has been sent by his master to study the lands of



the west. Utterly ruthless and without mercy, the Great Khan has developed a notorious reputation in the lands of Men. For his legion of wolf riding Hobgoblins butcher entire populations in their brutal campaigns, burning entire settlements to the ground and razing towns and castles into ruin.

In battle, Ghazak rides a huge black Hobhound named Warghan, a monstrous wolf the likes of which have not been seen in the lands of the Old World. Atop his great wolf mount, Ghazak Khan represents the Great Hobgobla Khan himself on the field of battle, leading the Blackwolf legions to victory after victory. It is said that the ferocious Khan has never been defeated in open battle and he is but the first of the mighty Hobgoblin vessels of the Hobgobla Khan to cross into the west...

	M	WS	BS	S	T	W	I	A	LD
Ghazak Khan	4	7	4	4	4	3	5	4	9
Warghan	9	4	0	4	3	1	3	2	4

POINTS: 245

TROOP TYPE: Cavalry (Special Character; Hobgoblin Great Khan).

EQUIPMENT: Hand weapon, heavy (scale) armour, shield, bow, the Red Scimitar and Daemonhead Helm.

MOUNT: Ghazak rides his huge Hobhound, Warghan.

SPECIAL RULES: Immune to Psychology, Quell Animosity, Quick to Fire, Fast Cavalry, Multiple Shots (3), Fear.

War Cry of the Steppes!

When Ghazak charges into battle he screams the fierce war cries of the Hobgoblin tribes of the eastern steppes! Those that hear the terrible howl quake in fear, typically losing their nerve and fleeing before the notorious despot.

Whenever Ghazak declares a charge, he immediately gains the Terror special rule for the remainder of the player turn.

In addition, when Ghazak Khan joins a unit of Hobgoblins (of any type) they become Immune to Psychology.

MAGIC ITEMS

**The Red Scimitar:** Passed down from Khan to Khan amongst the Blackwolf tribe, Ghazak's bloodstained, curved blade has butchered thousands of enemies and innocents over generations of Hobgoblin tyranny.

Magic Weapon. The blade has the Armour Piercing and Multiple Wounds (D3) special rules.

**Daemonhead Helm:** This great horned helmet is Ghazak's badge of office – the symbol of his status of 'Khan'. Trapped within the helm is the essence of a bound Wind Daemon, which protects its wearer from devious attacks.

Magic Armour. The helm adds a +1 bonus to Ghazak's armour save. In addition, Ghazak is immune to Poisoned Attacks, Killing Blow (including Heroic Killing Blow) and the Multiple Wounds special rules.

BUGBEAR CHIEFTAIN Points/model: 150

	M	WS	BS	S	T	W	I	A	LD
Bugbear Chieftain	6	5	3	5	5	4	4	4	8

TROOP TYPE: Monstrous Infantry (Character; Bugbear).

EQUIPMENT: Hand weapon and light armour.

Options:

- May choose a great weapon (+11 pts) or a halberd (+5 pts) or an additional hand weapon (+3 pts).
- May carry a shield for +4 pts.
- May carry magic items, chosen from Warhammer: Orcs & Goblins and/or the Warhammer rulebook, worth up to 50 pts.

SPECIAL RULES: Devastating Charge, Fear, Ambushers.

Thick, Hairy Hides

Bugbears have thick and hairy hides that offer them considerable protection akin to armour. Bugbears have an armour save of 6+ which may be combined with other armour as normal.

Bugbear Hordes

If a Bugbear Chieftain is the army general, then Bugbears become Core units.





## HOBGOBLIN DESPOILERS

Points/model: 4

	M	WS	BS	S	T	W	I	A	LD
Hobgoblin Despoiler	4	3	3	3	3	1	3	1	6
Mourngul	4	3	3	3	3	1	3	2	6
Hobhound	9	3	0	4	3	1	3	1	4

TROOP TYPE: Infantry (Cavalry if mounted)

UNIT SIZE: 20+ (10+, if mounted).

EQUIPMENT: Hand weapon and light armour.

### Options:

- May be armed with bows for +2 points per model.
- May carry shields for +1 point per model.
- May be armed with spears (+1 point per model) or additional hand weapons (+1 point per model, except if mounted).
- May be mounted on Hobhounds for +8 points per model.
- Upgrade one Hobgoblin Despoiler to a Musician for +10 pts.
- Upgrade one Hobgoblin Despoiler to a Standard Bearer for +10 pts.
- One Standard Bearer in the army may carry a magic standard worth up to 50 pts.
- Promote one Hobgoblin Despoiler to a Mourngul for +10 pts.

