

WARHAMMER **HOBGOBLINS**



WARHAMMER
ARMIES

HOBGOBLINS



By Mathias "M4cR1II3n" Eliasson

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Written by: Mathias Eliasson

Cover Art: Games-Workshop

Graphic Design: Mathias Eliasson

Illustrations: Brenton Smith, Karl Kopinski, Adrian smith, Alexandru Sabo, Sedeslav, Chromamancer, igorvet, Joe Vriens, Allan P, Britt Martin, 5p1ny, atryl, Mingrune,

Source Material: Games-Workshop, WFRP, Andrew Ferris, Thomas Hunt, Ogodei

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INTRODUCTION

Welcome to Warhammer Armies: Hobgoblins. This is your definite guide to collecting, painting and playing with a Hobgoblin army in the Warhammer tabletop wargame.

The Warhammer Game

The Warhammer rulebook contains the rules you need to fight battles with your Citadel miniatures in the war-torn world of Warhammer. Every army has its own Army Book that works with these rules and allows you to turn your collection of miniatures into an organised force, ready for battle. This particular Army book details everything you need to know about Hobgoblins, and allows you to field their armies in your games of Warhammer.

Why Collect Hobgoblins?

This book describes in detail the troops that march to battle when the armies of the Hobgoblins go to war.

Hobgoblins are naturally greedy, selfish, individualistic creatures who are quick to stab each other in the back and expect no other treatment from others. They are underhanded, opportunistic and pathologically devious. Between the harshness of their homeland and the endless enemies Hobgoblins make, they must absolutely work together to a point if they hope to survive. It is with this mentality that Hobgoblins band together under the leadership of the most deadly and sinister amongst them, the Khans. The greatest of all the Khans is known as Hobgobla Khan. Although little is known about this mysterious sinister figure, it is known that when Hobgoblin raiders gather together and go on a rampage, it is always in his name.

How this Book Works

Every Army Book is split into sections that deal with different aspects of the army. Warhammer Armies: Hobgoblins contains the following:

The Great Horde

This section introduces the Hobgoblins and its part in the Warhammer world. It includes their society and history. You will also find information on the Eastern Steppes, the Hobgoblin lands.

Hobgoblin Bestiary

Every character and troop type in the Hobgoblin army is examined in this section. Firstly, you will find a description of the unit, outlining its place in the army. Secondly, you will find complete rules for the unit and details of any unique powers they possess or specialist equipment they carry into battle. Also included are the Hobgoblin special characters – Ghazak Khan, Gorduz Backstabber and Oglah Khan.

The Hobgoblin Army

This section contains photographs of the miniatures available for your Hobgoblin army.

Hobgoblin Army List

The army list takes all of the warriors and creatures presented in the Hobgoblin Bestiary and arranges them so that you can choose a force for your games. The army list separates them into Lords, Heroes, Core, Special and Rare units. Each unit type has a points value to help you pit your force against an opponent's in a fair match. This section includes Da Loot, magic items that you can give to your characters.

Find Out More

While Warhammer Armies: Hobgoblins contains everything you need to play the game with your army, there are other books and updates to be found. For the other books in the series and the latest rules updates, visit:

www.warhammerarmiesproject.blogspot.com





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THE GREAT HORDE

Far, far in the east, in the untamed steppes beyond the Dark Lands, lies the dominion of Hobgobla Khan- the greatest empire in the world. The subjects of Hobgobla Khan are Hobgoblins, a green-skinned race related to Orcs and Goblins. Hobgoblins are widely abhorred for their cruelty, wickedness and their appalling standards of hygiene.

Hobgoblins are a kind of greenskin, a race of wiry, rangy steppe-Goblin native to the east of the Warhammer World, beyond the Mountains of Mourn.

They hold sway over a vast territory that stretches from Zorn Uzkul in the Dark Lands to the Great Bastion of Cathay and the distant eastern shore of the Far Sea. Hobgoblins are most often encountered in the west as the slaves and lackeys of the Chaos Dwarfs, but to the inhabitants of the exotic oriental lands of the east, they are a terrible scourge in and of themselves.

Few Imperial scholars would be perverse enough to note the important differences between an ordinary Goblin and a Hobgoblin, and the truth is that the two subspecies are really quite similar. Physically, Hobgoblins are slightly taller (though they still walk with the stoop characteristic to almost all greenskins) with smaller noses and ears, sharp, needle-like teeth and a perpetual sneer. Their red eyes are sly and shifty and almost all Hobgoblins

have a distinct bony hump on their backs, further emphasising their slovenly slouch. This odd feature most likely evolved due to the main other difference between Hobgoblins and their cousins for, if the race has one single defining characteristic, it is that they are horrendously, irredeemably, remorselessly conniving and treacherous.

Hobgoblins are completely untrustworthy, and backstabbing their supposed allies and switching sides in the middle of a battle is so common as to go unremarked upon in their own lands. Indeed, Hobgoblins have a deep suspicion of any creature that doesn't betray its comrades as soon as it is slightly more advantageous to do so. Self-preservation is a very strong instinct in the Hobgoblin race, and they will endure any indignity to prolong their miserable lives, or avoid suffering or anything like hard work.

The Hobgoblin Hegemony

Although the territory dominated by the Hobgoblins is truly immense in scale, the truth is that they are as fractured as all greenskins. Divided into innumerable warring tribes, with alliances that shift as swiftly as the sands of the warpstone deserts that border the southern steppes, the only constant in the fragmented Hobgoblin nation is the Great Hobgobla Khan. This individual has been the undisputed lord of the Hobgoblin race since time immemorial. How this is possible is not exactly clear, though it seems very likely that many Hobgoblin leaders have held the post, inheriting the name and status as the previous incumbent died (a process almost certainly hastened by the efforts of his successor) and ruling in his place. No Hobgoblin ever mentions this obvious piece of racial deception and, indeed, would consider it quite shocking to draw attention to it – for a species that takes such pride in its treachery, it is highly appropriate that their governance should be one giant con trick and to talk openly about the secret would be to deny the magnificence of it.

Hobgoblins are ruled over by their Khans. Khans achieve their positions, naturally enough, through backstabbing and bribery, so are not always the biggest and strongest individuals in a tribe. However, soon after taking power, most Khans will arrange for any rivals who look like they might pose a physical threat to be disposed of.

Hobgoblin tribes can be large or small, and a warband of only a few dozen individuals might be ruled over by a mere Khan. Larger tribes, consisting of hundreds or even thousands of warriors, will be led by a Great Khan, a truly cunning Hobgoblin lord. There are only a relatively small number of



Great Khans at large at any one time, and they all theoretically pay homage to Hobgobla Khan, the most powerful Great Khan of all. In practice of course, each Great Khan is pursuing his own treacherous aims and seeks to depose Hobgobla Khan in order to take his place (and name). No Great Khan makes open war on Hobgobla though, for they would be quickly annihilated by the rest of the Hegemony. Once a Hobgoblin has risen to the exalted rank of Great Khan, he understands that more subtle methods yield better results. In this strange way, peace is maintained amongst the great bulk of Hobgoblin 'society'.



The Scourge From the Steppes

When Hobgoblins are not fighting amongst themselves, they make war on other races. Most of their battles are fought against the Kurgan and Hung tribes of Chaos Marauders. Like the Hobgoblins, these human warriors are primarily nomadic and huge running battles between thousands of mounted troops regularly sweep across the steppes. Hobgoblins are also a constant threat to Grand Cathay, the mysterious human empire of the far east. The Great Bastion – a thousand-mile long wall hundreds of feet high – protects Cathay from the worst Hobgoblin excursions, but the Bastion cannot be garrisoned completely at all times, so the occasional ravaging band of Hobgoblin raiders breaks through to cause havoc in the rice fields and peasant villages. Hobgoblins are as violent as other greenskins when given the opportunity and they raid for plunder, slaves and the sheer fun of causing mayhem. Slaves taken by the Hobgoblins are usually sold to the Marauder clans or to the Chaos Dwarfs of Zharr-Naggrund. Either fate is considered worse than death, so the Cathyans are understandably quick to respond to reports of Hobgoblin raiders and to exact retribution across the Bastion in the aftermath of an attack.

The vast majority of Hobgoblins fight from wolfback. The monstrous wolves of the Eastern Steppes were mutated long ago by the warping power of the Realm of Chaos and they are huge, shaggy monsters, fully capable of ripping a Man limb from limb. Marauders can train these beasts and use them as packs of hunting beasts, but only Hobgoblins can break them to the saddle. From the



back of a wolf, a Hobgoblin warrior can fire a full-sized bow or execute a charge with a cruel, barbed spear. A Hobgoblin Khan's influence is judged by how many Wolf Riders he can bring to battle, and no unmounted Hobgoblin is really considered worthwhile. Nonetheless, Hobgoblin tribes do not consist solely of cavalry. In large tribes, the number of fighting Hobgoblins may simply exceed the number of available wolves, and thus the less successful and cunning Hobgoblins are forced to fight on foot. When a weaker tribe is conquered by a more powerful one, the subjugated Hobgoblins may also be made to fight as infantry as a kind of punishment, at least until they can prove themselves worthy by stealing from or cheating one of their conquerors out of his wolf.

Across the eastern continent the great Hobgoblin Empire reigns supreme. From the deep caverns under the Karpathian mountains to the Steppes of Nar-ragaroth, the Hobgoblins train and fight in honour of their mighty and terrible red-faced war god - BegTsethulu - Protector of the Knowledge, preparing for the glorious day when the Great Hobla-Kahrn will call Hobgoblin-kind to march forth and bring the entire world under their copper-fisted dominion.

Though Hobgoblins lack the fool-hardy bravery and raging battle spirit of their western cousins, they have many advantages. Foremost, they are often decent metal workers, though no match for humans in this category. However, they are skilled enough

