

Though the majority of Goblins live in open areas, some make their home in the cool, dark tunnels beneath the mountains of the Old World. In adapting to life underground, these Night Goblins exploit anything they can get their scrawny little hands on, from toxic fungi to monstrous Cave Squigs, and make a vicious and unpredictable foe with more than a few tricks up their black, ragged sleeves.

Night Goblins raise special subterranean fungi deep beneath the mountains in their cool damp caves. They cultivate many types of fungus and are always searching for new ones to experiment with. Some fungus is used as food for the Night Goblins and their strange animals, but many are grown for their hallucinogenic or intoxicating properties or because they affect the Goblin's metabolism in some other way. These fungi are traded with other Goblins for weapons and many of the other items that Night Goblins need. Night Goblin shamans are expert at

identifying, growing and using fungi, and they grow many special strains to use as poisons or even weapons!

When the Night Goblins prepare for battle they brew huge quantities of fungus beer to bolster their courage. Some brews are even known to cause anger and rage, making the Goblins fiercer and ultimately, a more dangerous foe. Some fungus beers may just as easily cause constipation!

When the time is right, Shamans pick the special fungus and make the vile brew which sends the Fanatics crazy and turns them into uncontrolled whirling maniacs.

Night Goblins and Dwarfs have a long standing enmity for one another. Ever since the fall of the Dwarf empire the Night Goblins have infested the ancient Dwarf halls, plundering and destroying all that the Dwarfs have built.

## Waaagh Skarsnik

After the collapse of the Dwarf empire almost three and a half thousand years ago the Dwarf stronghold at Karak Eight Peaks lay in ruins. Its deep caverns and tunnels were taken over by Night Goblins and Skaven. Deeper still, nameless horrors crawled into the old Dwarf mines and settled into the long abandoned depths. Within a few years of Karak Eight Peaks' fall the Night Goblins had settled permanently in the ruins and split into many tribes based around the adjoining mountains and the tunnels that ran beneath them.

Although the Dwarfs often tried to recapture Karak Eight Peaks they did not succeed until around the imperial year 2470, when Belegar established a fortified bridgehead in the old citadel. Though the Dwarfs were forced to live in a virtual state of siege, they gradually managed to clear the Night Goblins out of the upper levels.

To this day Belegar's Dwarfs face constant raiding by the Night Goblin tribes that live in the surrounding eight peaks of the old Dwarf kingdom. The most powerful of these is the Crooked Moon tribe under its leader Skarsnik.

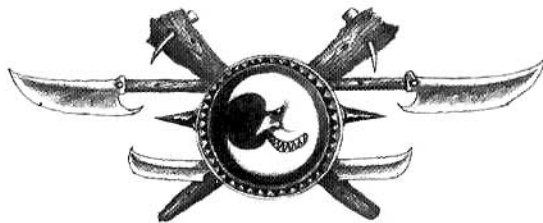
The Night Goblin Skarsnik has been the bane of the Dwarfs of Karak Eight Peaks since their arrival. Over the years he has amassed a large collection of Dwarf beard scalps which he displays on long wooden stakes driven into the mountainside. The Dwarfs are forced to watch the number of beard scalps grow day by day, while by night the pounding war drums of the Night Goblins and the screaming of captives, deliberately tortured within earshot of the citadel's walls, haunts their sleep. Skarsnik's fame has grown amongst the other tribes, and today all the Night Goblins of Karak Eight Peaks and many more besides, hail him as their undisputed leader.

About forty years before the present day Belegar attempted to break the deadlock with aid from the north. He sent word to the Dwarf capital of Karaz-a-Karak asking for aid. The Dwarfs immediately gathered an army and marched southwards along the western flank of the mountains. The relief force of Dwarfs led by Duregar, a kinsman of Belegar, decided to cross the Worlds Edge Mountains and move south along the eastern edge, entering from what he hoped would be the more lightly held eastern gate.

While crossing the mountains via Mad Dog Pass the Dwarfs were attacked by a large force

of Orcs and Goblins in what was to become known as the Battle of the Jaw. Duregar and his kinsman successfully beat off the greenskin horde but had taken a lot of casualties. With typical Dwarf determination they continued on and headed for the eastern gate of Karak Eight Peaks.

The East Gate lay several miles in a deep mountain gorge known as Death Pass. The Dwarfs advanced in battle formation fully expecting an attack. They were not disappointed and as they pressed forward the Night Goblins sprung from their hiding places and completely surrounded the Dwarfs. The Battle of East Gate was bloody and fierce.