SPECIAL RULES: **Animosity, Fast Cavalry** (mounted units only), **Quick to Fire**.

## HOBGOBLIN HOBHOUND ARCHERS Points/model: 17

	M	WS	BS	S	T	W	I	A	LD
Hobhound Archer	4	3	3	3	3	1	3	1	6
Wolf Boss	4	3	3	3	3	1	3	2	6
Hobhound	9	3	0	4	3	1	3	1	4

TROOP TYPE: Cavalry.

UNIT SIZE: 5-10

EQUIPMENT: Hand weapon, bow and light armour.

### Options:

- Upgrade one Hobhound Archer to a Musician for +10 pts.
- Upgrade one Hobhound Archer to a Standard Bearer for +10 pts.
- Promote one Hobhound Archer to a Wolf Boss for +10 pts.

SPECIAL RULES: **Animosity, Fast Cavalry, Quick to Fire, Ambushers**.

## HOBHOUNDS

Points/model: 8

	M	WS	BS	S	T	W	I	A	LD
Hobhound	9	3	0	4	3	1	3	1	4

TROOP TYPE: War Beasts.

UNIT SIZE: 5+

EQUIPMENT: Claws and fangs (Hand weapon).

### Options:

- Any unit may have the *Ambushers* special rule for +2 pts/model.

SPECIAL RULES: **Vanguard**.

## BUGBEARS

Points/model: 40

	M	WS	BS	S	T	W	I	A	LD
Bugbear	6	3	3	4	4	3	3	3	7
Bug Boss	6	3	3	4	4	3	3	4	7

TROOP TYPE: Monstrous Infantry.

UNIT SIZE: 3+

EQUIPMENT: Hand weapon and light armour.

### Options:

- May be armed with either halberds (+4 pts/model), great weapons (+8 pts/model), or additional hand weapons (+3 pts/model)
- May carry shields for +2 pts per model.
- Upgrade one Bugbear to a Musician for +10 pts.
- Upgrade one Bugbear to a Standard Bearer for +10 pts.
- Promote one Bugbear to a Bug Boss for +10 pts.

SPECIAL RULES: **Animosity, Devastating Charge, Fear, Ambushers, Thick, Hairy Hides** (see Bugbear Chieftain for details).

## WARGS

Points/model: 35

	M	WS	BS	S	T	W	I	A	LD
Warg	10	4	0	5	4	3	3	3	6
Warg Rider	4	4	4	3	3	1	3	1	6
Warg Rider Boss	4	4	4	3	3	1	3	2	6

*Both Wargs and Hobgoblin Warg Riders are mounted on 50 x 75 mm bases.*

TROOP TYPE: Monstrous Beasts (Monstrous Cavalry, if mounted).

UNIT SIZE: 3+

EQUIPMENT (Warg Rider only): Hand weapon, spear, light armour and shield.

### Options:

- Any unit of Wargs may be upgraded to Hobgoblin Warg Riders for +10 pts/model.
- Units of Hobgoblin Warg Riders, have the following options:
- Upgrade one Warg Rider to a Musician for +10 pts.
- Upgrade one Warg Rider to a Standard Bearer for +20 pts.
- Promote one Warg Rider to a Warg Rider Boss for +20 pts.
- One Standard Bearer in the army may carry a magic standard worth up to 50 pts.

SPECIAL RULES: **Fear, Vanguard, Animosity (Hobgoblin Warg Riders only)**.

**Thick Fur:** Wargs are enormous dire wolves with a coat of thick, black fur. Wargs have a 5+ armour save. If mounted by Hobgoblins, Wargs provide their riders with a +2 armour save bonus, rather than the standard +1 bonus for mounted units.



## 0-1 HOBGOBLIN WAR TOTEM CHARIOT

Points/model: 235

	M	WS	BS	S	T	W	I	A	LD
War Totem Chariot	-	-	-	5	5	5	-	-	-
Hobgoblin Khan	-	5	4	4	-	-	4	3	7
Despoiler	-	3	3	3	-	-	3	1	-
Hobhound	9	3	-	4	-	-	3	1	-

**TROOP TYPE:** Chariot (Armour Save 4+; Character).

**UNIT SIZE:** 1

**CREW:** 1 Hobgoblin Khan and 2 Hobgoblin Despoilers.

**DRAWN BY:** 3 Hobhounds.

**EQUIPMENT** (Khan and Despoilers): Hand weapon, bow and spear.

**EQUIPMENT** (Totem Shrine Chariot): Scythed Wheels.

### Options:

- The Hobgoblin Khan may have magic items worth up to 50 points OR a single Magic Standard (with no points limit).