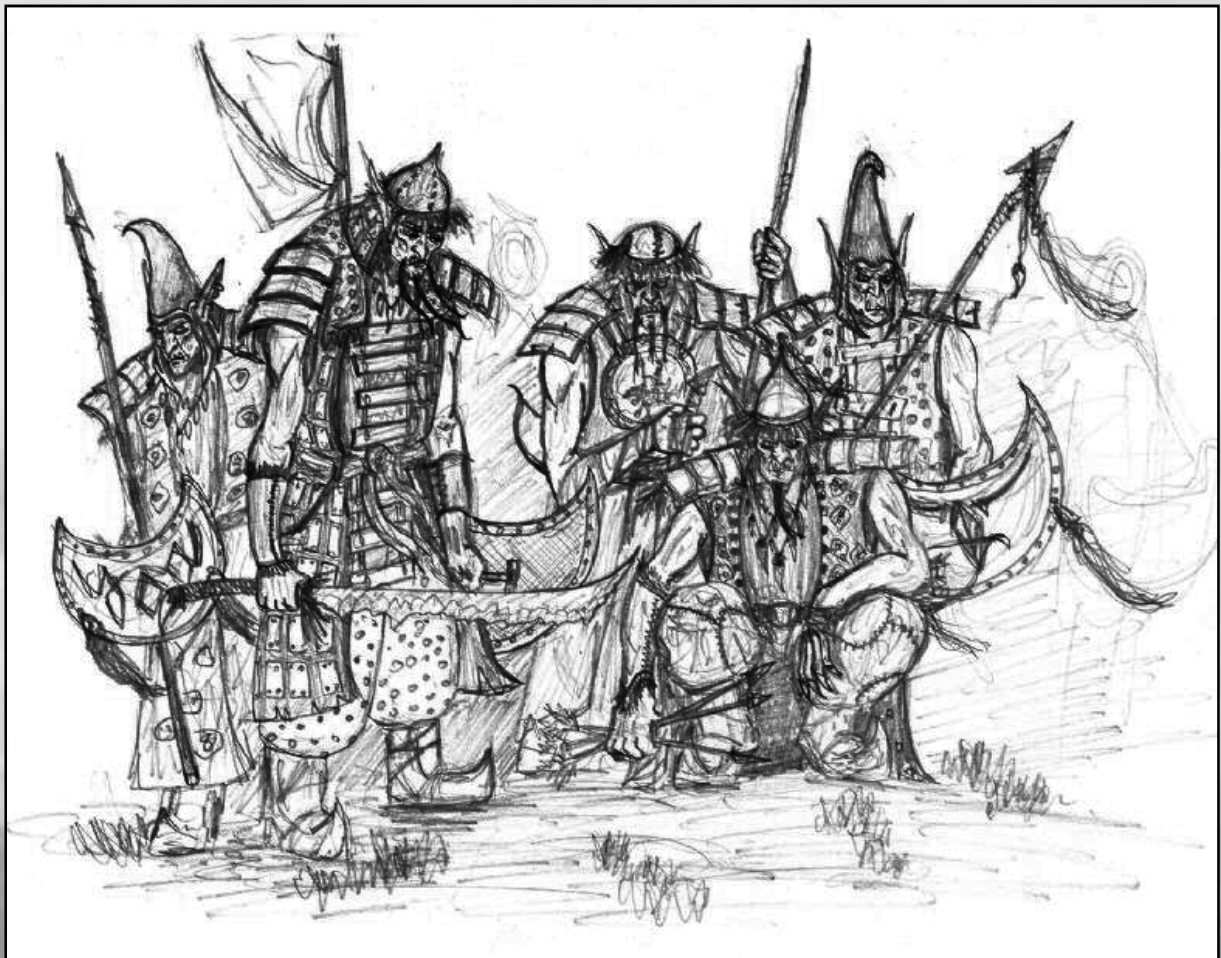
to repair human weapons and armour scavenged from the battlefield. Since Hobgoblin bodies and human bodies are so close in size, the richer Hobgoblins often have armour that other green-skins lack.

Second, regardless of where they live, the Hobgoblins are often far more skilled with bows than their cousins. They like the ability to attack from a distance and many Hobgoblins are also hunters. Because of this the most skilled archers of the Hobgoblin tribes are perfectly matched with their human counterparts.

Furthermore, Hobgoblins are masters of stealth, intrigue and use of poisons. Nearly all tribes have some pocket of roguish warriors that utilize ambush tactics and poison against their enemies. The greatest of the rogues even go on to become great heroes in their own right. The way they come by this knowledge varies from region to region. Those in the Mournguld have often learned from Cathayans or the Skaven. Those in the Old World often learn these tactics simply to stay alive and

remain hidden. However, the most infamous of these roguish warriors is a tribe in the Dark Lands known as the “Sneaky Gits”. This tribe may not have been the first to develop these tactics, but they seem to have mastered them individually of any formalized training.

However, perhaps the most notable difference between Hobgoblin and the Orcs and Goblins is their magic. While the Orcs and Goblins worship Gork and Mork, calling down the power of these Orcish gods to crush their enemies, the Hobgoblins use a different sort of magic. Hobgoblin magic usually revolves around trickery and cunning or mastery of beasts. However, recently the Hobgoblins have learned to use magic to bind and control the Wind Daemons commonly found in the Mournguld. Sometimes they bind these Daemons to magical items, sometimes they keep them on hand and use them in battle. However, the practice of mastering these wind spirits is becoming more and more popular amongst the Mournguld tribes.



THE HOBGOBLIN HEGEMONY

The history of the Hobgoblins up to fairly recent events is mostly clouded in mystery, like the history of all the green-skin races. It is possible that they were simply goblins who slowly adapted themselves to become more and more human, however given how they interact with other green-skin races in the rare cases that they are all united, it seems just as likely that they were supposed to fall into the cultural niche of merchants, diplomats and politicians for a green-skin society.

Like other goblin species, the Hobgoblins are crafty, sneaky, treacherous and often cowardly. In fact, compared to Goblins the Hobgoblins seem to bring this way of life to a whole new level. Within their tribes they seem to form rather twisted societies where back-stabbing, assassination and use of poison in duels is considered perfectly legitimate and celebrated ways of advancing in the society. Honour, traditional morals and the spirit of cooperation seem to be entirely foreign concepts to the Hobgoblins.

However, unlike nearly all other green-skinned species, the Hobgoblins seem quite willing to work with other races. In fact, they are not above favouring an alliance with other races against their own race. Their openness to non-green-skins seems to reflect in their very name. "Hobgoblins" was not the name that they gave themselves. Originally they seemed to be called the children of Mork, big Goblin, sneaky boys or numerous other labels. The prefix 'Hob' came from Albion and originally meant that they were the friendly, helpful, 'good' Goblins. Perhaps this was meant only to apply to a single tribe of the race or even merely a single individual, but the race seemed to adopt the name 'Hobgoblin' fairly universally. Because of their adoption of this name the prefix ended up being associated with the race itself and carrying the context of large and corrupt, for instance when it is applied to the Hobgoblin's hunting companions the Hobhounds.

Hobgoblins and the Darklands

At some point in the past the Hobgoblins seemed to make a universal split with the Orcs. The Orcs took the western Old World and the Hobgoblins almost entirely migrated to the east to new territory. It isn't entirely clear what originally caused this split, but it is perhaps because without enlightened leadership they could neither appreciate each other's strength and usefulness. It seems that the Orcs won the battle and drove the Hobgoblins almost entirely out of their lands and tribes. This split was fairly clean and it seems to have slowly led the Hobgoblins to

adopt different gods and philosophies from the rest of their green-skinned cousins. The smaller members of the races seemed to remain obedient to both, but as the Orcs retained the original territory almost all of them ended up serving the Orcish hordes.

The only place where the Orcs and Hobgoblins interacted in any great numbers was within the most northern part of the Darklands. However, when the Chaos Dwarves conquered these lands, they enslaved all the green-skin species living there and this was the beginning of the end of this coexistence.

The Chaos Dwarves bred a new powerful Orc breed known as the Black Orcs who soon grew out of their control and revolted. Faced with the choice of serving the cruel Chaos Dwarves or the brutal Black Orcs, the Hobgoblins choose the former deciding that the Chaos Dwarves appreciated their ways more than the Black Orcs. This treachery was enough to turn the tides and prevent the Chaos Dwarves from being wiped out; however it also put these Hobgoblins and the Chaos Dwarves into a symbiotic relationship that neither cares much for. The Chaos Dwarves need slaves to keep their society going and only the Hobgoblins seem to be willing and able to keep the slaves under control, at the same time without the Chaos Dwarves the Hobgoblins would be immediately wiped out.

Though they have rightfully earned the scorn of the Black Orcs, there are a few individual pockets of Hobgoblins still living amongst the Orc and Goblin tribes of the Dark Lands and the Old World. They are almost never seen upon a battlefield, however



there are numerous reports of battle parties fighting their way deep into caves and finding Hobgoblin blacksmiths, ambassadors or advisors within green-skin dens. These individuals are often skilled duelists.

Hobgoblins and the Mournguld

Past the Darklands and past the Mountains of Mourn is a depressing, almost barren, disturbing and dangerous place known as the Mournguld. It is so cold and receives so little sunlight that the ground in this area is covered with permafrost most of the year, only moss and vegetation hidden under the snow is the only underbrush. One could not grow anything here and though many areas are lightly forested with coniferous trees rooted in the permafrost, there isn't enough lumber to try to build a village. This area is home to many herds of elk, caribou and other large herbivores that are in constant migration. These herds attract some of the largest, most dangerous and most desperate predators in the world. Giant wolves, giant hyenas, giant tigers and giant bears are all found in this area, listed from most common to least. They all live by following around these herds and picking off the weak and slow. Carrion animals, such as ravens, follow these predators and pick off what little the others leave behind.

This is a place where no human would want to live. The lack of sunlight would drive one insane, the food sources would leave one nutritionally devoid, the constant necessary migration would force one into a life of constant discomfort and the predators would be a constant and very real threat. However, while this area is ill-suited to human life, the Hobgoblins found this place quite pleasant and perfect for their habitation. While their cousins in the Old World were devastated by constant wars with the humans and dwarves, the Hobgoblins began to populate this area with exploding numbers. Over the centuries their numbers grew so large that they rivalled the numbers of green-skins in the west.

They made their clothing and tools out of the skin and bones of the animals, they happily became wandering bands following the herds around and tamed the various predators to do their work for them and carry their loads. Nearly every Hobgoblin who has reached maturity has at least one animal that is their constant companion. Even those who choose the path of the scouts and assassins usually have a wolf, raven or cat not too far off. The Mournguld hyenas have been dominated so entirely that they are known only as "Hobhounds" for the role they play as hunting hounds for the Hobgoblin tribes.



Small packs or even individual Hobgoblins of these tribes sometimes wander back across the Mountains of Mourn and Dark Lands in search of mercenary work. These individuals seem to know the only safe way of getting across the Mountains of Mourn without being slaughtered by the Ogres. And those fool-hardy enough to try to make this journey without a Hobgoblin guide often find themselves ambushed and slaughtered by Hobgoblins even if they do somehow survive trekking across the Dark Lands and Ogre Kingdoms. Because of this, Hobgoblin guides are in high demand, but even having one when you traverse these roads is not a guarantee of safety from his brethren. Hobgoblins very, very rarely hesitate to cut down one of their own who stands between them and what they want.

Although the Hobgoblin tribes of the Mournguld are often quite individualistic and selfish in their pursuits, they all seem to fall to the beck and call of a single leader known only as Hobgobala Khan. It is unknown if there really is a Hobgobala Khan or if he is merely a mythical figure or perhaps there have been a long line of people who have held this role, however the only time the Hobgoblins do seem to mount up a large, impressive force and cooperate unquestioningly is when his name is invoked. However, nearly all of Hobgobala Khan's campaigns are against a single force.

Hobgoblins and Cathay

Although the Hobgoblins of the Mournguld could possibly travel back to the west to face the Ogres,

the Chaos Dwarves and the Orcish hordes, they have an uneasy peace with these people. Occasionally small battles do erupt, but they never reach the level of large scale campaigns. The lands to the west of their home just have nothing to offer them that would be worth battling over. The Mountains of Mourn and the Dark Lands are just as desolate as their home and what little they would gain would not be worth the fight. Unlike their Orcish cousins, they are too cowardly and selfish to fight simply for the sake of fighting.

The Hobgoblins of the Mournguld do not particularly care that the Hobgoblins of the Dark Lands live as slaves to the Chaos Dwarves, partially because they don't much care about others of their race and partially because the Hobgoblins of the Dark Lands choose that life. One tribe or another is likely to quickly adopt any Hobgoblin who wants out, but beyond this they are more likely to lend the Chaos Dwarves support than to bother them for fear of the Orcish hordes being let loose upon them.

However, to the east of their lands is the human kingdom of Cathay. Cathay is the richest, most lush and beautiful and most powerful human kingdom in the world. They are unmatched in all respects. However, their great power is spread over a wide area and this is what the Hobgoblins rely on. Campaigns against Cathay can be costly, but the Hobgoblins usually end up lining their pockets and loading their wolves up with riches, food, weapons, armour, slaves and everything else they desire before they are driven out. So though they gain no real ground, the Hobgoblin hordes happily grow in power and celebrate after every loss while they

recuperate and then launch an entirely new campaign into Cathay.

