

GOBLINS

VERSION 2.1

UPDATED 14/07/19

INCLUDING CORRECTIONS, REVISIONS AND ADDITIONAL NOTES

The realms of goblinhood are peopled with a motley assortment of creatures derived from legend, folklore and the usual fictional sources and games of all kinds.

Thus whilst it's impossible to say for certain what a goblin looks like we all know one when we see one - and it's not a pretty sight that's for sure. Vaguely human in appearance they might be but bent, crook-backed, bow-legged and snaggle-toothed, with thinning or bristly hair, beady eyes, and - one imagines - breath that would surely curdle milk at ten paces. Their skin is likely to be pallid, encrusted with sores, filthy and might even be green - for such is the depiction of these ugly critters in artwork, numerous games and even movies.

Wherever goblins live it is no doubt piled high with ordure, nestled amongst middens of bone and rubbish, and shrouded in smoke and gloom. They are rumoured to eat anything, including each other. They are certainly not fussy when it comes to their dress sense either. Armour and weapons may be rough, ill-fitting, or cobbled together from assorted cast-offs and covered with a great deal of rust. If this description befits an 'evil' race it is probably not coincidence. Goblins enjoy a poor reputation even in folklore and certainly in fiction, but we shall not judge, we seek only to send them forth to battle.

Goblins fight on foot and mounted, in which capacity they ride wolves or dire wolves, which are even larger and more ferocious. Foot warriors come as guards who are better equipped than their fellows even if that is not saying much. Other warriors prefer swords and spears, or else they carry bows. Goblins are not very strong fighters, being scrawny and notoriously cowardly, but they are tolerably good archers preferring to keep their enemy at a distance.

We also have Goblin sprog swarms - small immature goblins who sometimes carry rocks to pelt their foes, and Gobble Dog packs - comprising goblin-dog creatures of great ferocity led by a Goblin pack master. Fanatical derishes introduce the possibility of whirling death to the battlefield, whilst on a more conventional note we have chariots - albeit pulled by wolves.

Trolls or comparably huge and not-too-bright creatures are often depicted in the company of Goblins and we include them in our list. Together with stone throwing machines and bolt throwers which our Goblins no doubt manage to cobble together from unpromising odds-and-ends.

Goblin Chieftains are the best we can manage when it comes to fighting ability and it is best not to lean too strongly upon this suit. Goblin leaders are not that great when it comes to the business of leading either. Nor are there such things as Goblin heroes to save the day - amongst their sullen kind such a fellow is unknown. Shamans on the other hand are entirely competent practitioners of their art and can be accompanied by fierce Gobble Dogs to discourage their foes from getting too close.

ADDITIONAL NOTES

This updated version of the Goblin Warband list includes corrections and revisions of the original published version. This list forms part of the online resource base for the Erehwon game. If you spot any errors, typos or grammatical infidelities please drop me a line via the This Gaming Life pages.

The Goblin list is a classic force of these underwhelming warriors. I've chosen to present this as a list in its own right rather than mix it with Orcs - but players who wish to combine the two are welcome to arrange to do so with their opponent. It takes a player with a certain mind-set to cheerfully field a force of Goblins - and the paucity of same is one reason why it has become traditional to mix them in with Orcs. Pish I say - who needs a chunky stat line and massive iron-mongery - we have numbers on our side and if victories are rare and hard-won they are so much more to be savoured. Also, after the fighting we get to eat the casualties anyway, so its win-win really.

I've not expanded the list from the original version but, as always, players are welcome to add or remove restrictions by prior arrangement and make such modifications to the lists as they feel best suits their own gaming style.

GOBLIN CHIEFTAIN

Warlord Warrior Unit

Points Value: 59

Special: You must include one Goblin Chieftain or Goblin Chieftain in Wolf Chariot unit in your warband and one only.

Unit: Goblin Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin Chieftain with sword or axe, light armour	6	5	4	4(5)	7	8	Tough, Command, 3x HtH, Wound
2 x Goblin Bodyguard with sword or axe, light armour	6	5	4	4(5)	7	7	

Options

- Give unit spears @Free per model
- Give unit big axes, huge swords, warhammers or massive maces @Free per model
- Upgrade Chieftain to Tough 2 @10pts
- Add up to 2 Goblin bodyguards @9pts each
- Replace light armour with medium armour @10pts +2pts per Bodyguard model increasing Res to 4(6)
- Upgrade Chieftain to Wounds 2 @10pts

GOBLIN CHIEFTAIN IN WOLF CHARIOT

Warlord Chariot Unit

Points Value: 151

Special: You must include one Goblin Chieftain or Goblin Chieftain in Wolf Chariot unit in your warband and one only.