The Night Goblins led by Skarsnik were there in countless numbers, all expendable in Skarsnik's eyes. The Dwarfs, typically stubborn, refused to give in even though casualties were mounting. Duregar took his stand on an ancient Dwarf burial mound within a stone's throw of the citadel. It was then that a loud explosion emanated from the East Gate and the Dwarfs of Karak Eight Peaks charged out of the smoking ruins.

The Night Goblins were temporarily thrown into disorder as the Dwarfs charged into the rear of their army. The two Dwarf forces managed to meet up, and forming a solid core of troops, marched back into the citadel – many Dwarfs dying as they did so.

Although not as catastrophic as it might have been, the Battle of East Gate was a resounding defeat for the Dwarfs. Over half of the Dwarf force had been slain and although Skarsnik had lost many good warriors they were losses he could easily afford. The Dwarf army was bottled up inside the citadel and was not going anywhere. Skarsnik had other enemies to crush, and would launch huge attacks against Karak Azul, Barak Varr and throughout the Badlands over the course of the next three summers. Gobbla, his hugely bloated and eternally hungry Cave Squig would feed well. Although repulsed time and time again, Skarsnik's power continues to grow even today, and his grip over the mountains around Karak Eight Peaks is just as tight.

# NIGHT GOBLIN ARMY LIST

The Night Goblin army list follows all the rules for army selection given on page 34 of the Orc & Goblin army book. Night Goblins suffer from Animosity, Fear Elves and Hate Dwarfs as described on page 13 of the Orc & Goblin army book. Rules for all the creatures in this list can be found from page 14 onwards in the Orc & Goblin book.

## 'XTRA SHINY STUFF

**FUNGUS BUSTER BREW:** 70 pts. Night Goblins only

*Derived from Mad Cap Mushrooms, when drunk this brew can send a Night Goblin into a psychopathic frenzy. Of course it may just give them diarrhoea!*

At the beginning of your first turn the character and the unit he is with drinks the brew. Roll a D6. On a 1 the brew has gone off and D6 Goblins become constipated. They are removed from the unit and treated as casualties, the brew has no further effect. On a 2+ the Goblins and character become subject to Frenzy for the entire battle (subject to the usual rules for losing Frenzy). This magic item may only be used with the army list below. Only one character in the army may have this magic item and it may only be used once per game.

## LORDS



### NIGHT GOBLIN WARBOSS

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin Warboss <sup>4</sup>	5	3	4	4	3	5	4	7	

**Weapons:** Hand weapon.

**Options:**

- May choose either an additional hand weapon (+6 pts) or a great axe (+6 pts).
- May wear light armour (+3 pts), and may also carry a shield (+3 pts).
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

**Special Rules**

*Fear Elves; Hate Dwarfs.*



### NIGHT GOBLIN GREAT SHAMAN

Points/model: 160

	M	WS	BS	S	T	W	I	A	Ld
Nt Goblin Great Shaman <sup>4</sup>	2	3	3	4	3	3	3	1	6

**Weapons:** Hand weapon.

**Magic:** A Night Goblin Great Shaman is a Level 3 Wizard. He may choose spells from either or both the Big Waaagh! and the Little Waaagh! (see pages 28-29 of the Orc & Goblin book).

**Options:**

- May be upgraded to a Level 4 Wizard for +35 pts.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

**Special Rules**

*Fear Elves; Hate Dwarfs.*

# HEROES

## NIGHT GOBLIN BIG BOSS\*

Points/model: 30

	M	WS	BS	S	T	W	I	A	Ld
Nt Goblin Big Boss	4	4	3	4	4	2	4	3	6

**Weapons:** Hand weapon.

### Options:

- May choose either an additional hand weapon (+4 pts) or a great axe (+4 pts).
- May wear light armour (+2 pts), and may also carry a shield (+2 pts).
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

### Special Rules

*Fear Elves; Hate Dwarfs.*

*Big Bosses are best used to lead individual units on the battlefield, adding their extra attacks and perhaps a magical weapon to the biting power of the mob's charge.*

## NIGHT GOBLIN SHAMAN

Points/model: 60

	M	WS	BS	S	T	W	I	A	Ld
Nt Goblin Shaman	4	2	3	3	3	2	3	1	5

**Weapons:** Hand weapon.

**Magic:** A Night Goblin Shaman is a Level 1 Wizard. He may choose spells from the Little Waaagh! (see page 28 of the Orc & Goblin book).

### Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

### Special Rules

*Fear Elves; Hate Dwarfs.*

*Shamans are poor fighters and often fight alongside, but not in units. This means that they can avoid enemy missile fire whilst also steering clear of close combat.*

## \*BATTLE STANDARD BEARER

*One Big Boss in the army may carry the Battle Standard for +25 pts.*

*The Battle Standard Bearer cannot be the army's General even if he has the highest Leadership value in the army.*

*The Battle Standard Bearer cannot choose any non-magical equipment, except for light or heavy armour as appropriate. He may be mounted as normal.*

*The Battle Standard Bearer can have any magic banner available to the Night Goblins (no points limit), but if he carries a magic banner he cannot carry any other magic item.*





# CORE UNITS

Your army may include any number of Night Goblins. One unit of Night Goblins may carry a magic banner worth up to 50 points.

Stickas are Night Goblins armed with bows. They will usually be in slightly smaller mobs and fan out around the flanks of the army firing at the enemy as it advances.



## NIGHT GOBLINS

Points/model: 2

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Night Goblin Boss	4	2	3	3	3	1	3	2	5
Fanatic	2D6	Special		5	3	1	3	D6	10

Unit Size: 20+ (not including Fanatics).

Weapons and Armour: Hand weapon & shield.

### Options:

- Any unit may either be equipped with spears for +1 pt/model.
- Up to one quarter of the unit may be equipped with nets in addition to their other weapons for +2 pts/model.
- Any unit may conceal up to 3 Fanatics (+25 pts/Fanatic).
- Upgrade one Night Goblin to a Musician for +4 pts.
- Upgrade one Night Goblin to a Standard Bearer for +8 pts.
- Promote one Night Goblin to a Night Goblin Boss for +8 pts.

Netters and Fanatics cannot be upgraded to Standard Bearer or Musician, or be promoted to a Boss.

### Special Rules

Animosity; Fear Elves; Hate Dwarfs; Fanatics; Netters.



## NIGHT GOBLIN STICKAS

Points/model: 3

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Night Goblin Boss	4	2	3	3	3	1	3	2	5

Unit Size: 10+

Weapons and Armour: Hand weapon & short bow.

### Options:

- Upgrade one Night Goblin to a Musician for +4 pts.
- Upgrade one Night Goblin to a Standard Bearer for +8 pts.
- Promote one Night Goblin to a Night Goblin Boss for +8 pts.

### Special Rules

Animosity; Fear Elves; Hate Dwarfs; Fanatics; Netters.



## 0-1 SNOTLING SWARM

Points/base: 25

	M	WS	BS	S	T	W	I	A	Ld
Snotling base	4	2	0	2	2	3	3	3	10

Unit Size: 2-10 bases.

Weapons and Armour: None! Any odd bits of bone, sticks, rusty knives and rocks they carry are not considered to amount to weapons.

### Special Rules

Horde; Unbreakable; Nobody Cares.





## NIGHT GOBLIN SQUIG HERDS

Points: See below

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Squig	2D6	4	0	5	3	1	3	2	3

### Points Cost:

2 pts per Night Goblin; 14 pts per Squig; 18 pts per Squig Hopper.

**Unit Size:** 10+ models including Squigs, Night Goblins and Squig Hoppers.

**Weapons and Armour:** Each Night Goblin carries a pitchfork, drum, firebrand, Squig pipes, whip, cymbals or other useful Squig herding instrument. These count as hand weapons and confer no bonuses or special rules, being designed for prodding Squigs rather than fighting enemies.

### Options:

- A unit may only include a maximum of 1 Squig Hopper for every complete set of 3 Squigs.

### Special Rules

*Animosity; Fear Elves; Hate Dwarfs; Squigs (See page 18-19).*



## STONE TROLLS

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Stone Troll	6	3	1	5	4	3	1	3	4

**Unit Size:** 3+.

**Weapons and Armour:** Trolls don't need to carry normal weapons, though they often have a club, bone or bit of tree (these count as hand weapons).