In order to combat this constant menace, the Cathayans have built a wall thousands of miles long and dozens of feet high. They patrol the wall for danger at all times, waiting for the seemingly endless hordes of Hobgobala Khan to attack, which they inevitably do. Though this wall would seem impenetrable at first, history thus far has demonstrated that perhaps the effort in building the wall was ill spent, it has done far too little to repel the attacks.

The mercenary spirit of the Hobgoblins in these lands as alive and well as it is anywhere else. After many defeats, numerous Hobgoblins have been caught behind Cathayan lines, have wandered deep into Cathayan territory or have lived in lands that were annexed by Cathay. Some Cathayan lords are even corrupt enough to hire Hobgoblins to do dirty work for them. Because of this, many Hobgoblins have ended up as servants of Cathay and are occasionally called to arms against their own brethren. Some Hobgoblin commanders who have followed a less successful campaign into Cathay have even switched sides in the middle of a battle, the most infamous and regrettable of these cases in the Old World being Oglah Khan. Once a Hobgoblin becomes a servant of Cathay they either have a short brutal life or they live a life far more rich and easy than those who live in the Mournguld. If the constant trend continues it is not clear whether the Hobgoblins will somehow take Cathay or if they'll all be taken in as its servants, but it seems that one side must give eventually.



HOBGOBLIN MERCENARIES

Hobgoblins are unique among the greenskin races. They do not march to war with Goblins, nor join in the great Orc Waaaghs, though they've been known to do a bit of opportunistic looting alongside their brethren if the circumstances are right. Rather, the Hobgoblins have their own kingdom on the Great Stepped east of the World's Edge Mountain range where they legendary Hobgobla Khan rules them.

What Hobgoblins lack in sheer brutality, powerful firepower or impenetrable defence, they more than make up for in their large numbers of highly mobile, flexible warriors.

Whether they need to quickly attack an enemy defensive line, kite a slow enemy across the battlefield, draw in a relentless attack and hit them from all sides or snipe apart an enemy formation and crush the remains, Hobgoblins are ready and able! Whether they are willing... that can be another matter.

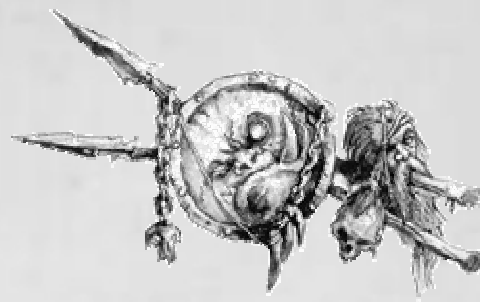
Unlike nearly all other green-skinned species, the Hobgoblins seem quite willing to work with other races. In the Far East in the Empire of Cathay, a human empire that counts members of many races amongst its population, Hobgoblins are both the most prominent threat to the empire and the third most populous race within the citizens of the empire itself.

In the Mountains of Mourn the Ogre Tyrants often have a number of Hobgoblin scouting their territory and reporting threats (in fact, travelling with Hobgoblins is the only safe way to get through those mountains!), within the Dark Lands the Chaos Dwarfs empire is supported by large numbers of Hobgoblin slaves who oversee the slaves of other races, Hobgoblins are very common amongst the Dogs of War, they have an amiable relationship with Clan Eshin and there are rumours that even some Elves have had Hobgoblin agents. Whereas Orcs group their massive numbers together to declare WAAAGH! on the world, Hobgoblins that leave the steppes for anything other than short raids seem to spread their numbers thin throughout various kingdoms, serving any and all who would take them.

In fact, they are not above favouring an alliance with other races against their own race. Their openness to non-green-skins seems to reflect in their very name. "Hobgoblins" was not the name that they gave themselves. Originally they seemed to be called the children of Mork, big Goblin, sneaky boys or numerous other labels. The prefix 'Hob' originally meant that they were the friendly, helpful, 'good' Goblins. This is entirely contrary to

their underhanded and treasonous nature, but perhaps, when compared to the normal type of goblin who would be quick to stick someone and roast them over a fire, a distinction needed to be made. Perhaps the name was meant only to apply to a single tribe of the race or even merely a single individual, but the race seemed to adopt the name 'Hobgoblin' fairly universally. Because of their adoption of this name the prefix ended up being associated with the race itself and carrying the context of large and corrupt, for instance the Hobgoblin's leader is called Hobgobla Khan and the Hobgoblin's hunting companions are called Hobhounds.

Because of their mercantile attitude, Hobgoblins are found almost more commonly in armies led by members of other races than they are in armies led by one of their own.



Although most Greenskins prefer to keep to their own kind and find the concept of being paid to fight in war a bit confusing, Hobgoblins are a through exception. Hobgoblins fit perfectly into the role of mercenary and those that travel far from their homelands often find their place in the ranks of the Dogs of War.

In fact, the great generals Ghazak Khan and Oglah Khan are famous members of the Dogs of War army and they represent only a small number of the Hobgoblins one can find in the rank and file of this mercenary organization.

Greenskins United

Hobgoblins generally do not get along well with other Greenskins. Although they'll betrayal of their kin in favor of the Chaos Dwarfs is an event many point to, the true root of the animosity lay at the very root of their nature.

Even before those events one would only rarely find Hobgoblins in the west, often individuals deep within Goblin dens directing the tribe's actions, working as Blacksmiths or training their blades as esteemed duellists. "Hobhounds" were known in the Empire before any member of it crossed the



Mountains of Mourn, but all believed Hobgoblin to be rare and few in number.

Orcs and Hobgoblins represent entirely divergent evolutionary paths of the greenskin race forged in the fires of battle in two entirely different battlefields. Orcs see Hobgoblins as weak, cowardly fighters while Hobgoblins see Orcs as hopelessly dense brutes. It would seem that only the Ogre infested Mountains of Mourn can keep the two cousin races from going to war with one another. Goblins, however, find it as easy to respect the cunning, adept and skill of Hobgoblin fighters as the monstrous power and stalwartness of Orcs. As such, except for those highly influenced by Orc thinking, Goblins easily fall under the sway of Hobgoblin leaders. But, unlike Orcs who are dependent upon Goblin slaves for food, shelter and supplies, a nomadic Hobgoblin with a wolf, a bow and a hobhound by his side finds little use for Goblins, they are just more mouths to feed who can't pull their own weight.

Unlike other Greenskin races, Hobgoblins seldom pursue war simple for the sake of battle. Their pragmatic nature applies in all things and the Empire holds little interest for them as anything other than a place to acquire loot and perhaps increase their personal glory, hence their relative rarity in the west of the Old World. Yet, for all the reasons why one would not expect to find Hobgoblins amongst the ranks of other Greenskins, they are nothing if not opportunistic. Small squads of Hobgoblins who leave the Mournguld seeking wealth and fame do need an army to fight within in order to achieve those ends. Those who do not find themselves working as Dogs

of War, and even some of those who do, almost inevitably find themselves pillaging alongside their bitter rivals.

Hobgoblin Khans who find themselves within the western Old World for whatever reason may also find it much easier to recruit Greenskins from local tribes rather than try to get more boyz from back home.

Serving Hashut

Not long after the Realm of Chaos finally swallowed the northern Dwarfholds, corrupted Dwarfs emerged in the east to make war on the Hobgoblins' most northerly tribes. After a great deal of blood was spilt on both sides, an accommodation was eventually reached with the tainted Dwarfs and when they march to war now, there are always Hobgoblins in their vanguard. That store, though, is but one version of the tale, the one the Hobgoblins tell other races.

There are other descriptions of duplicity and betrayal involving the Black Orcs.

During the height of the largest and most savage Black Orc rebellion the Chaos Dwarfs were almost overcome. Vastly outnumbered by their former slaves they were driven upwards through the layers of their city, fighting for each level, ascending ever closer to the Temple of Hashut itself.

At the final hour the city was saved by the treachery of the Hobgoblins, who, having rebelled along with the Black Orcs, switched their allegiances once more and turned the tide against the Orc rebels. In doing so the Hobgoblins earned the enmity of the other green-skinned races who deeply distrusted them to this day.

The Hobgoblins enjoy the favour of the Chaos Dwarfs and care little what other greenskins think of them. Unlike the Chaos Dwarfs other slaves, they are not made to work in the pits and workshops, but are used as warriors. They are a sneaky, evil-minded race, who remains as dishonest and cowardly in the service of the Chaos Dwarfs as they were when fighting for the Black Orcs. Other greenskins despise them and would certainly kill them were it not for the power they enjoy amongst the Chaos Dwarfs.

The Chaos Dwarfs utilize many Hobgoblins in their armies but don't really trust them. The Chaos Dwarfs know that the Hobgoblins are despised by other greenskins and need the protection of the Chaos Dwarfs to survive.

The Hobgoblins who live in the Dark Lands are primarily the favoured slaves of the Chaos Dwarfs. In Chaos Dwarf armies they use large numbers to overwhelm the enemies and protect their Dwarven masters. However, the Hobgoblins who live in the Dark Lands focus on slavery and their freedom is limited by the Chaos Dwarfs, so they do not spend as much training and riding their beasts.

HOBGOBLIN HISTORY

The City of Sholmohs

The Hobgoblins, or Hobgolmohs as they call each other, speak in their raspy and harsh voices of an ancient battle, where the fate of their race was determined. An epic clash between the Hobgoblins and the tiny demonic Sholmohs, the battle is known as the Battle of Sholmohs. The wrinkled dregs and wretches of the plains tribes often tell the saga to the violent Keshiks to entertain them during times of relative peace.

The myth talks of two armies pouring over the steppe towards each other like two gigantic waves, ready to crash and spray dark red and black blood into the air. One host contains all the remaining Hobgoblins of the world, ready to repulse the demonic sholmoh cohort and save themselves from a bloody and horrific destruction. These sholmohs, as the legend goes, were actually the darker side of the Hobgoblins, and they were in this world instead of their fiery otherworld to take the Hobgoblins' place as a race of the world instead of being their mere shadows reflected in another place.

With the cunning of their great sun-branded god, Gormustah, behind them, the Hobgoblins slew all the sholmohs and claimed the steppe as their own.

This tale which is barked among nomads and khans alike only reflects the truth of the myth, which is indeed a far more powerful story.

Origin of the Hobgoblins

The history of the Hobgoblins up to fairly recent events is clouded in mystery, like the history of all the green-skin races. It is possible that they were simply goblins who slowly adapted themselves to become more and more human or elf-like in order to adapt to using the tools of war of the green-skin race's most prominent rivals. However, it is just as likely that the Hobgoblins were adapted to fit into greenskin society in the cultural niche of merchants, diplomats and politicians-- roles Orc-led tribes didn't find themselves often in need of.

Like other goblin species, the Hobgoblins are crafty, sneaky, treacherous and often cowardly. In fact, compared to Goblins the Hobgoblins seem to bring this way of life to a whole new level. Within their tribes they seem to form rather twisted societies where back-stabbing, assassination and use of poison in duels is considered perfectly legitimate and celebrated ways of advancing in the society. Honour, traditional morals and the spirit of cooperation seem to be entirely foreign concepts to the Hobgoblins.

