

# WARHAMMER

## COLLECTING A GOBLIN ARMY

By Nick Davis

Lissen up! Now da plectic Night Goblin Warhammer Regiment iz 'ere, you can easily put together a great Gobbo army. And in case you were unsure where to start, I bullied Nick Davis 'til he agreed to tell you 'ow to collect your own magnificent army of Gobboz.

### THEMING A GOBLIN ARMY

Our army is going to be slightly different to most other Orc & Goblin armies, as it is going to be made up of just Goblins. This is what we call a themed army. Collecting a themed army is just like putting together any other army. You still need to plan it out into small manageable steps of about 1,000 points at a time, as this does not take long to collect or paint. And when you have finished it will be a good sized force ready for battle.

A themed army automatically has a unique character of its own. The first thing is that your troop choice is limited. For example a High Elf Sea Guard army might be limited to Sea Guard, with the only cavalry being Reaver Knights, to act as the army's scouts. An Empire cavalry army would only be able to use knights and other mounted troops. This makes a themed army fun to collect and interesting to play, as your tactical choices become both limited and challenging. Themed armies add a whole new aspect to your gaming.

As with every army, the first 1,000 points should include a couple of core regiments which will form a solid centre for your army and a base to expand from. With the availability of the new Night Goblin Warhammer Regiment boxed set, these core regiments can be built up easily and cost-effectively.

The next and most important thing your army needs is a general to lead it. This is especially important for Goblin armies. He's the only model that *must* be included in the army. You'll need to buy a suitable character model to represent your general. When you expand your army to 2,000 or even 3,000 points you can keep him as your general or use him as a hero and replace him with another character model as general.

Remember when you are assembling your models, it is a good idea to make sure that all your miniatures are carrying the right weapons and equipment, as this helps to avoid confusion during games.

### WHAT'S NEXT?

Once you have chosen your core units and general, you are ready to begin looking at other elements that would make up a Goblin army. Luckily, even though we have limited ourselves to just Goblins, we still have an enormous choice of troop types. Basic Goblins already have loads of options open to them: you

this out as an example of the sort of themed force you could start with.

Our Goblin army is going to be mainly made up of Night Goblins. So our Warlord (army general) should also be a Night Goblin. Now by himself he is not very tough, even with the magical armour we have given him. We will protect him with a regiment of Night Goblins armed spears, which I will name Da Stabbas. To give this unit a little more power I will give it three Fanatics, and to give these Fanatics a little extra punch our Warlord is carrying Mad Cap Mushrooms (feed them to your Fanatics and they cause an extra D6 hits against the first unit they contact!).

Next come our core regiments. We already have one – the Night Goblins with spears. So the other will be missile support, a unit of Night Goblins with short bows will be perfect, named Da Stikkas. To support these units and to move quickly around the enemy's flanks we will have a mob of Wolf Riders. Both of these regiments will have a Big Boss (hero) to lead them. For a little bit of diversity I have chosen a unit of Squig Hoppers – these are capable of destroying large units of troops in a single turn of manic bouncing (*Hoppers are the best thing in Warhammer – fun, unpredictable, potentially deadly and best of all, a real pain for your opponent!* – Paul Sawyer). To support the two core regiments I have also chosen Squig Hunters with their Cave Squigs. Their main job will be to guard the flank of the Da Stabbas, and when Da Stabbas charge, the Squig Hunters will engage that enemy unit in its flank.

My next choice is a unit of Netters and Clubbers. I have seen these guys stop High Elf Lords on Dragons in their tracks. And lastly I will choose the Doom Diver catapult, as no Goblin army would be complete without one.

On to collecting the army itself...