**SPECIAL RULES:** **Quick to Fire**, **Stubborn**.

### War Totem

A War Totem Chariot counts as the army Battle Standard Bearer and follows all the rules as described in the Warhammer rulebook.

### Pride of the Tribe

Hobgoblin War Totems are sacred heirlooms of the Hobgoblin Dominion that have been carefully enchanted with protective wards by tribal Shamans. On the battlefield the mere sight of the tribe's war totem drives the Hobgoblin Despoilers into a wild frenzy.

A Hobgoblin War Totem Chariot has a 4+ ward save. In addition, all friendly units of Hobgoblins within 6" of the War Totem (including the War Totem Chariot) gain the *Frenzy* special rule, until defeated in combat as normal. However, such units cannot lose the *Frenzy* special rule as long as the effected unit remains within 6" of the War Totem Chariot. The Hobgoblin War Totem Chariot never loses the *Frenzy* special rule, even if defeated in combat.





# APPENDIX II

## SNOTLING HORDES

'Because we could...'

The Snotling Hordes army list follows the same guidelines for 'Choosing Your Army' as described in either the Warhammer Rulebook or *The End Times* series of expansions, if your games take place during the End Times. A Snotling Hordes army may include any of the units listed below, chosen from *Warhammer: Orcs & Goblins* (marked 'OG') and new units (marked 'G') described here.

Snotlings are the smallest breed of goblinoids. Infesting the lairs of the Orcs and Goblins, Snotlings typically carry out small tasks for their larger cousins and, at best, are treated as lowly pets. When the greenskins go to war, swarms of tiny Snotlings often accompany the horde, working themselves into a battle-crazed frenzy in hopes of mimicking the bigger greenskins around them. Merged together in huge swarms, Snotlings can bog down enemies and even squeeze themselves into their foe's armour, where they bite and jab at the poor victims with their pointy teeth and makeshift weapons.

Snotlings usually never assemble into entire armies of their own, though it's certainly possible...

LORDS	Bone Grinder Giant (see Warhammer: Storm of Magic)
HEROES	Gobsnot 'Ardgrot (G)
CORE	Snotlings (OG)
SPECIAL	Snotling Pump Wagon (OG) Snotling Spore Catapult (G)
RARE	Giant (OG) Goblins (OG)

### SNOTLING HORDES SPECIAL RULES

#### Spore Weapons

Snotlings employ various forms of fungi and mushroom roots as weapons, releasing blasts of tiny, poisonous spores at their enemies inducing an annoyance of uncomfortable symptoms such as sneezing, coughing, wheezing, temporary blindness and nausea.

Snotlings armed with spore weapons count as having *Poisoned Attacks*.

- Any unit of Snotlings in the army may be equipped with spore weapons for +5 points per Snotling base.

#### NEW UNITS

#### GOBSNOT 'ARDGROT, THE SNOTLING KING OF MOUNT ORC DUNG

POINTS: 145

	M	WS	BS	S	T	W	I	A	LD
Gobsnot 'Ardgrot	4	3	0	3	3	6	4	5	6

TROOP TYPE: Swarm (Special Character; Snotling).

*Gobsnot is a Snotling Warboss (weird, I know!). He is truly one-of-a-kind and the only character available to a Snotling Horde. A strange retinue of Snotling bodyguards, including his pet, Snothound, accompanies Gobsnot. Gobsnot and his retinue are mounted on a single 40mm x 40mm square base with one profile representing all of them, just like an ordinary Snotling base.*

**EQUIPMENT:** Hand weapon, Spore Weapons, Explodin' Spores and Gobsnot's Fungi Crown.

**SPECIAL RULES:** Unbreakable.

#### King of the Snots!

Only Gobsnot has the ability to muster an army of Snotlings (most would not see the point in doing so) and, therefore, must be the army general. In addition, Gobsnot and any unit of Snotlings he joins ignore the *Unstable* Special rule.

**Gobsnot's Fungi Crown:** *Gobsnot found this mysterious crown while collecting Orc dung in the mountains and thought it would be fun to wear it. The crown possesses potent magical enchantments, which enhance the wearer's intellect and cunning, and is the secret of Gobsnot's success.*

**Talisman.** The crown gives Gobsnot a 5+ ward save and a *Magic Resistance (1)*. Additionally, while wearing the crown, Gobsnot counts as the army Battle Standard Bearer as described in the Warhammer rulebook.