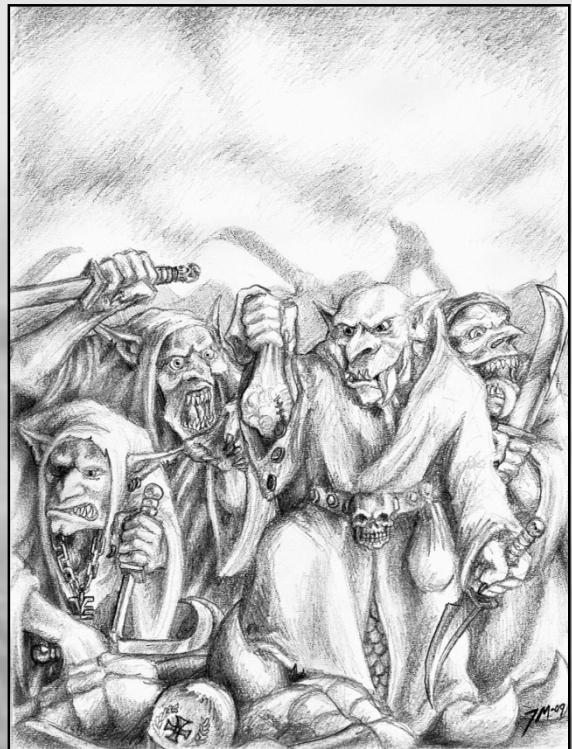
Long ago, when the Old World was in its infancy, and the race of man had only just spread, a mighty warlike nomadic people covered the eastern steppe, a people known as the Hob. They battled for generations with the goblins of the plains, who rode atop giant wolves. Neither the inherently treacherous and bow-wielding hob nor the cowardly but cunning goblins could defeat the other.

After dozens of wars, both races mustered each one last legion, two hordes containing hundreds of thousands of warriors. The goblin god, Gork, was reckless and ready to begin a Waggghhhhhh! against the powerful human army.

In contrast, the backstabbing deity Mustak, the sun god of the hob, knew that only a treacherous plan would save his people.

On one dark clouded day, the flat steppe was covered from horizon to horizon with the two armies. In one fateful charge, possibly the largest armies ever mustered crashed together. In the heavens somewhere, two gods clashed as well, and lightning laced the skies giving the battle an eerie supernatural feel.

Hob horse archers shot down hordes of goblins, and giant wolves tore faces off of hob and horse alike.





Male and female hob fought side by side, revelling in the battle. But their resolve was not enough, and the goblin ocean began to swamp their morale.

The rage of Gork and Mustak could be felt across the world, and in one tremendous blow Gork seemingly knocked Mustak into the very sun from whence he was said to be born. But Mustak used the last of his power to explode himself out, and with a ring of fire around him stabbed Gork in the back with such force that an aspect of Gork ripped from the his seams and within the heat of the sun's fire fused with Mustak.

Below, the warriors looked up to see the dark clouds flare with fires from within, and then a torrent of energy poured down and merged the hob and the goblins, creating the race of the hobgoblins.

Gork left the steppe, his eastern aspect being melded within the deity Gormustah.

Rise of the Khans

From that time the Hobgoblins became nomads, wandering tribes constantly in search of yak and bonnacon to sustain their way of life. In this time war began with the southern ogres, known as kupigrob, literally hungry border monsters. These steppe ogres were malicious and ravenous, and in short time devoured all the remaining steppe horses, leaving the giant wolves to roam uncontested.

The ogres proved indeed to be a southern border for the Hobgoblins. Many a tribal battle was fought, and many a Hobgoblins was snacked upon. With the senjuruh to the east, translating as eastern man-things, rapidly advancing their society, the

Hobgoblins made enemies to the east and south. From the north a slow trickle of chaotic beasts drizzled down, and the reclusive yakkans would every so often roar south from the tundra to engage in a ritualistic warpath, to cleanse the herds of the weak.

With foes lurking at all sides, the cowardly hobgoblins desperately needed some source of strength to keep from collapsing. The wayward and disparate tribes were saved when but one hobgob stepped forth from each clan, seemingly touched by Gormustah himself. These powerful warriors were each branded, some said by the mighty sun, home of Gormustah. These dozen or so Hobgoblins had a fearlessness that surpassed even the bravest of hobgoblins, and immediately rallied and commanded the nomadic Hobgoblins leading them to victory or at worst stalemate against their foes.

The Khans as they were called became the leaders of the hobgolmoths and with them leading, the hobgoblins secured the steppe as their own. At this time, the now ancient tradition of branding particularly reckless or powerful Hobgoblins came into being, and to this day the sight of a deep and symbolic brand strengthens the resolve of all Hobgoblins.

Guhlamgobaar

Sometime after the emergence of Khans as the clan-kings of the hobgolmoth came Guhlan Khan. Known for his fearlessness and his strong spear arm, the Khan set his eyes upon the last unclaimed region of the steppe, the dark and wild Dragon Tooth Valley. A lush and menacing jungle, shrouded in a whirling cool mist, the valley had dozens of giant protruding rocks that jut hundreds of feet into the air, in the shape each of a dragon's tooth. This eerie valley had been settled by traveling Cathayans, and had since become a powerful military outpost. Its settlement had been the Cathayan's most costly expedition, and was soon to be their last expedition for many generations.

Guhlan Khan wanted this valley for his home, and taking it would be a sign to all that he was indeed the most powerful being on the steppe. He amassed an army, trained many of the more determined hobgoblins into steppe knights, known now as the Keshiks. A later Khan, the infamous Genglah, would be the one to formally train an army and introduce the term Keshik to the hobgolmoth race.

With an army unseen since the mythical Battle of Sholmoths, Guhlan Khan invaded the Cathayan fort within the valley. The Cathayans held out in a tragic but valiant stand, using the dark powders kept for celebratory explosion to launch rockets at

the wolf riders. After a year long siege, the fort fell, and with it did any Cathayan desire to expand or explore beyond their borders. Guhlam Khan named the valley Guhlamgobaar, translated as Guhlam's Goblin City.

This Guhlamgobaar then grew into a prosperous and gigantic city of hobgoblins. Torch fires are seen covering the valley day and night, and long and swinging rope bridges have been made to span the gaps of the Teeth. At night you can hear the eerie throat-song sung by the wretches, those curious hobgoblins who are female in appearance but in psyche little different from their more masculine counterparts.

The Hobgolmoh Empire

During the next few hundred years, the tribes of the steppe became situated and stable, and the domain of the hobgoblins was secure. Though these tribes contained many smaller clans which roamed from one place to the next, the Hobgoblins were able to protect their borders from all sorts of menace. The ogres to the south proved to be the most troublesome, and often a treacherous Khan would send a hundred hobgoblins down to be devoured to keep some semblance of peace.

As these tribes were all established under fearless and treacherous Khans, the leaders often desired more land and more power. Small skirmishes would break out between clans, and local heroes were often branded for either betraying their kin to allow the other clan to win, or for acting bravely.

Then, in one generation, rose the great Genglah Khan. Beginning his life as a nomad on the plains, he earned a reputation of ruthless cunning and physical presence so strong that he was said to be Gormustah incarnate. He single-handedly slew many large plains creatures, and was the first hobgob to ever tame an alpha male wolf, the oldest and most vicious of the steppe wolves.

Hobgolmoh society respects this violent kind of bravery, and though Hobgoblins are prone to treachery they are also more prone to admiration of the qualities most lack. Indeed, it is rare a Khan is betrayed, while perhaps a plains chief or friend may be readily stabbed in the back with an arrow.

This reverence allowed Genglah to summon all the Khans to Guhlamgobaar, to meet in conference about the borders and tribes of the hobgoblins. Though Genglah was not a Khan, his fierceness commanded their obedience. At Guhlamgobaar, a curious seeming and mysterious hobgob stepped forward with a brand, like the traditional ones used to brand heroes and leaders. This brand, however, burned with a fire so hot that it was said to be a

child of the sun itself. The peculiar brander asked if any Khan were brave enough to indeed be scolded by the flaming hand of Gormustah, and become the ruler of the Hobgoblins. None of the Khans had the courage, for as they neared the pain was so strong that blood ran from their nose and ears.

Genglah however stood and walked to the strange thing, and without wavering allowed himself to be branded. A dark light shone and the air became thick with red haze as the brand was pushed deep into Genglah's face. When it was removed, Genglah turned to be met with terrified and reverent eyes. He had indeed become a living manifestation of Gormustah, and in that instant gained the allegiance of all Khans of the steppe. Genglah had become the first of the great Khans.

Genglah the Great Khan mustered forth many tribes and many warriors to Guhlamgobaar, the new capital of a Hobgolmoh Empire, whom he trained under the command of the lesser Khans, to form into the now mighty Keshik wolf knights. Armed with the Hob bows of their ancestors, these fighters became the best mounted archers in the entire world.

With flaming eyes, Genglah looked upon Cathay and unleashed his hordes of wolf riders, his own armies combined with the nomadic Hobgoblins of the neighboring tribes who feared the Khans wrath lest they move with the army. In five short years nearly half of the Cathayan lands were subdued and assimilated into the now rapidly expanding



Hobgolmoh Empire. Any Cathayan peasant who protested was slain, but all who showed the proper respect born of fear were shown mercy, and allowed to live as they had.

To aid this expansion, a terrible comet descended upon the southern ogres, forcing them to flee and ultimately leaving the steppe to the Hobgoblins alone. This comet brought with it new fears and new monstrosities which were captured, slayed, and emulated within the clans.

With Cathay subjugated, Genglah turned west and pushed across the Mountains of Mourn and into the dark lands, where they battle against dwarf and greenskin. Unaccustomed to the speed, size and tactics of the Keshik riders, both dwarf and orc fell readily under bow and Genglah himself slew tens of thousands of enemies. The Keshiks continued moving west, until they reached the mighty World's Edge Mountains, where they set up camps and began recruiting and orc and goblin who would give them allegiance, preparing to make a push into what they had learned to be the heart of many civilizations.

At its peak, the Hobgolmoh Empire was the largest land empire ever seen in the world, spanning from Cathay in the east to the World's Edge Mountains in the west. Under the command of the Khans, whose power was sapped directly from Genglah and Gormustah, hundreds upon hundreds of thousands of men, dwarf, ogre, beast, and greenskin were overcome and integrated into the Empire.



The Fall of the Hobgolmoh Empire

The Hobgolmoh existed in this state for nearly a decade, covering much of the eastern world. But such things are not meant to last. A renowned Cathayan general began to wage the first successful campaign against the oppressors, and victory after victory was won by the deft Cathayan swordsman.

Genglah Khan left the edge of the Old World to end the general's campaign in the east. He told his troops to wait until his return to enter the Old World. But betrayal was high in the Hobgoblins minds, and they began an invasion into the World Edge Mountains. The Dwarves, thinking these Hobgoblins to just be mere goblins, fought them back just as their ancestors had fought the goblins for ages. Without the presence of Genglah, the lines crumbled across the mountain range and the Hobgoblins were repulsed.

In the east, Genglah raised a giant army of his best Keshiks and engaged the Cathayan army in the battle that was to be known as "the Empire's Fall". During the cataclysmic battle, Gormustah cheated Genglah and he was cut down by the Cathayan general in a mighty duel. The Hobgoblins were so shaken by this, they fled, and in a matter of weeks the Empire collapsed.

With the loss of Genglah, a new great Khan was to be chosen out of the remaining Khans. The Khans in the west and east all left their positions and troops behind and returned to Guhlamgobaar for the ceremony. The Khans gathered, and a great series of betrayals and conflicts occurred between the clan-kings, each wanting the supreme power of the Great Khan. This exact ritual, that of betrayal within the echelons of hobgoblin military command at the loss of a Great Khan, became regular, and are now referred to as the Jingupek Genglah, or the Cheating Games of Genglah. The name is the name of the previous Great Khan, and shows that these betrayals are occurring on that dead heroes behalf, just as Gormustah had betrayed the first Great Khan leading to his demise.

The Hobgoblins remaining in the west eventually assimilated into greenskin culture, and without the powerful winds of magic constantly blowing as they did over the steppe, all the feminine Hobgoblins died, their physiologies unable to remain intact without the power of magic to aid them.