### WARHAMMER ROSTER SHEET

### WAAAGH! SKASKUL'S GOBLIN ARMY

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Sp	Notes	Points Value
<b>WARLORD SKASKUL</b> Night Goblin Warlord Army General Shield & sword	4	5	6	4	4	3	5	4	7	4+	Magic Weapon: Shrieking Blade (causes fear) Magic Armour: Armour of Fortune (5+ re-roll) Magic Item: Mad Cap Mushrooms (Fanatics cause extra D6 hits on first unit they contact. One use only)	126
<b>BIG BOSS SKAB</b> Night Goblin Big Boss Sword & short bow	4	4	5	4	4	2	4	2	6	-	leads Da Stikkas	38
<b>BIG BOSS SKARP</b> Goblin Big Boss Sword, spear & light armour Wolf	4	4	5	4	4	2	4	2	6	5+	Magic Weapon: Blade of Night (+1 Strength) leads Da Fangs	52
<b>DA STABBAS</b> 10 Night Goblins Shield & spears	4	2	3	3	3	1	2	1	5	6+	Unit contains a musician and standard Magic Standard: Bad Moon Banner (Enemy shooting attacks at -1, strike first in close combat)	108.5
<b>DA NUTTAS</b> 3 Goblin Fanatics Ball & chain	200	SPECIAL	4	5	3	1	-	06	-	-	Hidden in Da Stabbas Special rules: see Orcs & Goblins bestiary	90
<b>DA STIKKAS</b> 10 Night Goblins Hand weapons & short bow	4	2	3	3	3	1	2	1	5	-	Unit contains a musician and standard	54
<b>DA FANGS</b> 0 Wolf Riders Spear & shield Wolf	4	2	3	3	3	1	2	1	5	5+	Unit contains a musician and standard	118
<b>DA HOPPAS</b> 5 Squig Hoppers Bouncing Squig	4	2	3	3	3	1	2	1	5	6+	Special rules: see Orcs & Goblins bestiary	125
<b>DA HUNTAS</b> 2 Squig Hunter Teams Cave Squig	4	2	3	3	3	1	2	1	5	-	Special rules: see Orcs & Goblins bestiary	136
<b>DA NETTAS</b> 14 Netters & Clubbers Nets & clubs	4	2	3	3	3	1	2	1	5	6+	Special rules: see Orcs & Goblins bestiary	58
<b>DA LOONIES</b> Doom Diver Catapult	-	-	-	-	7	3	-	-	-	-	Special rules: see Orcs & Goblins bestiary	100
											<b>TOTAL</b>	<b>999.5 points</b>

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The first 1,000 points of our army will form a core around which a larger force can be built. This is a themed 1,000 point army that represents the different tribes of Goblins gathered under the charismatic leadership of an Night Goblin Warlord.

## DA WARLORD

Our army general is a Night Goblin Warlord, who we have named Skaskul. He represents one of the many Orc & Goblin chieftains that are scattered across the World's Edge mountains, the Badlands and even the Massif Orcal in Bretonnia. He wears the magical *Armour of Fortune* and carries a shield to protect him during battle. Although Night Goblin Warlords are good fighters, they are vulnerable to being picked off by hostile missile fire. To protect him from archers and for extra support in combat he will lead Da Stabbas into battle. With Da Stabbas to back him up, we will give our Warlord a magical weapon, the *Shrieking Blade*. This will give him a useful psychological edge in most combats, as opponents will have to take a Fear test to charge or when charged by the unit.

The model we have chosen for our Night Goblin Warlord is the plastic leader model out of the Night Goblin regiment box set. He makes a fantastic Warlord miniature.



Night Goblin Warlord Skaskul

## DA BIG BOSSES

Waaagh Skaskul has two Big Bosses in it. These are the trusted lieutenants of the Warlord. Big Bosses are very important for a Goblin army as they bolster the fighting strength of the regiments they lead. Also their improved Leadership will help pass any psychological tests the units have to make.

Our first Big Boss is Skab – he is a Night Goblin Big Boss and Skaskul's right hand Gobbo. He leads Da Stikkas into battle and helps guard his Warlord's flank from attack.

The second Big Boss is Skarp – he leads Da Fangs into battle. His job is leading his Wolf Riders in flanking attacks against enemy regiments. To aid him in battle Skarp carries a *Sword of Might*, a magic weapon making it easier for him to wound his opponents.



Night Goblin Big Boss Skab



Goblin Big Boss Skarp

## DA FANGS

Da Fangs are Goblin Wolf Riders. They act as the army's scouts, scouring the surrounding countryside for any sign of the enemy. Wolf Riders are the fastest and most mobile troops available to any Orc & Goblin army. The Giant Wolf has a WS4 which is even better than the Goblin riders! So as long you make sure you charge, your Wolf riders will put up a pretty good show against most enemy units.

In battle this unit is lead by Skarp and will be deployed on the army's flank, where their rapid movement can be used to good effect. They will be able intercept the enemy's fast moving cavalry or get behind the enemy's battleline and deal with his war machines. The Wolf Riders will form up in two ranks of five, and we will give the unit a standard and musician to aid them in combat. We will also give the Wolf Riders spears so they get a +1 Strength bonus when they charge.

*Note: Although the rules state that every model in the regiment has to be armed and armoured the same as his fellows, some gamers like to arm a few models slightly differently, to add a little variation to their units. For example, maybe swapping the spear for a hand weapon. This is perfectly acceptable as long as about two-thirds of the unit are armed correctly. During the game it is assumed that everybody is equipped the same.*



Da Fangs led by Big Boss Skarp

## DA STABBAS & STIKKAS



The Night Goblin Warhammer Regiment plastic boxed set is the best way to collect the huge regiments needed for your army at a great price.