#### SNOTLING SPORE CATAPULT Points/model: 75

	M	WS	BS	S	T	W	I	A	LD
Spore Catapult	4	2	0	2	5	5	3	5	4

*The Spore Catapult with several Snotling crew are mounted together on a single 50mm x 50mm square base. A Snotling Horde army may include up to 6 Snotling Spore Catapults, and up to 12 in a Grand Army.*

**TROOP TYPE:** War Machine. **UNIT SIZE:** 1 Spore Catapult.

**CREW'S EQUIPMENT:** Spore Weapons.

**SPECIAL RULES:** Unbreakable, Spore Weapons, Stone Thrower.

**Spore Cloud:** The Snotling Spore Catapult follows all the rules for Stone Throwers as described in the Warhammer rulebook. However, when working out hits the Spore Catapult uses the large round template. All models touched by the template suffer a S2 hit with no armour save allowed.



# APPENDIX III

## GRIMGOR'S 'ARDBOYZ

The Grimgor's 'Ardboyz army list follows the same guidelines for 'Choosing Your Army' as described in either the Warhammer Rulebook or *The End Times* series of expansions, if your games take place during the End Times. A Grimgor's 'Ardboyz army may include any of the units listed below, chosen from *Warhammer: Orcs & Goblins* (marked 'OG'), *Warhammer: Ogre Kingdoms* (marked 'OK'), *Warhammer: Archaon* (marked 'A') and new units (marked 'G') described here.

Before his assault upon the Auric Bastion, Vardek Crom – the Herald of Archaon encountered a huge army of Orcs and Goblins on the plains of High Pass. This army was led by Grimgor himself who fought Crom to a stalemate in a personal challenge as his green horde perished around him. Without an army to support him, Grimgor was eventually forced to flee. After this defeat at the Battle of High Pass, Grimgor's notoriety had diminished, for the mighty Black Orc Warboss had never been bested in battle before. Upon reflection, Grimgor reckoned this failure was not his, or his boyz, at all, but rather the fault of his weedy, bickering, Goblin rabble. As a result, Grimgor slaughtered his Gobbos by the hundreds before assembling the meanest, vilest and most battle-hardened Orcs around, and some Ogres too...

<b>LORDS</b>	Grimgor Ironhide (OG or A) Black Orc Warboss (OG) Wurrzag Da Great Green Prophet (OG)
<b>HEROES</b>	Borgut Facebeater (G) Taugrek Da Throttlr (G) Golgfag Maneater (OK) Black Orc Big Boss (OG) Orc Big Boss (OG) Savage Orc Big Boss (OG) Orc Shaman (OG) Savage Orc Shaman (OG) Butcher (OK)
<b>CORE</b>	Black Orcs (OG) Orc Boyz (OG, MUST upgrade to Big 'Uns) Orc Arrer Boyz (OG, may upgrade bows to crossbows for +2 pts/model) Orc Boar Boyz (OG) Ogres (OK)
<b>SPECIAL</b>	Savage Orcs (OG) Savage Orc Boar Boyz (OG) Orc Boar Chariot (OG) Black Orc Worhhog Riders (G) Trolls/Stone Trolls/River Trolls (OG) Giant (OG) Ironguts (OK) Leadbelchers (OK)
<b>RARE</b>	0-1 Idol of Gork (G) Maneaters (OK) Stonehorn (OK) Thundertusk (OK) Wyverns (as described in <i>Warhammer: Storm of Magic</i> )

### GRIMGOR'S 'ARDBOYZ SPECIAL RULES

#### Da Power of Da Waaagh!

Grimgor has had it! No more messing around with Gobbos and cunning! Grimgor means to beat everybody the good old Gork's way – with pure, raw brutality!

When using a Grimgor's 'Ardboyz army list, a Black Orc Warboss (including Grimgor Ironhide and Borgut Facebeater) may call a Waaagh! using the *Waaagh!* special rule twice per game, rather than the usual once per game (as described in *Warhammer: Orcs & Goblins*).

#### Da Best of Da Best!

Grimgor doesn't trust lesser Orcs in any kind of leadership position, for Black Orcs are in every way superior to other greenskins and only they have what it takes to lead a proper Orc horde to war.

When using a Grimgor's 'Ardboyz army list, a Black Orc character must ALWAYS be the army general. If Grimgor himself is included in the army then he must be army general, even if another character has a higher Leadership value.