In the east, all the Hobgoblins were routed from Cathay and a great wall was built to stop further invasions. To this day, the wall has stood and no hobgoblin has stepped foot on Cathayan soil. The Empire now waits to be rebuilt by a new Great Khan...



BESTIARY

In this section you will find information and rules for all of the different warriors, heroes, creatures and war machines in the Hobgoblin army. At the end of the section are some special characters – famous Hobgoblins that you can field in your army.

The armies of the great Hobgobla Khan are simply referred to as the Great Horde. When all the tribes under the Great Khan are arrayed for battle, the Horde is said to stretch from horizon to horizon. The sub-commanders of the tribes are called Khans, each one commanding five hundred or more wolf-riding Hobgoblins.

Unlike Orcs and Goblins, Hobgoblins do not go to war simply for the sake of battle. Instead they go out in search of glory, and fortune, aiming to gather all the riches they can while leaving their names embedded forever upon the annals of history. Although these raids normally do not go any further than the Mountains of Mourn, some particularly greedy, adventurous and skilled Hobgoblin Warlords, such as Ghazak Khan, have marched their hordes out beyond their homelands and struck fear even into the heart of the Empire and its enemies.

On the following pages are the complete rules for the models in the Hobgoblin army. Each entry includes the models profile and special rules. This is normally in combination with the army list on pages ??-?? to create a force that can be used in a one-off game in Warhammer. However, players can also design scenarios with specific forces involved, or run a series of games in a campaign, both of which may well use the information in this section without recourse to the Hobgoblin army list.



Special Rules

Many troop types have special rules to reflect their unique nature and abilities, and these are explained in the individual Bestiary entries that follow. To save space and repetition, where a model has a special rule that is explained in the Warhammer rulebook, only the name of the rule is given in this section. Refer to the special rules section of Warhammer for the full details of how the rule works. Similarly, the following rule applies to most units in this Bestiary, and as such is detailed here:

Hobgoblin Animosity

Disreputable and fractious, Hobgoblins, like most greenskins, have a tendency to fight among themselves even in the midst of battle. This is a problem, which given a Hobgoblin's propensity for murderous spite and self-serving cowardice it is only their deep seated fear of their Khan that can enforce them back into some semblance of order... Unless a Hobgoblin unit is already in combat, fleeing or under five models strong at the start of their turn, you must roll a D6 and consult the following chart for each Hobgoblin unit. Roll separately for each affected unit at the start of the turn.

D6	Result
1	We'll get a better view from further back! The Hobgoblins' cowardly nature comes to the fore and they immediately must take a Panic test. If this is passed the unit may act normally this turn.
2-5	Cut 'em good The Hobgoblins feel they have a good chance of being on the winning side and eating well tonight off the battle's victims. The unit may act normally this turn.
6	Bloody Murder! One of the constant petty squabbles in the ranks is settled with the twist of a knife in a back or two. The unit suffers D3 Wounds distributed as from shooting attacks (these wounds however will not cause a Panic test). Afterwards they gain +1 to their to Hit rolls in Close Combat for this turn only, and may be used normally again.

HOBGOBLIN WARRIORS

The hobgoblins are a green-skin species that is the exception for many of the preconceived notions for the green-skin races. Physically they appear every bit as dirty, sneaky and devious as their natures reflect. They tend to be slightly shorter and slimmer than humans. Their large heads are have long pointed noses, large bat-like ears, dagger sharp teeth and feral eyes. They have greasy, scraggly black hair and some even grow facial hair. Their shoulders are hard and ridged, often scarred with wounds. Their skin ranges from moss to emerald green depending on tribe and region.

Hobgoblins are naturally cowardly and treacherous creatures and as much as they enjoy placing a dagger into the back of a victim, shooting an arrow from far away often serves them just as well. Like Goblins, Hobgoblins are respectable archers and their large size allows them to wield bows looted from human and eEven warriors.

Archery is also a way of life for many Hobgoblin tribes who live on the steppes and feed upon the grazing animals. Even their fast wolfen steeds have trouble keeping up, but no elk can outrun a well-placed shot from a bow. When these hunters go to battle, the Hobgoblin hunting parties take their bows with them and take down approaching enemies from afar. In the Hobgoblin raiding force, these long ranged attacks do much more to support the wolfriding frontlines by picking off dangerous but vulnerable targets.

Hobgoblin archers are renowned for their skill amongst the green skin race and often beyond. Hobgoblins almost never farm and so a good portion of their diet comes from hunting. The large, elusive game of the winter plains demands that huntsmen be both fast and accurate, without these skills the tribes would most certainly starve. Those that take to the battlefield armed with their bows are often the most skilled and respected hunters of the tribe.

Those unfortunate Hobgoblins who cannot afford or are forbidden a wolf to ride are reduced to fighting on foot. Hobgoblin Warriors fight with sword, spear or bow, but most Khans treat them as entirely expendable, throwing them into battle in the hopes that they will simply blunt the enemy's attack.

These are the standard warriors of Hobgoblin hordes of any variety. Warriors are often the lowest ranked of all the units and they take the least amount of skill or practice. Many are young and only started out while others are those who have survived long enough to become old and gray.



	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	6
Chief	4	3	3	3	3	1	2	2	6
Sharp Eye	4	3	4	3	3	1	2	1	6

Special Rules:

Hobgoblin Animosity

Backstabbers

Of all Goblin kind Hobgoblins are rightly regarded as the most devious, cowardly, treacherous and outright murderous, and are utterly distrusted even by their fellow greenskins. These backstabbers and cutthroats habitually go around armed with all manner of man-stikkas, blades, daggers and razors, and for every knife they wear openly, it can be wagered there's at least a few more you can't see concealed about their person, just ready to be plunged into an unsuspecting foe's back.

If a Hobgoblin infantry unit with the Backstabbers special rule is at least 10 models strong and successfully restrains itself from pursuing an enemy that has broken in close combat, it immediately causes D6 Strength 3 hits on the fleeing unit before it moves for every 10 full models in the Hobgoblin unit. Wounds from this attack are distributed as wounds from shooting attacks and may be saved normally.

Aye, some of us speak better than our uncouth brethren. Indeed, we do most things better than the others, except perhaps, die in droves. We leave that to the Goblins and the Orcs. My lads aren't particularly interested in falling on fields far from our beloved steppes, though we may be willing if the price is right. What are you offering? It will cost you extra if we have to leave anyone alive.

WOLF RAIDERS

The vast majority of the fighting strength of any Hobgoblin tribe is made up of vicious Wolf Riders. Eclipsing all but the finest Elven cavalry in sheer speed and manoeuvrability, Hobgoblin Wolf Riders are the terror of the Eastern Steppes. Usually armed with bows, but equally at home with curved blades or long spears, Wolf Riders run circles around their enemies, often ambushing from the flanks or scouting ahead of the main force, attacking by surprise from behind a ridge or ragged copse. Once they have engaged, all pretence of stealth disappears, and the Wolf Riders concentrate on sowing havoc and fear in their hapless victims.

The strapping chargers that Men and Elves ride in the west will have nothing to do with Hobgoblins or their ilk. Hobgoblins are cruel and malicious as well as obscenely foul smelling, causing horses to shy and buck from such despicable creatures, and who can blame them? Like their Goblin cousins, Hobgoblins ride the backs of huge, snarling wolves in the manner of Men riding horses. These ferocious beasts have been the enemies of Mankind for centuries, raiding small towns and villages in huge bloodthirsty packs. As a result, Humans have always hunted marauding packs of Giant Wolves in order to protect their homes from vicious assailment.

The malign demeanour of these great wolves means that they share a kindred spirit with the sinister disposition of Hobgoblins and Goblins. They are natural companions for those that plunder and pillage, slaughter and slay, and so over the centuries Hobgoblins and Giant Wolves have created an alliance of convenience. The Hobgoblins ride atop the feral wolves scouting out settlements to raze and encircling confined foes with their vast speed. In return, the Hobgoblins provide their lupine steeds with fresh meats and sufficient shelter.

The Hobgoblins seem to have a natural affinity for dealing with carnivorous animals and every Hobgoblin horde has some giant wolves to ride into battle. The Hobgoblin cavalry is feared throughout all the lands that they inhabit and the Hobgoblin Khanite armies are made almost entirely of Wolf Raiders.



	M	WS	BS	S	T	W	I	A	Ld
Wolf Raider	4	3	3	3	3	1	2	1	6
Minghan	4	3	3	3	3	1	2	2	6
Giant Wolf	9	3	0	3	3	1	3	1	3

Special Rules:

Fast Cavalry, Hobgoblin Animosity

Cowardly Despoilers: Hobgoblin Wolf Raiders gain +1 to their combat result on the first turn of combat if they successfully charge an enemy in the rear or flank, but if they are themselves charged, they suffer a -1 to Hit on the first turn of combat. This rule applies to the Hobgoblins themselves, including any Hobgoblin character in the unit, but not to their wolves!

"Dere's nuthin' in life as proper as hunt'n from da back of a 'ard taught wolf. Dere speed n' grace makes da world flow by as a dream. Prey who manage to give a good fight n' die with some dignity are way better dan dose wot scream and soil der britches, but I take whatever I catch all da same..."

-Brodai, Hobgoblin Warrior

KHARASH

Tens of thousands of slaves toil in the fields of the Eastern Steppes. Condemned to a lifetime of depraved, gruelling labour and malnourishment, these broken thralls are beaten and battered while toiling day and night on empty stomachs, given only the minimum scraps of mouldy bread and rancid water to keep them all but dead. The bulk of the slave labour is made up Cathayan peasants, Hobgoblins hostile tribes, and Gnoblar from the Mountains of Mourn. Charged as the overseers of the slaves are the Slavedrivers, who take great delight in bullying and torturing the thralls.

When the Hobgoblins go to war, they bring with them hordes of slave. The Hobgoblins see to it that the thralls marching to war, though treated poorly, are equipped with appropriate war gear for although the lives of these slave mean nothing to them, a well equipped warrior proves more valuable than an ill-equipped one.

A commonly used tactic is the use of what is called the "Kharash". During a battle the Hobgoblins will gather a crowd of local residents or soldiers surrendered from previous battles, and drive them forward in front of them. These "human shields" often take the brunt of enemy arrows, crossbow bolts and artillery, thus leaving the Hobgoblin warriors safer.



	M	WS	BS	S	T	W	I	A	Ld
Kharash	4	2	2	3	3	1	3	1	3
Slavedriver	4	3	3	3	3	1	2	2	6

Special Rules:

Expendable: Kharash never cause Panic to other friendly units.

"Ahh, the shifting loyalties of the Hobgoblins. Of all the green races, they are surely the most slippery. Orcs are nearly always predictable. If you learn the tactics of one Orc, you are likely to know them all, though the exceptions are always warlords who rise to lead the biggest hordes. Goblin and their ilk are far cagier and the Goblin tribes the venerate the moon are downright evil.

The Hobgoblins, though, are firm believers in keeping what they view as an entirely practical outlook, namely that those in power only get to stay that way by continually proving themselves. Hobgoblins respect strength and cunning alone, differing from those that they believe have both qualities in abundance.

First time I had to command a Hobgoblin squad, I decked the first one that cheeked me and killed his wolf with my bare hands. That set the lot of them straight and I had no problems with them the rest of that campaign. Still, they constantly search for weakness in those around them and if they ever find it, they will pick on such an individual mercilessly until the target of their ridicule stands up for himself or dies.