The core of every Goblin army is always huge regiments of Goblins. Now Goblins are very cheap, which means you can have lots! The trick with Goblin infantry is to keep the regiments big, with at least four ranks in depth, always give the regiment a banner and if possible a musician as well.

These next two regiments will form the backbone of our army. Using the Night Goblin Warhammer Regiment we built a regiment of twenty Night Goblins with spears, which we will call Da Stabbas. The box also contains a complete command group for the regiment – the musician and standard will help give Da Stabbas an extra edge. I will also give Da Stabbas a magical standard, the *Bad Moon Banner*, which will protect it from hostile fire. Plus under the influence of this banner the Goblins are able to strike first even when charged, giving them a considerable advantage in combat. We will use the leader model included in the set to represent our Night Goblin Warlord Skaskul (because it looks great!).

Finally, as Da Stabbas are a regiment of Night Goblins, I could not pass up the chance of having Fanatics in the unit. These ball wielding loonies are automatically released when your opponent gets within 8", forcing him to charge through them (causing considerable casualties on his regiment) to get at your Night Goblins. Fanatics are a lot fun to use and can be very destructive, so I will go for the maximum allowed in a regiment which is three. Da Stabbas will be deployed in the centre of the army. The regiment will deploy five wide and four ranks deep, so they will have an excellent rank bonus and be much harder to beat in combat.

Our second regiment will be used to support Da Stabbas. Using a second Night Goblin Warhammer Regiment we built a unit of Night Goblin Archers, which we will call Da Stikkas. The unused spears went straight into our bits box for future use. This unit's role is to guard the flank of Da



Da Stabbas led by Warlord Skaskul



Da Nuttas - Night Goblin Fanatics

Stabbas as both units advance towards the enemy battleline. Again we have given this unit the full command group of musician and standard. The leader model will be used to represent our Night Goblin Big Boss Skab.

We can add more Goblins to both these units if we wish, using additional boxes of Night Goblins. There is no reason why we could not split a box between these two regiments. Say fifteen Night Goblins in Da Stabbas and five in Da Stikkas.



Da Stikkas led by Big Boss Skab

Stikkas are called Stikkas coz dey fire arrows which stick in yer. Stabbas are called Stabbas coz dey 'ave long sticks wiv stabbi bits which dey stab yer wiv. Ded zimple.



## DA NETTAS



Da Nettas – Night Goblin Netters &amp; Clubbers

Night Goblin Netters and Clubbers normally hunt Cave Squigs in the subterranean depths of the mountains. They work together in order to immobilise and capture these dangerous creatures. On the battlefield they use their skills against the enemy, entangling the foe in their nets while the clubbers swarm all over them, bashing them senseless.

Netters excel at picking on single characters or even small elite units of cavalry. This regiment will work best deployed near to Da Stabbas, so they can support them in combat. It is important when using the Netters to get the charge and to pick on small units. If they take on anything that is too big, they will need the support of other units.

## DA HUNTAS

Night Goblin Squig Hunters hunt Cave Squigs using long prodders to goad Squigs from their hiding places and to keep these enraged beasts at bay. Squig Hunters also herd these ferocious creatures into battle, directing them towards the enemy where they can gnash, bite and chew through the enemy's ranks.

We have a unit of two Squig Hunters, each with the maximum of three Cave Squigs. This small but very powerful unit is quite capable of taking on the toughest troops and winning. The unit will be deployed on Da Stabbas' other flank (the other one is protected by Da Stikkas) and when Da Stabbas charge the Hunters will engage that same unit in its flanks. The combined attacks of Da Stabbas and Da Huntas will make short work of all but the toughest of troops.



Da Huntas – Night Goblin Squig Hunters

## DA HOPPAS

Squig Hoppers are perhaps the most crazed of the Squig Hunters. As their name suggests they ride into battle on the back of a hopping mad Bouncing Squig.

Squig Hoppers fight independently of each other, although they work best if you try to

keep them in a loose group. With their random movement they can be a little unpredictable, but their potential for near unlimited (if you are very lucky) Strength 5 hits more than makes up for this. Try to get them in contact with your opponent's biggest unit and then just bounce all over it. Squig Hoppers can even take on large monsters and win – I have witnessed two Squig Hoppers kill a Griffon in a single turn of frenzied bouncing.



Da Hoppas – Night Goblin Squig Hoppers

Squigs are ace. They can bite oomph in off dead quick.

## DA LOONIES



The Goblins created the Doom Diver catapult to fire bat-winged Goblins into the air so they could reconnoitre the surrounding area for enemies. At some point the Goblins discovered the damage a plummeting Goblin could do to an enemy unit and started to take this form of warfare quite seriously.