#### 'Ardboyz!

All units of Orc Boyz selected in this army list MUST be upgraded to Orc Big'Uns. There is no limit on the number of Big'Uns (of any kind) you may include in the army (though you may not exceed the agreed points value of the army, of course!).

### NEW UNITS

#### BORGUT FACEBEATER

**Points: 285**

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>
Borgut Facebeater	4	6	3	5	5	2	3	3	9

*Any Orcs & Goblins army may include Borgut Facebeater. His points cost counts towards your Hero allowance.*

**TROOP TYPE:** Infantry (Special Character; Black Orc Warboss)

**EQUIPMENT:** A huge array of hand weapons and great weapons, 'Ardlad's Axes O'Doom and the Armour of Gork (See *Warhammer: Orcs & Goblins* for details).

**SPECIAL RULES:** **Armed to da Teef, Choppas, Immune to Psychology, Quell Animosity, Waaagh!**



**Da Facebeater:** Whenever Borgut fights in a challenge, he will make a special 'eadbutt attack in addition to his normal attacks. Once the challenge has been accepted, this 'eadbutt attack is resolved immediately before any other attacks (by either party) in the challenge and may be used against his opponent or any monster the character might be riding. Roll a single dice 'To Hit' as normal. If the model is hit it will suffer a S7 hit. Further more, if the target suffers an unsaved wound from the 'eadbutt attack then its Weapon Skill will be reduced to 1 and gains the *Always Strikes Last* special rule for the remainder of the combat phase.

**Do as I say and wot I do:** Borgut has fought alongside Grimgor for longer than either of the two can remember. He is a battle-hardened war veteran and seasoned Orc warrior who has survived countless battles, including the Battle of High Pass where the Chaos Horde of Crom the Conqueror defeated Grimgor's Orcs. As a result, Borgut commands respect and discipline from all his Orcish underlings.

When Borgut joins a unit of Orcs (of any type) the entire unit gains the *Stubborn* special rule.

## MAGIC ITEM

**'Ardlad's Axes O'Doom:** *Once belonging to Grimgor's former lieutenant, Borgut Facebeater now wields these magical choppas that beam and hiss with potent Orc magick!*

**Magic Weapon.** Two Hand Weapons. When using the axes in close combat, Borgut may reroll any failed rolls 'To Hit'. In addition, Borgut may make parry saves with the Axes O'Doom in the same manner as a model armed with a mundane shield and hand weapon.

## TAUGREK DA THROTTLER

**Points: 185**

	M	WS	BS	S	T	W	I	A	LD
Taugrek	4	6	3	4	5	2	4	3	8

*Any Orcs & Goblins army may include Taugrek Da Throtter. His points cost counts towards your Hero allowance.*

**TROOP TYPE:** Infantry (Special Character; Black Orc Big Boss)

**EQUIPMENT:** A huge array of hand weapons and great weapons, heavy armour, shield and Gork's War Banner.

**Da Throtter:** Taugrek is infamously known as Da Throtter by da boyz for his viciously swift, vice-like grip he employs to strangle and throttle his enemies and upstart subordinates with, hence his name.

Taugrek has the *Stomp* special rule, though his stomp attack is worked out with the *Always Strikes First* special rule, rather than the *Always Strikes Last* special rule.

**Grimgor's Banner Bearer:** Taugrek carries Grimgor's personnel banner and counts as the army Battle Standard Bearer. Obviously, if your army includes Taugrek, you may not include another Battle Standard Bearer in the army.

**SPECIAL RULES:** **Armed to da Teef, Choppas, Immune to Psychology, Quell Animosity.**

## MAGIC ITEM

**Gork's War Banner:** *Grimgor is Gork's Champion and most favoured Orc! And so it was that Grimgor found the legendary standard of Gork in his days of battling throughout the Blasted Wastes. Since those long ago days (from the perspective of Grimgor, anyway), Gork's War Banner has become Grimgor's personnel standard and he has only allowed it to be carried by the most gruesome of Black Orcs. During the notorious Battle of High Pass, the banner fell, only to be raised once again by Taugrek Da Throtter after the massive Black Orc strangled the life from a frenzied Champion of Chaos. Taugrek was one of the few of Grimgor's Orcs to have escaped the massacre dealt by Crom the Conqueror on that day, and ever since, Grimgor trusts no one but Taugrek to carry his standard to war.*

**Magic Standard.** All models with *Choppas* special rule in the same unit as the bearer of Gork's War Banner (including the bearer) will add +2 to their Strength value in the first round of each combat they are in, rather than the usual +1 Strength bonus, as described by the *Choppas* special rule (see *Warhammer: Orcs & Goblins* for details).