You can never entirely trust one of the squinty blighters, except that you can always trust him to do what he feels is best for his own interests at any given moment. This is the attitude that must make ruling the Hobgoblin hordes of the Great Steppes harder than keeping an Ogre on limited rations, for they are an eternally fractious race. I've lost track of how many scraps I've had to break up amidst Hobgoblins and, well, just about everybody else.

Scarred old mate of mine named Shores, least whys as close to a friend as I've ever had among them, seeing as he didn't stick me when he had the chance, told me there have been many Hobgobla Khans over time. Most fall in battle or are sorted out by assassination with great regularity. Only the infamous Morcar Khan the Cunning managed to die of old age. I reckon it was the truth 'cause Shores was drunk when he told me, but you can never tell with a Hob. Sneaky bastards, the lot of 'em. Why they fit in so well with us mercenaries, eh?

-Sergeant Uhler Carroburg, War Dog

HOBHOUNDS

Hobhounds are as common companion to the Hobgoblins as their wolf mounts. They have been associated with Hobgoblins for as long as the empire has known such creatures existed. They were once believed to be wolfs that were tainted by chaos in the first incursion, however they don't seem to carry any chaos taint and are far more likely large cold-climate hyenas.

They are nearly as large as horses with wide, squat bodies, hard ridged shoulders, shorter front legs, short wide muzzles and a large bite capable of easily crushing through bones. They are shaggy and their fur colours range from reddish brown to yellow to gray ranging from dark to almost white. Their fur is usually adorned with large spots and sometimes stripes as well.

The Hobgoblins came across these beasts and began to domesticate them to be used as attack animals.

Although Hobhounds are most commonly seen by the side of Hobgoblins, it is now known that they travel in packs across the Mournguld tundra feasting on the carrion kills of large predators after driving them away from their own kills.

Even domesticated, the Hobhound is vicious and temperamental creature that must be treated with respect. A wild Hobhound is completely unapproachable and domesticated ones can easily tear a limb off of the careless.

Hobhounds are bull-headed brutes with broad squat bodies as massive as a horse. Their fur is close and black, their legs are crooked, and their heads squashed like that of a bull mastiff. A hobhound's teeth are razor-sharp.

In the wild, they are barely-controlled whirlwinds of teeth and claws, but a Hobgoblin that is so inclined can break them to his will.

Packmasters, as these driven individuals are known, are that most unusual thing in Hobgoblin society – warriors able to pursue a goal that is beyond immediate reach. Packmasters are thought of as very strange by their fellows, but no one can deny the advantages of a pack of slaving Hobhounds on the flank. A good Packmaster can control his charges with only a snarled command, curbing their natural bloodlust and directing them towards the

right targets. When they close, Hobhounds will open their ravening maws and take a huge chunk out of a limb or, if the victim is unlucky, simply rip off their heads. At this point, a Packmaster will let his pets indulge their killer instincts and savagely rip apart their prey in an orgy of blood and fangs.

	M	WS	BS	S	T	W	I	A	Ld
Hobhound	7	3	0	4	3	1	3	1	3
Packmaster	4	3	3	3	3	1	3	1	6

Special Rules: Skirmishers

Expendable: Hobhounds never cause Panic to other friendly units.

Release the Hounds: At the start of any Movement phase, you may choose to release the Hunting Dogs. If you do so, the Hunting Dogs will form a separate unit from the Packmaster, and act independently from then on. Once the Hobhounds are released, they will be subject to Frenzy.



RAVAGERS

Not all Hobgoblins are content with simply being fast and hitting the enemy as a pack. There are those, often the larger and stronger amongst them, who begin to share the Orc's predilection for being the baddest, fastest, nastiest combat monster they can become. In order to achieve this goal, these warriors are willing to try anything, including strange and misunderstood toxins boiled up by their Shamans.

Many Hobgoblins are poisoned or find themselves too sick to go out to battle after trying some of these potions, however those that do survive the process often leave their enemies with visions of wild, raving green monsters riding nightmarish wolfe beasts, beheading and devouring all that lay in their path.

The Ravagers go into a state of fury and zeal that gives them an unholy strength allowing them to rip through ranks of enemies that would cause a normal wolf rider to pause.

When the Hobgoblin tribes settled on Eastern Steppes, they domesticated the Hobhounds and the Ravagers now even use them as mounts. Perhaps

the Hobgoblins saw something in themselves in these ferocious and opportunistic beasts.

These crazed fighters go un-armoured into battle caring nothing for their own safety (as little as a Hobgoblin can at least), swinging their two handed axes of paired scimitars at the foe in a reckless fashion.

And while they may be prone to dying in high numbers, the amount of damage these lunatics and their mounts can cause should not be underestimated.

	M	WS	BS	S	T	W	I	A	Ld
Ravager	4	3	3	4	3	1	3	1	6
Orlok	4	3	3	4	3	1	3	2	6
Hobhound	7	3	0	4	3	1	3	1	3

Special Rules:

Cowardly Despoilers, Fast Cavalry, Frenzy (including mounts), Hobgoblin Animosity



TARKANS



The Hobgoblins are raiders, burning and plundering their way through every settlement they come upon. They ride hard, hit with surprise, and can withdraw quickly if the situation is not advantageous.

Chief among these raiders are the Tarkans, Hobgoblins who make a name out for themselves by plundering villages and towns getting rich of the loot acquired from these.

Apart from taking anything of value, the Tarkans also stand for most of the Hegemony's slaves, capturing those suitable for work, or at the very least, living shields, as the poor saps try to escape their burning settlements.

Carrying torches as their primary weapon, Tarkans use these to put houses ablaze before riding on. The mobility of the Tarkan warriors makes them devastating raiders, but their light cavalry status puts them at a disadvantage against heavily armoured enemies in close combat.

While a torch might not be the most efficient weapon in combat, the Tarkans have learned to use it to great success, harrying enemy supply trains, setting fire to carts, chariots and war machines in order to cause chaos and weaken the enemy army.

	M	WS	BS	S	T	W	I	A	Ld
Tarkan	4	3	3	3	3	1	3	1	6
Pasha	4	3	3	3	3	1	3	2	6
Giant Wolf	9	3	0	3	3	1	3	1	3

Special Rules:

Cowardly Despoilers, Fast Cavalry, Flaming Attacks, Hobgoblin Animosity

Burn it down: Whenever a unit of Tarkans moves within 6" of a building or forest they may set it on fire by throwing their torches at it. For the rest of the game, every unit within that building or forest will take D6 S5 hits at the start of every turn for as long as they remain there.

Tarkans may also throw their torches 6" against war machines and chariots. Roll to Hit as if they were using a throwing weapon. War machines and chariots take D3 Strength 4 hits for every torch that hits.

"They chose wisely, in the end. The Black Orcs never would've treated them as we do. I think they make for the finest cannon fodder. Indeed, they have been fodder for Hellcannons. Their speed is unquestionably the most impressive train about then. Certainly not the speed of their thoughts, of course, but of their mounts. We often range our cannon by gauging the movement of their forward lines. If a few of them get annihilated in the initial ranging shots, no great loss. None of us are under any illusions though. We regard them as eminently expendable. They betrayed their own, they will certainly betray us. In fact, many of their boldest Khans have made it quite clear that they will happily flee allowing us to be overrun if a battle ever turns against us. The arrangement is more than suitable. We detest them, they detest us, but all of us hate everybody else more."

-Halgir Ashbrewer, Chaos Dwarf Engineer

MANGUDAI

Wolf riders are the heart of the Hobgoblin army. Many Hobgoblins would dare to say that a Hobgoblin without a wolf is not a true Hobgoblin. The greenskin creatures are born to ride, from a young age they start building life-long bonds with their animals. They show a care towards their vicious animals they don't show to their own comrades in arms, making them their only confidants.

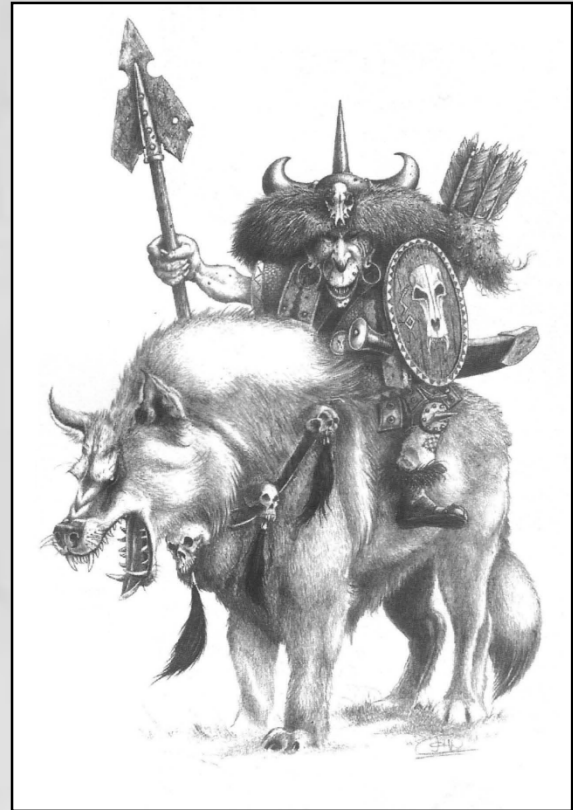
Khanite armies are remembered for the rush of hundreds of wolf riding greenskins trampling and cutting down all that is in their way. They also train day after day with bows striking small targets at the alarmingly fast speed that their wolves run at. More than any units that they may throw at the enemy, these are the ones that leave the impression in the minds of their enemies.

In the armies every Khan has one wolf rider unit that he has dubbed the favoured one he expects the best from called the Mangudai. This unit is often made the vanguard of the army and, if the Khan's eye was correct, often prove themselves above all the others in battle.

The leader of this unit may well be on his way to becoming a Khan himself. This unit would be marked by waving the colours declaring themselves as the Khan's chosen. Of course, it is quite likely that the Khan only wishes to make a target of those he sees as potential threats to his rule of power.

The Mangudai are the best of the wolf mounted archers, and use cunning tactics to catch enemies at a disadvantage. They use feints and traps to wear out enemy cavalry and shoot it to pieces, while slower troops can be shot to pieces at range with little risk. Enemy armies are often exhausted and shattered without ever coming to grips with the elusive Mangudai.

	M	WS	BS	S	T	W	I	A	Ld
Mangudai	4	3	4	3	3	1	2	1	6
Bahdur	4	3	5	3	3	1	2	1	6
Giant Wolf	9	3	0	3	3	1	3	1	3



Special Rules:

Cowardly Despoilers, Fast Cavalry, Hobgoblin Animosity

Steppe Archers: The constant wars of the hobgoblins and the experience gained in fighting in the lands of the east have allowed them to excel at mounted archery, able to maintain a great deal of accuracy even while on the move. Mangudai suffer no penalty to Hit for moving and firing.

Fire and Flee: When using 'flee' as a charge reaction, Mangudai may shoot at their chargers before making their flee move by sacrificing D6" of their flee distance. They will suffer a -1 to hit for shooting at charging enemies.

"Their war cries came to us first; shrieking calls and piercing whistles mixed with the baying of wolves echoed over the ridge. We smelled them next, their stench carried on the foul winds that blew from their steppe homelands far to the east. A gaunt lone figure came over the rise, mounted on a massive wolf. He paused at the crest of the hill to stare down at us for a time. Finally, he raised a horn to his lips, sounded one echoing blast, and then charged our lines without hesitation. When his mount had loped perhaps a dozen paces in our direction, his troops flowed over the horizon like a wave. Their battle line stretched as far as I could see in both directions. Hundreds of Hobgoblins riding hundreds of wolves. They fired arrows as they came and such was their skill that far too many found their mark even though they raced forward over uneven ground as they shot. I have stood against many foes, but few as fell as the Hobgoblin troops of Zhorag Khan."

