

# Hobgoblin Horde

By Dave 'StyrofoamKing' Joria

*Long ago, Hobgoblins are known solely as cowardly thieves, with no strength or ambition... until the first Hobgobla-Khan. A lowly Chieftain from a small tribe, the Khan united the scattered clans of the Hobgoblins under one banner, and has passed on the title to his strongest of children. The current Hobgobla is particularly adept at leading- he defies all convention, being extremely generous to his allies, but merciless to all opponents and traitors (of which there are many in hobgoblin warriors!) His hordes appear from nowhere, sack entire cities, and then disappear before any opposition can arise. They have no supplies to cut off, for they carry it on their back, leaving them untraceable.*

**Distasteful Company.** Many Hired Swords refuse to work for the Horde, as they know that they are just as likely to eat them as fight alongside them. The Horde may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards, Hobgoblin Scouts, or Warlocks. They may also hire any Greenskin Hired Swords approved by your group.

## **Special Rules:**

**Animosity-** All henchmen suffer from Animosity. See 'Da Mob' for exact rules.

Horde skill table

**Combat=Co Shooting=Sh Academic=Ac Strength=St Speed=Spd Special=Spc**

Chieftain: Co, Sh, Ac, St, Spd, Spc

Maghu: Ac, Spd, Spc

Gasher Git: Co, St, Spd, Spc

Arrer Git: Co, Sh, Spd, Spc

Choice of warriors

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

**Chieftain:** Each Horde warband must have one Chieftain: no more, no less!

**Maghu:** Your warband may include up to one Maghu.

**Gasher Gits:** Your warband may include up to two Gasher Gits.

**Arrer Git:** Your warband may include up to one Arrer Gits.

**Hobgoblin Lads:** Your warband may include any number of Lads.

**Bonecruncha Wolves:** Your warband may include up to five Bonecruncha Wolves.

**Sneaky Gits:** Your warband may include up to five Sneaky Gits.

Starting experience

A **Chieftain** starts with 20 Experience.

A **Maghu** starts with 10 Experience.

**Gasher Gits** and **Arrer Gits** start with 8 Experience.

All **Henchmen** start with 0 Experience.

**Characteristic increase**

Hobgoblin characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

**Profile - Hobgoblin**

**M WS BS S T W I A Ld**

4 6 6 4 4 3 5 4 8

**Horde equipment lists**

The following lists are used by Hobgoblin warbands to pick their equipment.

**HOBGOBLIN EQUIPMENT LIST**

**Hand-to-hand combat weapons**

Dagger . . . . . 1st free/2 gc  
Club . . . . . 3 gc  
Battle axe . . . . . 5 gc  
Sword . . . . . 10 gc  
Double-handed weapon . . . . . 15 gc  
Spear . . . . . 10 gc  
Halberd . . . . . 10 gc  
Double-Dirks . . . . . 35 gc  
Weeping Blades. . . . . 50 gc

**Missile weapons**

Bow . . . . . 10 gc  
Short bow . . . . . 5 gc

**Armor**

Light armor . . . . . 20 gc  
Shield . . . . . 5 gc  
Helmet . . . . . 10 gc

**Miscellaneous**

Giant Wolf Mount . . . . . 85 gc (heroes only)

## Heroes

1 Hobgoblin Chieftain

**55 Gold Crowns to hire**

*Each warband is lead by a trusted chieftain, who toils underneath the Great Hobgobla Khan himself. A modest leader of a small tribe, the role of a Chieftain is hard and unrewarding. No matter how great his conquest, he may never meet the great Khan- but he knows that if he fails or changes sides, it will be the Hobgobla himself that sees to his fate.*

**M WS BS S T W I A Ld**

4 4 4 3 3 1 3 1 7

**Weapons/Armor:** The Chieftain may be equipped with weapons and armor chosen from the Hobgoblin equipment lists.

Special Rules:

Leader

Knows skill 'Ride Giant Wolf'

0-1 Hobgoblin Maghu

**35 Gold Crowns to hire**

*Secretly, the Maghu possess no real magic. But he holds a strong bond with nature, allowing them to tame wild beasts and brew deadly poisons. They are strike fear and awe into normal Hobgoblins, and when a Maghu speaks, even the great Khans pause to listen.*

**M WS BS S T W I A Ld**

4 3 3 3 3 1 2 1 7

**Weapons/Armor:** A Maghu may be armed with weapons from the Hobgoblin Warrior equipment list. He may not wear armor.

**SPECIAL RULES**

**Poisons:** At the start of any battle in which the Maghu is able to fight, the Maghu has had a chance to lace one Hero's weapon with deadly Black Lotus poison. Immediately mark down which hero and which weapon you have chosen and put this aside. You may reveal the poisoned weapon at any time (you cannot change who & what once you've picked!!!)

**Animal Link:** Whenever an animal within 6" of the Maghu takes a Leadership test, you may reroll the result once, accepting the second result. This may be friendly animal leadership tests, Leadership tests for controlling mounts, or even enemy fear checks.