In addition, the standard radiates with glowy Waagh! energy that envelops the bearer, deflecting blows and hostile attacks. The banner provides Taugrek with a 5+ ward save.

## BLACK ORC WORGHOG RIDERS **Points/model: 60**

	M	WS	BS	S	T	W	I	A	LD
Worghog Rider	4	4	3	4	4	1	2	1	8
Boss Hog	4	5	3	4	4	1	2	2	8
Worghog	7	3	0	5	4	3	2	3	5

**TROOP TYPE:** Monstrous Cavalry (Black Orcs on Worghogs).

**UNIT SIZE:** 3+

**EQUIPMENT:** A huge array of weapons and heavy armour.

### Options:

- Upgrade one Worghog Rider to a Musician for +10 pts.
- Upgrade one Worghog Rider to a Standard Bearer for +10 pts.
- One Standard Bearer in the army may carry a magic standard worth up to 50 pts.
- Promote one Worghog Rider to a Boss Hog for +10 pts.

**SPECIAL RULES:** **Fear, Armed to da Teef** (Worghog Rider/Boss Hog only), **Immune to Psychology, Choppas** (Worghog Rider/Boss Hog only), **Impact Hits (D3).**

**Thick Hide:** Worghogs have thick, hairy hides that provide their Black Orc riders with considerable protection. Black Orc Worghog Riders receive a +2 armour save bonus from being mounted atop Worghogs, rather than the usual +1 armour save bonus provided by other mounts.

**Dead Hitty:** Although mounted, Black Orc Worghog Riders may use two hand weapons in close combat in the same way as infantry models.



0-1 IDOL OF GORK

Points/model: 125

Orcs and Goblins typically erect huge effigies of their deities, Mork and Gork, in primitive acts of praise and fealty, all in hopes of attaining their boon. These idols are formed from whatever raw materials are available to the greenskins, no matter how crude, and so such tributes can be inelegantly designed of stone, wood, piles of rocks, dirt, bones and even huge mounds of dung.

During the End Times, Grimgor Ironhide personally carved a massive boulder into an effigy of Gork, single-handedly, with his enchanted axe, Gitsnik.

	M	WS	BS	S	T	W	I	A	LD
Idol of Gork	-	-	-	-	10	6	-	-	-

TROOP TYPE: Unique.

UNIT SIZE: 1.

EQUIPMENT: None.

ARMOUR SAVE: 2+

SPECIAL RULES: Unbreakable.

**Immobile:** The Idol of Gork cannot be moved in any way once it is deployed on the battlefield. If a special rule forces the Idol of Gork to start the game off the board, the Idol will still be allowed

to be placed onto the table as described for Reinforcements (see the Warhammer rulebook for details) as normal, though it cannot move thereafter. The Idol of Gork is mounted on a 150 x 100 mm base.

**Boon of Gork:** Before battle, Grimgor's Orcs boisterously roar praises to their deities while dipping their banners before the great effigy of Gork. Each Orc unit (of any type) included in the army that contains a standard (including the Battle Standard Bearer) has been touched by Gork's favour. Roll a D6 for each such standard after deployment but before the game begins. The result rolled lists a Waaagh! magic spell that is contained within the banner as a power level 4 bound spell (see Spells of Da Big/Little Waaagh! as described in *Warhammer: Orcs & Goblins*), which may be cast in the magic phase as normal. If the bound spell is an **augment spell**, then it may only be cast on the unit that is actually carrying the standard containing the bound spell. Note that the *Boon of Gork* is cumulative with any existing magical powers the standards might already have.

D6	Result
1-2	<i>The Hand of Gork.</i>
3-4	<i>'Ere We Go!</i>
5-6	<i>Gork'll Fix It.</i>





# APPENDIX IV

## ORC SPECIAL CHARACTERS

The following is a selection of Orcs & Goblins Special Characters that have been updated for the current edition of Warhammer.

### MORGLUM NECKSNAPPER

Most Orcs are loud and quarrelsome, but Black Orcs are taciturn. This is especially true of the Black Orc Warboss Morglum Necksnapper whose tribe 'da Necksnappers' are one of the most feared Orc tribes of the known world.

