

GOBLINS & HOBGOBLINS

Auxiliaries:

- ❑ Goblin & Hobgoblin armies can recruit the Ogres and the Trolls as Auxiliaries; Ogres and Troll can then lined up as normal troops of this army and for they it is not required to have an allied or mercenary command.

Allies:

- ❑ Goblin & Hobgoblin armies can have one Allied Command from any of the following races:
 - ❑ Barbarians, Dark Elves, Damned Elves, Ratmen, Men-at-Arms.
- ❑ See in the special rules, those scheduled for the Allied Commands.

Mercenaries:

- ❑ Goblin & Hobgoblin armies can have one Mercenary Command of warriors and creatures from any of the following races:
 - ❑ Barbarians, Dragons, Giants, Orcs and those Mercenaries that can be recruited by the Goblins or their Allies.
- ❑ See in the special rules, those scheduled for the Mercenary Commands.

General rules:

- ❑ Goblin & Hobgoblin armies can use poisoned arrows.
- ❑ A Goblin & Hogoblin army can have any talismans, costing 100 points each.

Double nature.

- ❑ At night all Goblins become fanatics, while during the day they are tribal.

Special ability of the Goblin & Hobgoblin

- ❑ See the special rules inserted in the *F.W. Companion by Nick Lund, page 28.*
- ❑ To cross the impassable terrain.
 - ❑ The Units of Goblin giant spider riders and Individuals mounted on giant spider can cross the impassable terrain features if their movement will end outside the terrain.

INFANTRY

Goblin rabble (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Poor	Tri/Fan	-	-	1	Lt/Sh	Hd	20cm	no	no	day	2	"+1Ave"	5	40

Goblin infantry (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Aver	Tri/Fan	-	-	1	Lt/Sh	Hd	20cm	no	no	day	3	"+3Vet"	5	30
Infantry	Aver	Tri/Fan	-	-	1	Lt	2-Hd	20cm	no	no	day	3	"+3Vet"	5	30
Infantry	Aver	Tri/Fan	-	-	1	Lt/Sh	Sp	20cm	no	no	day	3	"+3Vet"	5	30

Great Goblin infantry (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Aver	Tri/Fan	.+1	-	1	Lt/sc	Hd	20cm	no	no	day	4	"+3Vet"	5	20
Infantry	Aver	Tri/Fan	.+1	-	1	Lt	2-Hd	20cm	no	no	day	4	"+3Vet"	5	20
Infantry	Aver	Tri/Fan	.+1	-	1	Lt/sc	Sp	20cm	no	no	day	4	"+3Vet"	5	20

Goblin Berserkers (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Berserker	Aver	Fan.	.+1	-	1	lg	2-Hd	20cm	no	no	day	17	-	5	10
bloodlust	Vet.	"	.+2	-1	2	"	"	25cm	7	"	"	"	"	"	"

Notes:

- See the Special Rules: "Berserker".
- Maximum one Unit for every 1000 army points.

Hobgoblin infantry (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Vet.	Fan.	.+2	-	1	Lt	2-Hd	20cm	no	no	day	9	"+4EI"	5	20
Halberdier	Vet.	Fan.	.+2	-	1	Lt	Pol	20cm	no	no	day	10	"+4EI"	5	20

Notes:

- They can have a heavy armor to the cost of +3 points and in this case the Mov will be reduced to 12 cm or a middle armor to the cost of +1 point and in this case the Mov will be reduced to 15 cm.
- Maximum one Elite Unit for every 2000 army points.

Great Hobgoblin infantry (base size 4 x 4 cm)

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Infantry	Ave	Fan.	.+2	-	2	Lt	2-Hd	20cm	no	no	day	6	"+6Vet"	5	20
Pikeman	Ave	Fan.	.+2	-	2	Lt	pike	20cm	no	no	day	6	"+6Vet"	5	20
Halberdier	Ave	Fan.	.+2	-	2	Lt	Pol	20cm	no	no	day	7	"+6Vet"	5	20

Notes:

- They can have a heavy armor to the cost of +5 points and in this case the Mov will be reduced to 12 cm or a middle armor to the cost of +2 point and in this case the Mov will be reduced to 15 cm.