0-2 Hobgoblin Gasher Git

**30 Gold Crowns to hire**

*The only people the Chieftain trusts, possibly because they're too stupid for subterfuge. The Gashers know one thing: how to make people bleed.... and they do it well, with great pride.*

**M WS BS S T W I A Ld**

4 4 3 3 3 1 2 1 6

**Weapons/Armor:** Gasher Git may be equipped with weapons and armor chosen from the Hobgoblin equipment lists.

**Special:** Knows skill 'Ride Giant Wolf'

0-1 Hobgoblin Arrer Git

**30 Gold Crowns to hire**

*Arrer gits are rarity in the Hobgoblin race, namely an underling that can be trusted at more than an arm's length. Of course, it's understandable why he'd want the job... the best armor is staying out of range.*

**M WS BS S T W I A Ld**

4 3 4 3 3 1 2 1 6

**Weapons/Armor:** An Arrer Git may be equipped with weapons and armor chosen from the Hobgoblin equipment lists.

**Special:** Knows skill 'Ride Giant Wolf'

## Genshmen

Hobgoblin Lads

**20 gold crowns to hire**

*The bulk of the Horde consists of Hobgoblin Lads too ambitious to run away but too cowardly to climb higher in life. They are selfish and petty, but compared to normal goblins, are skilled fighters and archers.*

**M WS BS S T W I A Ld**

4 3 3 3 3 1 2 1 6

**Weapons/Armor:** Lads may be armed with weapons and armor chosen from the Hobgoblin equipment list.

**SPECIAL RULES**

Animosity

0-5 Bonecruncha Wolves

**25 gold crowns to hire**

*"Bonecrunchas" is the name for Wolves too wild and dangerous to ride, even for the bravest of gits. You can't tame them, but sometimes you can point them in the right direction and watch the fun that develops.*

**M WS BS S T W I A Ld**

7 3 0 4 3 1 4 1 5

**Weapons/Armor:** Fangs and claws! Bonecruncha Wolves never use or need weapons and armor.

**SPECIAL RULES**

**Animals:** Bonecruncha Wolves are animals and thus do not gain experience.

**Charge:** Bonecruncha Wolves fight with 2 attacks instead of 1 during the turn they charge.

0-5 Sneaky Gits

**30 gold crowns to hire**

*When the Hobgoblin wants an opponent to be fought on the field of battle, he generally sends in the wolf riders... but when he wants them KILLED, he dispatches the nastiest group of hobgoblin warriors, the Sneaky Gits. The Gits have employed themselves in every corner of the continent, from the lowest gutters, to the far off ziggurats of the Dark Lands, to the glittering halls of the Khan himself. They attack in droves, and have no comprehension of the term 'fair fight.'*

**M WS BS S T W I A Ld**

4 4 3 3 3 1 2 1 6

**Weapons/Armor:** Sneaky Gits may be armed with weapons and armor chosen from the Hobgoblin Warrior equipment list.

**Special Rules:**

Sneaky Gits suffer Animosity

**SNEAKY:** When your Git charges an opponent that is already engaged in combat, your warrior gains +1 attack for the first round, and all of his hand-to-hand attacks have -1 Armor Save in the first round of combat. This bonus only applies when attacking with some form of daggers (normal daggers, ithilmar daggers, double dirks, etc.)

## HORDE SPECIAL EQUIPMENT

Double-Dirks (Hobgoblins only)

**Cost:** 35gc **Availability:** Rare 8 (Hobgoblins only)

*The preferred weapon of the sneakiest of Gits, the term Double-Dirks is a nickname for these poisoned daggers. Their power is strongest when wielded by a swift hand.*

**Maximum Range:** Close Combat; **Strength:** As user;

**Special Rules:** Pair, Venomous, +1 Enemy armor save

### **SPECIAL RULES**

**Pair:** Double-Dirks are traditionally used in pairs, one in each hand. A warrior armed with Double-Dirks gets an additional attack.

**Venomous:** The venom of Double Dirks will enter the blood of the victim and ravage his organs and muscles. The weapons count as being permanently coated in black lotus (the poison... see Rulebook, Equipment section). No additional poison may be applied to Double-Dirks.

**+1 Enemy Armor Save:** Double-Dirks count as daggers, and thus an enemy wounded by a dagger gains a +1 bonus to his armor save, and a 6+ armor save if he has none normally.

## **Giant Wolf**

**Cost:** 85GC

**Availability:** Rare 10 (Hobgoblins only)

*While Giant Wolves are commonly mounted by Goblins in the Western lands, they have become a regular steed for the Hobgoblin tribes, who depend upon its speed to carry it across the wide plains. The wolves, it seems, need the Hobgoblins to find them regular meals of innocent townsfolk.*

### **Profile**

**M WS BS S T W I A Ld**

9 3 0 3 3 1 4 1 4

**Mount:** Giant Wolves are Mounts, the rules of which are described in full in the Empire in Flames campaign book.

### **Horde Special Skills**

Hobgoblin Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

### **STRICT LEADER**

No Hobgoblin within 6" of the Leader has to roll for Animosity. If the Leader has 'Battle Tongue', the range is extended to 12". (Leader Only.)

**SNEAKY:** When your Git charges an opponent that is already engaged in combat, your warrior gains +1 attack for the first round, and all of his hand-to-hand attacks have -1 Armor Save in the first round of combat. This bonus only applies when attacking with some form of daggers (normal daggers, ithilmar daggers, double dirks, etc.) May not be learned by Sneaky Gits (who already have the ability!)

### **INFILTRATION**

A Hobgoblin with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

### **DISCRETION**

Your warrior knows when he's beat and may leave combat voluntarily. When voluntarily Escaping from Combat (Optional Rules, Mordheim Rulebook), the Hobgoblin gains +1 Leadership, and may reroll a failed Leadership test once per turn (the second result must be taken).

### **BACKSTABBER**

Whenever the assassins attempts to charge a model than is within 4" but which he cannot see, he may reroll once the Initiative test to see if he can detect his

opponent (the second result is taken as normal.) Also, if he does detect the obscured model and successfully charges him, he surprises his opponent and receives a +1 to hit him with all attacks and +1 on any Injury rolls. This bonus lasts for the first round of combat only, and only on attacks directed towards obstructed models.

#### MYSTIC AURA

Maghu only. The mage adjusts his appearance and scent to the point that it drives his opponents to confusion and apprehension. The Maghu now causes Fear.