Morglum is entirely fearless and is renowned for his short, to the point battle cries and terse tactical observations. At the battle of Death Pass, Morglum lead his Black Orcs, Orcs and Goblins to a great victory against an errant Bretonnian army. As the Bretonnian Duke and his knights fled out of Death Pass, pursued by hordes of Goblins, Morglum Necksnapper made his famous pronouncement 'Let'em tell da king. Da east belongs to da Orcs. Da east belongs to Morglum. Da east is green.' This sparked the beginning of Waaagh-Morglum!

In 2506, after assaulting the Dwarf hold of Karak Azul, Morglum began to launch massive assaults along the borders of Ostland and Hochland. More and more greenskins flocked to Morglum's banner as tales of his great victories over the 'squishies' made there way back to the Worlds Edge Mountains. Morglum and his massive Waaagh! became exceedingly dangerous for all provinces of the Empire and so the Emperor Karl Franz gathered a huge coalition of Imperial troops, and joined by a large host of Wood Elves, met Morglum and his Orcs in an open battle known as The Gathering of Might. The Empire and its allies were defeated and Morglum's greenskins advanced deep into Imperial lands.

Just when the Orcs seemed all but unstoppable, Karl Franz made a last stand at The Battle For Talabheim. Here the Emperor and Morglum met in mortal combat and although the Orcs were finally defeated, Morglum escaped with grievous wounds inflicted by the Emperor himself. It is said that Morglum has recently recovered and seeks to begin a new Waaagh! more terrible and vile than any Orc invasion that has preceded him....

	M	WS	BS	S	T	W	I	A	LD
Morglum	4	7	3	5	5	3	4	5	9
Gorsnott	7	3	0	3	4	1	3	2	2

*Any Orcs & Goblins army may include Morglum Necksnapper. His points cost counts towards your Lords allowance.*

**POINTS: 285**    **MOUNT:** Morglum rides Gorsnott the war boar.

**TROOP TYPE:** Cavalry (Special Character; Black Orc Warboss).

**EQUIPMENT:** A huge array of hand weapons, great weapons, and Bulak's Bloody Amour.

**SPECIAL RULES:** **Armed to da Teef, Choppas, Immune to Psychology, Quell Animosity, Waaagh!, Fear, Size Matters, Thick-skinned, Tusker Charge** (Gorsnott only).

**Fear Nuffen:** Any unit Morglum joins is *Immune to Psychology*.

**Dead Hitty:** Although mounted, Morglum may use two hand weapons in close combat in the same way as infantry models.

**Oglok the 'Orrible:** Oglok is Morglum's right hand Orc and has followed the Black Orc Warlord through all of Morglum's victories and defeats.

One Orc Boss included in the army from a unit of Orc Boyz Big 'Uns or Orc Boar Boyz Big 'Uns may be further upgraded to Oglok the 'Orrible for +15 points. This gives the Orc Boss a further +1 Weapon Skill, Attack and Leadership. Oglok still counts as a Boss (unit champion), which means he must be equipped in the same way as his unit and may never leave the unit.

### MAGIC ITEM

**Bulak's Bloody Armour:** *This old and well-worn suit of armour is encrusted with blood that will never wash off. Most of the blood seems to actually be Bulak's rather than that of his enemies, which is why Morglum is now the one wearing it. Still, rumour has it his final fight wasn't at all fair and that somehow the spirit of the long-dead Bulak is trapped inside, eager for revenge.*

**Magic Armour.** Heavy armour. Combined with the bonus for riding a war boar, this gives Morglum an armour save of 3+. In addition, the armour provides Morglum with a 4+ ward save. However, if he rolls a 1 when rolling for his ward save he suffers an immediate S5 hit, with no save of any kind allowed, as the bitter spirit of Bulak takes his revenge!

### BADRUK 'EADSPLITTA, TERROR OF THE GREY MOUNTAINS

Badruk 'Eadsplitta is a massive and terrifying Black Orc chieftain, responsible for more murder and mayhem than any creature or beast ever accounted for in the Grey Mountains. Where he came from or how he got there is much speculated on by his most dear enemies – the Grey Dwarfs of Karak-Norn. For any of the 'Grey' Dwarfs that do not know him from personal experience, know him by reputation. In fact, Badruk is personally responsible for so many deaths in and around the Grey Mountains, that their are few Dwarf families that have not lost a relative or friend to the 'Eadsplitta.

As for Badruk himself, he simply enjoys nothing better than fighting and slaying Dwarfs. Dwarfs are tough and stubborn warriors able to provide Badruk and his boyz with exactly what they want – a good scrap! Badruk is so fond of fighting Dwarfs, that on occasions where he captures any Dwarfs, he immediately sets them free to fight another day. It is said that the Karak-Norn book of Grudges has hundreds of pages alone are dedicated to the heinous deeds of Badruk 'Eadsplitta and the Grey Dwarfs greatly anticipate their day for retribution upon the notorious Black Orc chieftain.