This catapult is one of the deadliest war machines available to a Goblin commander. A Doom Diver can make a very big mess when he hits an enemy unit (D6 Strength 10 impact hits!). Plus if you over-estimate the distance the bat-winged loony can attempt to correct his flight path. This makes the catapult one of the most accurate in the Warhammer game.

In battle I will deploy Da Loonies on a hill and if my opponent has any powerful characters on big monsters, I will bombard them with Doom Divers. If he hasn't, I will pick on the largest unit he fields, whittling it down in size before they make contact with my Goblins.



Da Loonies – Goblin Doom Diver Catapult

## EXPANDING YOUR ARMY

The Goblin army we have formed from our first 1,000 points will be very effective against an army of the same size, and also gives us a nice solid core to build a larger army around. Before you expand your army any further it is a good idea to play a few games with it. This will give you a firmer idea of what you want next and you can then start to expand it. The next step is to build another 500 points of Goblins. This will bring your force to a sizeable 1,500 points.

A good place to start is to add a couple more characters to your army. Our Goblin army lacks magical support so one or two Night Goblin Shamans would be our next choice. I would also give our army a Battle Standard Bearer, as Leadership tests are the bane of every Goblin commander. So the ability to re-roll Break tests is a must. Like every army the Goblins have the ability to mount their characters on monsters. Although your opponent will scoff at your Goblin Big Boss or Warlord mounted on the back of a Wyvern, you will soon put the fear of Gork into him when you drop behind his lines.

One thing all Goblin armies need is lots of Goblins. Enlarging Da Stabbas with another boxed set is a good option, but Night Goblins are not the only Goblin troops available. The Goblin race is split roughly between three types, the Night Goblins who live in the mountains, the Goblins who are mostly nomadic and the Forest Goblins who live in the forested wildernesses of the Old world. Although the differences between the Goblins are mainly cosmetic, painting a unit of twenty Forest Goblins with spears does make a nice change from units of black cowed Night Goblins. Plus, each different race type allows access to troop options available only to them. Taking Night Goblins has allowed us access to their deadly Fanatics and ferocious Cave Squigs. Alternatively taking a unit of Forest Goblins allows us access to the fast moving Spider Riders and Forest Goblin Shamans who are immune to the 'Eadbangers result on the Waaagh table.

To reinforce Da Fangs I would choose a couple of Goblin wolf chariots. These wolf-drawn chariots can keep up with the Da Fangs so I would recommend that they fight together. Attach scythes to sides of the chariots for guaranteed impact hits. Have the Chariots charge the same unit as Da Fangs and you have a fighting force that is more than capable of taking on your opponent's toughest units and winning in the first round of combat!

Orcs & Goblins are the only Warhammer army able to field Giants. These big, brutal monsters have loads of different special attacks which are absolutely lethal for the unit on the receiving end. Just try the jumping up and down attack on your opponent's prized elite unit – it's very hard not to get carried away by the power of these frightening creatures.

Although they are not as big, Trolls are as dangerous as a Giant. They are strong enough to make a nonsense of the heaviest of armour, but what makes them really dangerous is their ability to regenerate the most horrendous of wounds. They can even come back from the dead! This makes Trolls the hardest unit to kill in your army. Just like Goblins, Trolls come in different types, the most common being the Stone Troll and the River Troll. Each one has a natural ability, from dispelling magic, to being hard to hit in combat. Unfortunately Trolls suffer from stupidity and have a very low leadership. To stop them staring blankly into space for half the game you will have to lead them into battle with a Big Boss, or keep them near your Warlord so they can benefit from his increased leadership.

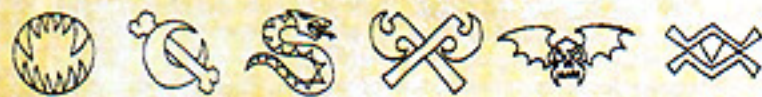
Goblins have loads and loads of troop types and options available to them, so picking out a good themed army is really very easy. This means you can quite easily design your Goblin army to fit your own fighting style. Over the page is an example of Waaagh! Skaskul's army, which has been expanded by an additional 500 points.



Looked GABBOS!  
Zoggin' fantrerich!



▲ Warlord Skaskul unleashes the Fanatics from Da Stabbas.



▲ A mob of Netter & Clubbers

▼ Squig Hunters herd their Cave Squigs into the Dwarfs.



▲ Goblin Wolf Chariots with scythes



▲ Goblin Wolf Riders led by Big Boss Skarp



▲ Squig Hoppers bounce past Night Goblin Big Boss Skart leading the Stone Trolls into battle.



▲ Da Stikkas, led by Big Boss Skab



▲ Goblin Doom Diver catapult