### Special Rules

*Fear; Stupid; Troll Vomit; Regenerate; Magical Resistance (2).*



## GIANT

Points/model: 205

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	Special	10

**Unit Size:** Each Giant is a single unit.

**Weapons and Armour:** A big club.

### Special Rules

*Ignore Greenskin Panic; Large Target; Terror; Fall Over; Move; Special Attacks; Stubborn; (See pages 22-23).*

## SPECIAL UNITS

*Squig Herds are bizarre and occasionally effective units that can tangle up a whole flank with bouncing and biting Squigs. They are best used for fighting alongside other Night Goblin units so that you can add Fanatics to the mix and really confuse your enemy.*

*Stone Trolls have a bad habit of banging around Night Goblins and so can be lured into joining a Night Goblin horde when needed.*

## RARE UNITS

*Giants can be hired with the promise of Fungus brews and lots of squishy humies to hurt!*



# SKARSNIK

## Warlord of Karak Eight Peaks

Skarsnik is the chieftain of the Crooked Moon Tribe and the most powerful Night Goblin Warlord in the whole of the southern Worlds Edge Mountains. All the other Orc and Goblin Warlords acknowledge his overlordship of the mountains around the ruined Dwarf hold of Karak Eight Peaks.

Skarsnik is accompanied by a huge Cave Squig which he calls Gobbba. Gobbba is enormous, very smelly, mindlessly vicious and yet seems totally loyal to his master. Skarsnik feeds Gobbba on Dwarfs and any Goblins careless enough to stray too close.

Skarsnik carries a huge magical weapon called a prodder. This enables him to throw blasts of magic around the battlefield.

	M	WS	BS	S	T	W	I	A	Ld
Skarsnik	4	5	3	4	4	3	5	4	8
Gobbba	*	5	0	5	4	3	4	3	3

*Skarsnik is a Night Goblin Warlord. He can be taken as a Lord choice, but will use up one of your Hero choices as well. Taking Skarsnik counts as taking a Lord and a Hero choice. Skarsnik must be taken exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic item is included in his total cost.*

**Points:** 205

**Weapons:** Skarsnik's Prodder.

**Armour:** Light armour.

**Special Rules:** Fear Elves; Hate Dwarfs.

### Gobbba the Cave Squig

Skarsnik's pet Cave Squig is a huge and disturbing sight, even to other Night Goblins. He is mostly made up of razor sharp claws, cruelly pointed horns and huge slaving jaws, and only Skarsnik can control his vicious temper.

In battle Skarsnik and Gobbba are treated as a single unit and remain in base contact at all times, ranked up alongside each other. However, they may still join units of troops just like other characters. Use Skarsnik's Leadership for any tests as long as he's alive.

### \*Gobbba's Movement

Gobbba is chained to Skarsnik and so always moves with him. The two models are placed together side by side. Should Skarsnik be slain then Gobbba will bite through his chains and must roll on the Monster Reaction chart on pg105 of the rulebook. Gobbba moves 2D6" per turn once free of Skarsnik. Roll each turn to see how far he moves. If this movement brings Gobbba in contact with an enemy unit then he is



treated as having charged in the following Close Combat phase. In addition, if his master has been killed then Gobbba is so enraged that he becomes Unbreakable.

### Insatiable Appetite

Gobbba will never bite Skarsnik, but he may attack other Orcs or Goblins if given half a chance. If there are any enemy in base contact he will always bite enemy models in preference to friends. If there are no enemy in base contact he may bite other Orcs, Goblins, etc, if they are touching. This tends to happen if Skarsnik joins a unit and fights with it. Roll a dice at the start of Gobbba's Close Combat phase. On the roll of a 6 Gobbba makes his 3 Attacks against any friendly models touching him. Distribute these attacks randomly if it makes a difference. No Break test is necessary due to Gobbba's indiscretions.

### Shooting

The normal restrictions that apply to shooting at individual character models apply to shooting at Skarsnik and Gobbba too. However, while there are two of them the normal -1 to hit a single model does not apply. If Skarsnik and Gobbba are on their own then any enemy missile hits are divided equally between them, with any odd hit being distributed at random.

### Skarsnik's Prodder

The Prodder confers +1 Strength to all close combat attacks made by the character fighting with it. In addition, the Prodder focuses the battle lust of the surrounding greenskins and unleashes it in blasts of pure Waaagh! energy in the Magic phase. No Power dice are required to cast this spell. The Prodder fires one blast each Orc & Goblin Magic phase, plus one extra for each unit of 10 or more Orcs, or 20 or more Goblins within 12". All blasts must be directed against the same target unit.

Treat the Prodder's blasts as bound spells with a Power Level of 3. Each blast is a *magic missile* with a range of 24" and must be dispelled separately. Each blast causes a single Strength 4 hit with no armour save allowed.