UNITS WITH MISSILE WEAPONS

Rabble goblin archers (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Ave	Tri/Fan	-	-	1	Lt	B/Hd	20cm	no	no	day	4	"+1Ave"	5	40

Goblin archers (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Ave	Tri/Fan	-	-	1	Lt	B/Hd	20cm	no	no	day	5	"+3Vet"	5	30

Great Goblin archers (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Ave	Tri/Fan	.+1	-	1	Lt	B/Hd	20cm	no	no	day	6	"+3Vet"	5	20

Hobgoblin archers (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Archer	Ave	Fan.	.+2	-	1	H	Lb/Hd	12	no	no	day	14	"+5Vet"	10	20

Notes:

- Maximum one Unit every 1000 army points.

ARTILLERY

Goblin giant spider gunners with Giant Hand Gun (*base size 5 x 5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Gunner rider	Ave	Tri/Fan	-	-	1	Lt	Hd	35cm	6	yes	day	50	-	2	5
with G. spider	"	"	.+2	-2	4	"	T&C	"	"	"	"	"	-	"	"
G. Handgun	-	-	.+4	-	2	-	Hg	-	-	-	-	-	-	-	-

Notes:

- The range of a giant hand gun is: Short: up to 15 cm; Long: over 15 up to 30 cm.
- See the special rules: **Transiting the impracticable terrain.**

CAVALRY

Goblin giant spider riders (*base size 5 x 5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Rider	Ave	Tri/Fan	-	-	1	Lt	Hd	45cm	6	yes	day	40	"+9Vet"	2	10
with spider	"	"	.+2	-1	4	"	T&C	"	"	"	"	"	"	"	"

Notes:

- They can have a shield to the cost of +8 points each model.
- See the special rules: **Transiting the impracticable terrain.**

Goblin giant spider archers (*base size 5 x 5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Ave	Tri/Fan	-	-	1	Lt	B/Hd	45cm	6	yes	day	33	"+9Vet"	2	10
with spider	"	"	.+2	-1	3	"	T&C	"	"	"	"	"	-	"	"

Notes:

- See the special rules: **Transiting the impracticable terrain.**

Goblin gargoyle riders (*base size 5 x 5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Rider	Ave	Tri/Fan	-	-	1	Lt	Hd	37cm	7	no	day	21	"+7Vet"	2	10
with gargoyle	"	"	.+1	-2	3	"	T&C	"	"	"	"	"	"	"	"

Notes:

- The Cavalry on Gargoyles is a flying unit.
- They can have Save Throw 6 to the cost of +7 points each model.
- They can have a shield to the cost of +6 points each model.

Goblin gargoyle archers (*base size 5 x 5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archers	Ave	Tri/Fan	-	-	1	Lt	B/Hd	37cm	no	no	day	23	"+7Vet"	2	10
with gargoyle	"	"	.+1	-2	3	"	T&C	"	"	"	"	"	"	"	"

Notes:

- The Cavalry on Gargoyles is a flying unit.
- They can have Save Throw 6 to the cost of +7 points each model.

CREATURES

Goblin war giant *(base size 10 x 10 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
War giant	Ave	Tri/Fan	+12	-8	16	Med	H&H	25cm	4	yes	day	594	-	1	1
Ballista	-	-	+2	-	3	-	Bal	-	no	no	no	-	-	2	2

Notes:

- See the special rules: “**Linebreaker**”, “**Giant Creatures**”
- To the two ballistas it will be applied the rules scheduled for the normal giant ballistas and crossbows.

Giant spiders *(base size 5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
G. spider	Vet.	Tri/Fan	.2	-2	4	Lt	T&C	45cm	6	yes	day	64	-	2	5

Notes:

- Every unit of giant spiders has to be controlled by a goblin priest or a goblin wizard or a goblin soothsayer.
- This unit cannot have Musician or Portebanner.

Swarm of spiders *(base size 4 x 4 cm - with two spiders)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Spider	Poor	Tri/Fan	-	-	3	Lt	T&C	20cm	no	no	day	6	" +3Med"	2	6

Notes:

- Every swarm (Unit) of spiders has to be controlled by a goblin priest or a goblin wizard or a goblin soothsayer.
- This unit cannot have Musician or Portebanner.