	M	WS	BS	S	T	W	I	A	LD
Badruk	4	6	3	4	5	2	4	3	8

Any Orcs & Goblins army may include Badruk 'Eadsplitta counting from your points allowance for Heroes.

**POINTS: 170**

**TROOP TYPE:** Infantry (Special Character; Black Orc Big Boss).

**EQUIPMENT:** A huge array of hand weapons and great weapons, heavy armour and the Dwarf Trinket.

**SPECIAL RULES:** **Armed to da Teef, Choppas, Immune to Psychology, Quell Animosity, Size Matter, Killing Blow.**

#### MAGIC ITEM

**Dwarf Trinket:** *Of the many trophies Badruk has taken from the Dwarfs over the years, this bauble is his favourite. He hasn't any idea how it works, but there's something appealing about the way it glints and sparkles, and he thinks it's lucky. Certainly Badruk's survived a lot of really dangerous fights whilst wearing it.*

**Talisman.** Any enemy fighting Badruk in Close Combat must reroll all their successful 'To Hit' rolls against Badruk. The second results stand even if it is another successful hit.

#### GORFANG ROTGUT, CHIEFTAN OF THE BLACK CRAG

Gorfang Rotgut is the chieftain of the Orcs of Black Crag, an ancient Dwarf hold taken over by the Orcs centuries ago. Gorfang's tribe, known as the Red Fangs, is the most powerful tribe around the western end of Death Pass and Gorfang has subjugated most of the local Orc tribes in the surrounding area.

Gorfang's neighbours, however, are the Crooked Moon Night Goblins of Karak Eight Peaks, whose leader is the infamously cunning Warlord Skarsnik. Gorfang and Skarsnik have developed an uneasy alliance, with Skarsnik controlling the mountains around Karak Eight Peaks and the eastern end of Death Pass, while Gorfang controls the western end of Death Pass and the adjoining area.

Gorfang is an immensely strong Orc. He lost his left eye at the Battle of the Jaws, while fighting against the Dwarfs and now wears an iron patch to cover his wound. Most of Gorfangs battles have been against Dwarfs, including the Siege of Barak Varr. As a result Gorfang has developed a deep and unreasoning hatred of the entire Dwarf race.

In 2506, Gorfang joined forces with the Orcs and Goblins of the notorious Black Orc Warlord Morglum Necksnapper to attack the Dwarf hold of Karak Azul. During the ensuing assault, Gorfang broke into the Dwarf King Kazador's throne room and captured many of the Dwarf Lord's own kin. Kazador's son, Kazrik, was not taken captive, but instead shaved and his head tattooed with a crude Orc glyph representing Gorfang. As further insult Gorfang had Kazrik nailed to Kazador's own throne. Kazrik survived the ordeal and King Kazador has sworn vengeance upon Gorfang, awaiting the day when he can crush the Orc chieftain.

	M	WS	BS	S	T	W	I	A	LD
Gorfang Rotgut	4	5	1	5	5	3	3	3	8

Any Orcs & Goblins army may include Gorfang Rotgut counting from your points allowance for Heroes.

**POINTS: 215**

**TROOP TYPE:** Infantry (Special Character; Orc Big Boss).

**EQUIPMENT:** The Red Fang and Evil Sun Armour.

**SPECIAL RULES:** **Choppas, Size Matter, Hatred (Dwarfs and Chaos Dwarfs).**

#### MAGIC ITEMS

**The Red Fang:** *The large sword that is always clutched tightly in Gorfang's fist is the blade known as the Red Fang. Some say this was named for his tribe and others that the tribe was named after it. Either way, it is the right of the chieftain of the tribe to carry it and is taken from a defeated chieftain only by a successful challenger.*

**Magic Weapon.** The Red Fang gives the wielder +1 Attack. In addition, the bearer gains +1 'To Hit' for all his attacks in close combat.

**Evil Sun Armour:** Magic Armour. Heavy Armour and Shield. Enemies suffer a -1 'To Hit' penalty when attempting to strike Gorfang in close combat.





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GROM

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An Unofficial Orcs & Goblins – THE END TIMES – Expansion

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## WARHAMMER: GROM

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- Background and rules for new special characters including Grom the Paunch – Incarnate of Mork and Bane of Elves, Morhog Da Mighty, and Leader-Eater – Master of Gnoblar Country.