Unit: Goblin Chieftain in Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin Chariot with Chieftain, pulled by two wolves	3	-	-	10	-	-	Large, Tough, Irresistible Charge, Fast 6, Rapid Sprint
1 x Goblin Chieftain with sword or axe, [light armour]	[6]	5	4	[4(5)]	8	8	[Tough], Command, 3x HtH, [Wound]
1 x Goblin crew with sword or axe	-	5	4	-	-	-	
2 x Wolves	-	-	5	-	-	-	1x HtH SV1
0 x Dire Wolves	-	-	5	-	-	-	2x HtH SV1

Options

- Give Chieftain and crew spears @Free per model
- Give Chieftain and crew big axes, huge swords, warhammers or massive maces @Free per model
- Give Goblin crew bows @2pts per crew
- Upgrade Chieftain to [Tough 2] @10pts on foot only
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge
- Upgrade Chieftain to [Wound 2] @10pts on foot only
- Replace Chieftain's light armour with medium armour @10pts increasing Res to [4(6)] on foot only
- Add up to 2 Goblin crew @5pts each
- Replace Wolves with Dire Wolves @12pts for 2 Dire Wolves

GOBLIN SHAMAN

Warrior Unit

Points Value: 52

Special: You can include a maximum of one Goblin Shaman in your warband.

Unit: Gobblins Shaman	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin Shaman with sword or axe	6	5	4	4	7	8	Tough, Wound, Magic Level 1
0 x Goblin Shamanic Cultists with sword or axe	6	5	4	4	7	7	
0 x Gobble Dogs	6	-	5	5	5	5	Frenzied Charge, 2 x HtH SV2

Options

- Upgrade Shaman to Magic Level 2 @25pts
- Upgrade Shaman to Magic Level 3 @50pts
- Upgrade Shaman to Tough 2 @10pts
- Add up to 4 Goblin Shaman Cultists @7pts each OR Add up to 4 Gobble Dogs @16pts each

GOBLIN GUARD

Warrior Unit

Points Value: 49

Special: You can include a maximum of one Goblin Guard unit in your warband.

Unit: Goblin Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin Leader with sword or axe, light armour	6	5	4	4(5)	7	8	Tough
4 x Goblin Guard with sword or axe, light armour	6	5	4	4(5)	7	6	

Options

- Give unit medium armour @2pts per model increasing Res to 4(6)
- Give unit halberds @1pt per model
- Give unit warhammers or maces @Free per model
- Add up to 5 Goblin Guards @7pts each

GOBLIN WARRIORS

Warrior Unit

Points Value: 47

Unit: Goblin Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin Leader with sword or axe, light armour	6	5	4	4(5)	7	7	Tough
4 x Goblin Warrior with sword or axe, light armour	6	5	4	4(5)	7	6	

Options

- Give unit spears @Free per model
- Add up to 5 Goblin Warriors @7pts each

GOBLIN ARCHERS

Warrior Unit

Points Value: 47

Unit: Goblin Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin Leader with sword or axe, bow	6	5	4	4	7	7	Tough
4 x Goblin Warrior with sword or axe, bow	6	5	4	4	7	6	

Options

- Give unit light armour @2pts per model increasing Res to 4(5)
- Add up to 5 Goblin Archers @7pts each

GOBLIN WHIRLING DERVISHES

Warrior Unit

Points Value: 90

Special: You can include a maximum of one Goblin Whirling Dervish unit in your warband.

Unit: Whirling Dervishes	Ag	Acc	Str	Res	Init	Co	Special
3 x Whirling Dervishes	6	5	10	10	7	9	Whirling Dervishes

Options

- Add up to 2 Whirling Dervishes @30pts each

GOBLIN WOLF RIDERS

Mounted Unit

Points Value: 69

Unit: Goblin Wolf Riders	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin Wolf Rider Leader with sword or axe	6	5	5	5	7	7	Tough, Fast 6, Rapid Sprint: Wolf 1x HtH SV1
2 x Goblin Wolf Rider with sword or axe	6	5	5	5	7	6	Fast 6, Rapid Sprint: Wolf 1x HtH SV1

Options

- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit spears @Free per model
- Give unit bows @2pt per model
- Add up to 3 Goblin Wolf Riders @19pts each
- Mount unit on Dire Wolves @6pts per model increasing Wolf to 2x HtH SV1