INDIVIDUAL CHARACTERS

Hobgoblin battle leaders and warchiefs *(base size 2.5 x 2.5)*

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Hobgoblin	Elite	Fan.	.+2	-1	3	H	2-Hd	20cm	7	no	day	46+Ldr	-	-	-

Great hobgoblin battle leaders and warchiefs *(base size 4 x 4 cm)*

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Hobgoblin	Elite	Fan.	.+2	-2	4	H	2-Hd	20cm	6	no	day	66+Ldr	-	-	-

Goblin battle leaders and warchiefs *(base size 2.5 x 2.5)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
on foot	Elite	Tri/Fan	.+2	-	2	Med/Sh	Hd	20cm	7	no	day	30+Ldr	-	-	-
on spider	Elite	Tri/Fan	.+2	-2	4	Med/Sh	Hd	45cm	6	yes	day	75+Ldr	-	-	-

Notes:

- The Battle leader and Warchief on spider has the ability **Transiting the impracticable terrain** as the Giant spider cavalry.

Goblin individuals *(base size: on foot 2.5 x 2.5 cm - on spider 5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Tri/Fan	.+2	-1	5	Med	2-Hd	20cm	7	no	day	80	-	-	-
on spider	Elite	Tri/Fan	.+3	-2	9	Lt/Sc	Hd	45cm	6	si	day	217	-	-	-
Destroyer	Elite	Tri/Fan	.+2	-1	10	md	2m	20cm	5	no	day	172	-	-	-
Herald	Vet.	Tri/Fan	-	-	1	Lt	1m	20cm	7	no	day	38	-	-	-
on spider	Vet.	Tri/Fan	.+2	-2	4	Lt	1m	45cm	7	si	day	93	-	-	-
Banner	Vet.	Tri/Fan	-	-	1	Lt	1m	20cm	7	no	day	48	-	-	-
on spider	Vet.	Tri/Fan	.+2	-2	4	Lt	1m	45cm	7	si	day	103	-	-	-
Scout	Vet.	Tri/Fan	-	-	1	Lt	1m	20cm	7	no	day	64	-	-	-
Courier	Vet.	Tri/Fan	-	-	1	Lt	1m	30cm	7	no	day	42	-	-	-

Notes:

- the Goblins individuals on spider have the ability **Transiting the impracticable terrain** as the Giant spider cavalry.

Hobgoblin Individuals

(sideburns: Hobgoblins 2, 5 2, 5 cm xes-great Hobgoblins 4 4 cm x)

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Hobg. Hero	Elite	Fan	.+3	-1	5	Med	2-Hd	20cm	7	yes	day	97	-	-	-
Hobg. Destroyer	Elite	Fan	.+3	-1	10	Med	2-Hd	20cm	5	yes	day	194	-	-	-
Hobg. Herald	Vet.	Fan	.+2	-	1	Lt	2-Hd	20cm	7	no	day	41	-	-	-
Hobg. Banner	Vet.	Fan	.+2	-	1	Lt	2-Hd	20cm	7	no	day	51	-	-	-
Great Hob. Herld	Vet.	T/F	.+2	-	2	Lt	Hd	20cm	7	no	day	48	-	-	-
Great Hob. Banner	Vet.	T/F	.+2	-	2	Lt	Hd	20cm	7	no	day	58	-	-	-

Destroyers

- to the Goblin and Hobgoblin destroyer it will apply the rules scheduled for the Destroyer Hero (see F.W. Companion of Nick Lund, pag. 36.).
- **Sniper.** They use the profile of an any miniature that has as even arms the arc; the quality will have to be that more tall foreseed in the profile (Mig column.). The cost in points will be given by the cost of the select profile multiplied by 10.

Goblin wizards, priests and soothsayers (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Ave	Tri/Fan	-	-	1	Lt	Hd	20cm	7	no	day	8+M	-	-	-
on spider	Ave	Tri/Fan	.+2	-2	4	Lt	Hd	45cm	7	yes	day	55+M	-	-	-
Priest	Ave	Tri/Fan	-	-	1	Lt	Hd	20cm	7	no	day	84	-	-	-
Soothsayer	Poor	Tri/Fan	-	-	1	none	Hd	22cm	7	no	day	53	-	-	-

Notes:

- the Goblins wizard on spider has the ability **Transiting the impracticable terrain** as the Giant spider cavalry.

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