- OTMAR ESSEL, KISLEVITE WARRIOR

KHESHIG

Assassination is such an inevitable part of Hobgoblin life that few of their leaders even bother to protect against it. Most of them got where they are by killing their superiors, and if a Khan can't watch his own back, he deserves everything he gets. Some Great Khans though, tempered by years of bitter experience, take a more practical view. Loyalty is an unheard-of concept in the Hobgoblin Hegemony, but if a Great Khan can offer sufficient rewards, he can ensure that his most accomplished followers will protect him from harm, even if it might not seem in their best interests to do so. These forward-thinking Hobgoblins are known as Kheshig, an ancient honorific title dating back to the founding of the Hegemony by the first Hobgobla Khan. They form a bodyguard for their Great Khan or Khan and will usually stick by his side for as long as he is successful, or can convince them he has a plan to ensure future success. It is unsurprising that Kheshig often rise to become Khans themselves, for only Hobgoblins capable of a modicum of planning beyond the next double-cross can prosper and become tribal leaders. Like all true Hobgoblins, Kheshig fight from the back of giant wolves, but they are even more skilled than their fellows. Savage in combat and steady with their bows, Kheshig are the fearsome core around which any great horde is built. A Great Khan or Khan almost always rides into battle with his Kheshig, as this is the only way to make sure they definitely stay on his side for, despite their reputation for loyalty, Hobgoblin history is filled with stories of Kheshig who sold their services to a rival Khan as soon as their current chieftain's back was turned.

The Kheshig are the closest the Hobgoblins have ever come to true "Knights". They are the elite chosen Wolf riders who serve as the inner circle and enforcers to the Khans. They wear the best scavenged armour, they are highly decorated - even armour for their loyal wolfs is made. Unlike the Rage Riders, the Kheshig are surprisingly calm, collected and focused for Hobgoblins. With their mission in mind they race across the battlefield in a lightning fast formation, break down all that is in their way and seize the wealth for themselves.

	M	WS	BS	S	T	W	I	A	Ld
Kheshig	4	4	4	3	3	1	3	1	7
Cherbi	4	4	4	3	3	1	3	2	7
Giant Wolf	9	3	0	3	3	1	3	1	3



"Foul, duplicitous wretches. While I despise the Greenskin hordes, at least there is some honesty to their savagery. They are as they are and while they all must surely be annihilated one day, they've not committed the greatest sin of joining the dark powers. Not so the Hobgoblins, for they are the willing minions of Chaos. They march under the cursed banners of the host of Zharr Naggrund, enslaving other races at the behest of their cruel and twisted Dwarf masters. Could there be anything more unnatural than Greenskins working for Dwarfs!?"

**- ALBRECHT KINEAR, PROFESSOR
EMERITUS AT THE UNIVERSITY OF NULN**

Special Rules:
Cowardly Despoilers, Devastating Charge

SNEAKY GITZ

Most notorious amongst the treacherous Hobgoblin tribes of the Dark Lands is a breed of Hobgoblin that excels at backstabbing and double-dealing in such a way that it makes other Hobgoblins look trivial in comparison. This tribe, known as the Sneaky Gitz, is made of the most wickedly fickle and traitorous Goblinoids around, resulting in the Sneaky Gitz becoming the most powerful greenskin tribe of the entire Dark Lands.

Long ago, the Sneaky Gitz tribe enjoyed the boon of Great Khengai Khan, the founder of the Hobgoblin Dominion of the Eastern Steppes. There the Sneaky Gits bullied and tormented the other Hobgoblin tribes, under privilege and protection of the Khan's favour.

One evening the Sneaky Gitz Chieftain, Sneekgut Snaketoof, was invited to dine in the enormous tent of Khengai Khan. Sneekgut's assistant, Snut, who would accompany him, was to poison the Great Khan's drink. Afterwards, Sneekgut would loot the dead Khan's regalia and masquerade as the ruler of the Steppes.

However, Snut decided to poison Sneekgut instead, in attempt to become the chieftain of the Sneaky Gits. Betrayed by his own confidant, Sneekgut drunk the poison and the Sneaky Gitz plot to assassinate Khengai Khan was revealed.

Hundreds of Hobgoblin Sneaky Gitz were executed before finally fleeing westward, banished from the lands of the Steppes.

In the Hegemony the Sneaky Gitz have now began to migrate back in smaller numbers, and are fairly evenly distributed throughout Hobgoblin society where they form a distinct caste. The Sneaky Gitz are distillers and purveyors of poisons and, more profitably, assassins for hire. For Hobgoblins, assassination is a noble trade and the Sneaky Gitz are thus highly honoured, in the fashion of Hobgoblins.

Sneaky Gits wear dark cloaks of purple and black and carry several curved daggers coated with the deadliest poisons known to man. They fight using two long, curved daggers which are ideally suited for stabbing their enemy in the back.

In battle, Sneaky Gitz form units of their own and they fight on foot, as this makes it much easier to attack in their preferred style. Sneaky Gitz have developed a distinctive, slippery fighting style that allows them to slide around and behind enemies, seemingly multiplying their numbers as they attack from all sides.



	M	WS	BS	S	T	W	I	A	Ld
Sneaky Git	4	3	3	3	3	1	2	1	6
Backstabber	4	3	3	3	3	1	2	2	6

Special Rules:

Backstabbers, Hobgoblin Animosity, Poisoned Attacks

Dirty, Rotten, Sneaky: In battle the Sneaky Gits rely upon an envelopment tactic to catch their enemy off guard. The front rank of the Sneaky Gits' formation keeps the enemy busy while the rear ranks dash round the sides to attack the enemy from the side or rear.

After each round of combat is fought, the Sneaky Gitz may Fight in an Additional Rank each turn for as long as they are in combat with that enemy. So after one turn they fight in one additional rank, after two turns they fight in two additional ranks and so on.

"Oi! Dey's not propa Greenskins a'tol are dey? Deys an alright shade 'o green I'll grant and dey's shifty enuff fer gobbos, but dat's all dat's right about 'em. Dey use poison! Poison! Like one 'o dem stink'n Ratment! Da miserable gits sneak about and always go in fer two quick shivs in da dark.

Never a propa scrap has ever come from dem Hobs, I'll warrant. Dey play at being stuntie lackeys and dey cheat at dice. Still, dey's handy fer soaking up arrers when no others are 'round."

-Warboss Clangor Gorespiller

WAR WAGON

Some Hobgoblin tribes are so large and have amassed so much plunder that is not practical for them to carry everything on their wolves. For this purpose, they developed a kind of chariot known as a War Wagon. Principally used for transport rather than battle, a War Wagon is somewhat heavier and more solidly constructed than its Goblin counterpart, often featuring a small tent mounted on its bed so that a particularly ostentatious Great Khan may travel in comfort. Like the ramshackle chariots built by Goblins, the Hobgoblin War Wagon is pulled by giant wolves, so it is no surprise that it has found a use in battle.

Like all chariots, a War Wagon is devastating on the charge, but some Hobgoblin tribes have discovered that mounting a bolt thrower on it turns it into a mobile firing platform, allowing these usually cumbersome war machines to keep pace with the rest of the horde.

Hobgoblins are quite good at making use of the things they steal from humans and with all the merchant caravans they raid, it is perhaps not surprising that the stolen wagons they drag off with the rest of their loot eventually make it back to the battlefield.

A War Wagon is a wagon that once travelled along the Silver Road and has now been transformed into a weapon of war. A number of the more cowardly Hobgoblins ride inside, shooting or using their spears to strike at the enemy from the relative safety of the wagon as several Giant Wolves pull the wagon across the battlefield.

The nomadic lifestyle of Hobgoblins means that they don't invest much in war machines. Even Goblins seem to be more clever than their larger cousins when it comes to creating and operating the complicated mechanics of machinery and only those that have spent a great deal of time with the Chaos Dwarfs seem to be able to operate most war machines.



However, every Khan finds himself in need of the devastating hit that such machines can deliver. Hobgoblin Khans find that Bolt Throwers are easy enough for his boyz to operate, and perhaps more important, they can be deconstructed, transported in pieces light enough to be pulled by a wolf and cart, and quickly reassembled when they are needed. Thus though Bolt Throwers may be the only war machine that one sees amongst Hobgoblin armies, it has become quite common place for almost all Hobgoblin Khans to have a couple at their disposal simply out of practical necessity.

Artillery is not well suited to the Hobgoblin style of warfare, but some of the larger tribes do make use of large bolt throwers, hammered together from wood and metal, and mounting a specially modified spear or harpoon. Some of the largest tent-cities, such as that occupied by the Great Hobgobla Khan, are defended by whole batteries of these crude war machines, which are set up on rough emplacements surrounding the sprawling camp.

Bolt throwers are a commonly found amongst Hobgoblin armies. They are often crudely constructed and often don't last too many battles, however as Hobgoblins are quite proficient at hitting targets with them and they usually turn out to be more than worth the effort it takes to construct new ones.

The most common war machine Hobgoblins construct is the potent spear chukka - a giant, lever-operated bow that fires huge bolts capable of penetrating deep into ranked formations of troops, skewering masses of soldiers at once or even dispatching a large beast in a single deadly shot.

In keeping with their mobility and nomadic nature, Hobgoblin tribes set up a bolt thrower inside the War Wagon itself rather than merely bringing them to the battlefield and setting them in a fixed location.

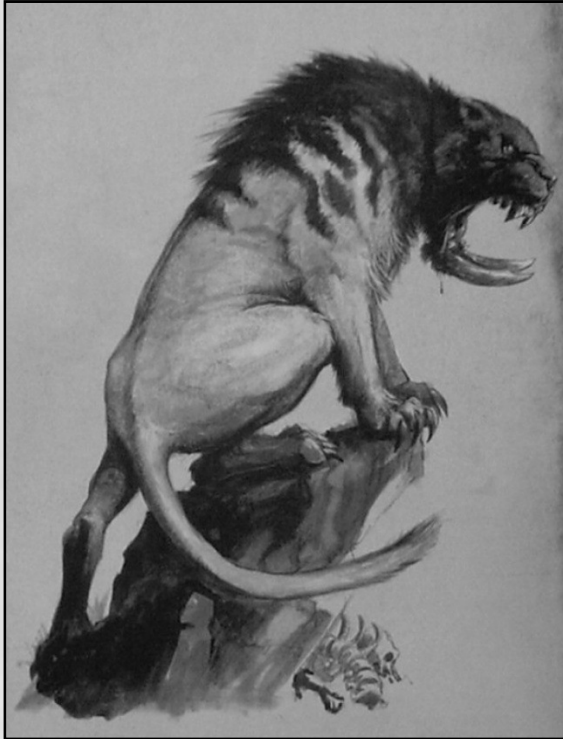
	M	WS	BS	S	T	W	I	A	Ld
War Wagon	-	-	-	4	5	4	-	-	-
Crew	-	3	3	3	-	-	2	1	6
Giant Wolf	9	3	0	3	3	-	3	1	-

Special Rules:

Bolt Thrower, Chariot

Mobile Artillery: A War Wagon contains a mounted Bolt Thrower that is designed to be fired on the move. War Wagons may fire even if they move and do not suffer penalties for moving and firing.