GOBLIN WOLF CHARIOT

Chariot Unit

Points Value: 99

Unit: Goblin Wolf Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Goblin Chariot: Goblin crew, pulled by two wolves	3	-	-	10	-	-	Large, Irresistible Charge, Fast 6, Rapid Sprint
2 x Goblin crew with sword or axe	-	5	4	-	7	7	
2 x Wolves	-	-	5	-	-	-	1x HtH SV1
0 x Dire Wolves	-	-	5				2x HtH SV1

Options

- Give Goblin crew spears @Free per crew
- Give Goblin crew bows @2pts per crew
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge
- Add up to 2 Goblin crew @5pts each
- Replace Wolves with Dire Wolves @12pts for 2 Dire Wolves

GOBLIN SPROG SWARM

Swarm Unit

Points Value: 81

Unit: Goblin Sprog Swarm	Ag	Acc	Str	Res	Init	Co	Special
3 x Goblin Sprog Swarm	8	5	5	6	8	8	Surly, 3x HtH SV0

Options

- Give unit rocks to throw @1pt per swarm adding 1x Ranged attack per swarm
- Add up to 2 Swarms @27pts per Swarm

GOBBLE DOG PACK

Warrior/Beast Unit

Points Value: 83

Unit: Gobble Dog Pack	Ag	Acc	Str	Res	Init	Co	Special
1 x Gobble Dog Pack Master with sword or axe, light armour	6	5	4	4(5)	7	7	Tough
4 x Gobble Dogs	6	-	5	5	5	5	Frenzied Charge, 2x HtH SV2

Options

- Give Pack Master medium armour @2pts increasing Res to 4(6)
- Give Pack Master spear @Free
- Add up to 5 Gobble Dogs @16pts each

TROLLS

Monster Unit

Points Value: 105

Unit: Trolls	Ag	Acc	Str	Res	Init	Co	Special
3 x Troll	4	5	6	7	4	7	Large, 3x HtH SV2, Chunder, Regenerate

Options

•Add up to 2 Trolls @35pts each

GOBLIN STONE THROWER

Artillery Unit

Points Value: 63

Unit: Goblin Stone Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Goblin crew with daggers, stone throwing engine	6	5	4	4	7	6	Large, Slow 3

Equipment

1 x Small Stone Thrower

Options

- Give Goblin crew sword or axe @1pt per model
- Give unit Large Stone Thrower instead of Small Stone Thrower @27pts
- Add up to 2 Goblin crew to unit @3pts each
- Give Goblin crew light armour @2pts per model increasing Res to 4(5)

GOBLIN BOLT THROWER

Artillery Unit

Points Value: 51

Unit: Goblin Bolt Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Goblin crew with daggers, bolt throwing engine	6	5	4	4	7	6	Large, Slow 3

Equipment

1 x Small Bolt Thrower

Options

- Give unit Large Bolt Thrower instead of Small Bolt Thrower @21pts
- Give Goblin crew sword or axe @1pt per model
- Add up to 2 Goblin crew to unit @3pts each
- Give Goblin crew light armour @2pts per model increasing Res to 4(5)

WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Rock	0-10"	-	-	0	Can also be used in HtH
Chunder	0-10"	-	-	NA	Target counts Res of 5, exhausted on roll of 6+
Small Bolt Thrower	0-20"	20-30"	30-40"	3	Fire order to shoot, 3x Ranged SV3
Large Bolt Thrower	0-20"	20-40"	40-60"	5	Fire order to shoot, unstoppable
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order to shoot, D6 hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order to shoot, D6 hits,
Rock	Hand-to-Hand Combat			0	Can also be thrown as ranged weapon
Dagger	Hand-to-Hand Combat			1	
Sword or Axe	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can also be used during exchange of missiles
Big Axe, Huge sword, Warhammer or Massive mace	Hand-to-Hand Combat			2	
Halberd	Hand-to-Hand Combat			2	+1 Strength

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Chunder. Range Attack counting target's Res as 5, exhausted on D10 roll of 6+.

Frenzied Charge. +1 extra Attack when charging.

Irresistible Charge. D3 SV bonus when charging.

Large. +1 to hit shooting. Can draw LOS to body. Can draw Los over non-large models (artillery overhead only).

Rapid Sprint. Sprint at 4M

Regenerate. Re-roll failed Res and take pin if successful.

Slow/Fast. Move at the basic rate indicated.

Surly. Cannot benefit from Command, Hero or Follow rule.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Unstoppable. Shot penetrates the unit hit and can strike others beyond so long as the target is hit each time. Roll twice on the on monstrosity damage table.

Whirling Dervishes. Must be given run order. On order roll of 10 move randomly. All shooting hits must be re-rolled, no close combat attacks possible, scores D6 hit +1 per goblin SV4, move randomly after combat.

Wounds. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.