SABRETUSK RIDERS



Sabretusks are powerfully built hunting cats most noted for their extended canines, which jut boldly out of their lower jaws. They hunt individually or in small packs and are known to be aggressive carnivores. When it attacks, a Sabretusk uses its elongated, tusk like teeth to slash and stab, hoping to sever arteries and disembowel its quarry. Sabretusks often hunt in packs, enabling them to bring down enormous animals - they have been known to track and kill beasts as big as Ice Mammoths. When conditions are right, a Sabertusk prefers to spring from ambush, or at least stalk its prey, patiently awaiting an opportunity to attack from unawares, leaping upon a victim's side or rear. Regardless of angle, once it commits to an attack, the Sabretusk does so with a savage ferocity, although the fickle beasts are not above turning tail and bolting should the initial thrusts go poorly. Only upon killing its mark will the muscular beasts utter a sound - unleashing a loud and rasping roar of victory while baring its blood stained tusks.

Red in tooth and claw — an apt description for a Sabretusk, as this powerfully muscled hunting beast is a creature perfectly evolved for slaughter. A lone Sabretusk will bound into the midst of its prey, slashing and stabbing with its elongated tusks,

seeking to sever arteries and disembowel its quarry. The snarling assault that follows is a fury of pounces, bites and ripping claws. Should an entire pack of Sabretusks attack at once, then even the largest beasts that haunt the Mountains of Mourn can be quickly brought down in a howling flurry, leaving a red mist hanging in the frosty air. Sabretusks are opportunistic hunters that prowl the slopes and valleys of the Mountains of Mourn. They are silent stalkers, preferring to stealthily work towards unguarded flanks or rear positions before springing their attack.

Some of the most skilled animal handlers amongst the Hobgoblins manage to rein and tame these beasts, others who have become extremely wealthy and successful may well purchase a Sabretusk from a beast master. The Sabretusk Riders are a very rare and elite group and even a Greater Khan is lucky to have a few on hand.

The Sabretusk Riders are group of Hobgoblin warriors who work together, but serve no single Khan. Riding atop raised and trained Sabretusks, their might and prowess is unparalleled and famous throughout the Steppes. They are considered the most dangerous and fearsome of all the Hobgoblin tribes, made up of highly skilled former wolf riders and the greatest Beastmasters gathered from many different tribes and forces, many fledgling warriors dream of one day joining their ranks.

Khans desperate to win battles or claim the most valuable of prizes bid furiously against one another to get the tribe to send out just a small group of their powerful warriors - and one small group is all any Hobgoblin Khan has ever really needed to get the job done.

Although the Sabretusk Riders are relatively disciplined, their appearance tends to cause others to glower with envy and so they often still get pulled into the squabbling and posturing that tends to undermine Hobgoblin plans.

	M	WS	BS	S	T	W	I	A	Ld
Sabretusk Rider	4	3	3	3	3	2	2	1	7
Bagatur	4	4	3	3	3	2	2	2	7
Sabretusk	8	4	0	4	4	2	4	3	4

Special Rules:

Cowardly Despoilers, Fear, Hobgoblin Animosity

ROKKIT LAUNCHA



A natural development of the bolt thrower, the Rokkit Launcha is a simple device that swaps a spear for a battery of crudely designed rockets. Hobgoblin tribes trade for gunpowder with the Chaos Dwarfs, or simply steal it from Cathayan caravans. Their rockets are unstable and dangerous, but effective when they work, and so the Rocket Launcher has found a place in some Hobgoblin hordes.

	M	WS	BS	S	T	W	I	A	Ld
Rokkit Launcha	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	2	1	6

Special Rules:

War machine (stone thrower)

Rokkit Launcha: The Rokkit Launcha follows all the rules for stone throwers, except that all hits as resolved at S4 (including the model that is under the hole).

ROKKIT LAUNCHA MISFIRE TABLE

D6 Result

1-2 Kaboom!

Oops! Looks like one of the crew accidentally ignited the supply of gunpowder by mistake! Remove the Rokkit Launcha and its crew as a casualty.

3-4 Minor mishap.

The firing platform seems to be somewhat misaligned or one of the crew gets a stream of fire from the rocket in his face. The Rokkit Launcha takes one wound and may not fire for two turns while the crew sort out the issue.

5-6 It won't light!

The fuse refuses to light, resulting in the crew having to argue about whose fault it is for a while. The Rokkit may fire normally the next turn.

Gorduz Backstabber squinted at the worn dice and cursed his ill fortune for the fifth or sixth time that evening. The other players sniggered with poorly concealed amusement as Tarka scooped the entire pot and brashly swapped the entire pot whilst Gorduz wasn't looking.

"Dice not runnin' wiv' ya tonight Gorduz!" sneered Tarka as he spat on the bone cubes for luck and made ready to throw them across the crude wooden table.

Gorduz narrowed his eyes to tiny slits and fingered his dagger.

"Yunno what they say, Tarka. Lucky at dice, unlucky at gettin' back to your own tent without 'aving a nasty accident."

Tarka grinned nervously and cast the dice. The dice span crookedly, did a little pirouette, and wobbled to reveal a slightly uncertain double crossed daggers. Gorduz began to go purple.

Tarka hurriedly reached over to retrieve his dice. With a guilty clatter two other dice fell out of his sleeve.

"Ooops!" said Tarka.

"Ooops?" gaped Gorduz.

"Arrgh," cried Tarka as Gorduz' curved dagger buried itself between his shoulders. The wounded Hobgoblin howled like a beaten cur, and staggered backward out through the door and into the night. Fortunately for Tarka the shoulder blades of Hobgoblin-kind had long since evolved into a bony hump.

Whether this was fortuitous or a result of natural selection was hard to say. Such wounds rarely proved fatal. In fact, this being the way amongst them, most Hobgoblins bore deep scars between their shoulders.

Gorduz scowled at the loaded dice and cursed the foul trickery that had almost robbed him of a small fortune. The other Hobgoblins shuffled uncomfortably and tried hard to avoid Gorduz' accusing gaze.

"I suppose," said Gorduz, "None of you lot knows anything about this."

The Hobgoblins frowned and shook their heads vigorously. They tried hard to look puzzled and outraged. They succeeded only in looking even more shifty than normal. Gorduz fixed each of

his companions with a withering glare, making a mental note to sort them out when the opportunity arose.

"Fair do's," calmly announced Gorduz, as he cunningly pocketed the crooked dice. "We'll say no more about it then and we'll be 'avin another game tomorrow night, won't we lads?"

RHINOX BATTLE FORTRESS



Huge, hairy and especially bad tempered, the Rhinox is a large and dangerous horned beast that will lower its head and ram anything in its way, even the most massive of creatures. Rhinoxen can almost always be found living in the mountainous regions of the world, where they roam the snowy slopes and thunder through the passes in small, but formidable, herds that are given a wide berth but the most ferocious or desperate of predators.

A herd of Rhinoxen will never willingly alter its path for anything - be it rock fall, weather, or monstrous predator. Some of this has to do with their own tough nature, as thick skin and coarse, shaggy hair protects the Rhinox from the elements and all but the most horrendous of damage. Doubtless, some of their fearlessness also stems from the creatures obstinate ways. However, the notoriously bad eyesight of the Rhinox certainly factors into its penchant for walking blindly into precarious situations.

As they live in the extremes of high altitude - with numbing winds, snow squalls and the ever present threat of blizzards, visibility is often limited anyway, so the fact that a Rhinox cannot see more than a few strides ahead is not nearly as debilitating as it would be for a beast of the plains.

To compensate for its near-blindness, the lumbering Rhinox has develop a keen sense of smell and has learned to charge anything that doesn't reek like

other Rhinox. On occasion, they will charge even if it does smell like a Rhinox, as the creatures are just that hostile, and the smell really is that bad.

Powered by thick haunches of purest muscle, a ram from a charging Rhinox is devastating and those lucky enough to avoid being gored or skewered by its horns can still be flung airborne by the force of its impact.

The Hobgoblins sometimes manages to trap one of these beasts and use it for battle, building a smaller tower platform on its back out of planks and metal plates where its Hobgoblin masters can sit in relative safety.

	M	WS	BS	S	T	W	I	A	Ld
Rhinox	6	3	0	5	5	4	2	3	5
Crew	-	3	3	3	-	-	2	1	6

Special Rules:

Fear, Frenzy, (Rhinox only), Impact Hits (D3), Stubborn

Armoured Beast: Apart from its thick, furry hide, a Rhinox Battle Fortress is also fortified with thick armour plates where its riders are sitting safe from harm. A Rhinox Battle Fortress has a 3+ Armour save.

Howdah Crew: The Rhinox Battle Fortress it is ridden by three Hobgoblin crew. Like a chariot, the monster and its howdah crew have their own characteristics, but are treated as a single model.

When moving, the model always uses the Movement characteristic of the Rhinox. The Rhinox and Hobgoblin crew use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the model is in base contact with.

All hits upon the Rhinox Battle Fortress are resolved using the monster's Toughness and Wounds, and use its save. In combat, enemy models attacking the Rhinox Battle Fortress roll against the monster's Weapon Skill when rolling To Hit.

Apart from these exceptions, a Rhinox Battle Fortress is treated as a monster in all respects, as described in the Warhammer rulebook.

DEATHWORM

Deathworms, as these vile monsters are known, are snake-like blasphemies against creation, scaled in layers of thick chitin and festooned with fangs and claws.

This large worm's body is muscular and scaly, its mouth a nightmare of row upon row of triangular teeth. The reclusive death worm is much feared in the deserts, badlands, and steppes in which it dwells, for it brings to a battle multiple harrowing ways of inflicting death upon its foes—acid, lightning, poison, and its ravenous jaws. The creatures are remarkably good at hiding amid the sands and rocks of their favoured terrain, and devilishly efficient at selecting foes that they can easily kill. This combination makes stories of these creatures hard to confirm, and in most urban centres, common wisdom is that the tales of death worms are fabrications attempts to impress city folk or hallucinations born of too much drink.

Deathworms continue to grow as they age. The most ancient specimens are truly vast, able to swallow an entire trading caravan as they burst from beneath the dunes.

As they age, the mutations of Deathworms, as these vile monsters are known, are snake-like blasphemies against creation, scaled in layers of thick chitin and festooned with fangs and claws. become more chaotic, so that they sprout limbs in unusual places. The oldest Deathworms resemble nothing so much as a massive Chaos Spawn, and the horror of their appearance as they emerge from their burrows is enough to drive almost anyone insane.

Deathworms are dangerous, even to Hobgoblin Shamans. It takes the will of a Shaman Elder to master them, and the most accomplished form a kind of telepathic bond with these hideous beasts using magic.

Deathworms are summoned by a skilled Great Shaman and unleashed upon the enemy, usually arriving from beneath their very feet, their bristling maws laced with warpstone residue and their unearthly call echoing across the steppes.

	M	WS	BS	S	T	W	I	A	Ld
Deathworm	7	3	0	6	6	6	3	5	5

Special Rules:

Breath Attack, Large Target, Poisoned Attacks, Scaly Skin (4+), Terror

Death From Below: Deathworms deploy using the Ambushers special rule, except that when they deploy, they are placed anywhere on the table. Roll to scatter the unit following the rules for a stone thrower shot after placing it, moving it the shortest distance possible along the trajectory of the scatter if this would leave them within 1" of a unit or impassable terrain.



KHANS

Hobgoblin tribes are ruled over by their cruel and conniving Khans, those Hobgoblins who have risen to a position of authority by cunning, treachery and, occasionally, victory in battle. Hobgoblins feel no loyalty to their Khans, but they at least respect and admire their ingenuity and resourcefulness and will follow them for as long as it seems advantageous to do so. The real trick to being a Khan is to keep the rest of the tribe believing that continuing to follow you is a better option than deposing you, and this is achieved through consistently providing plunder. In a way therefore, Hobgoblins really do follow successful leaders. However, the natural backstabbing instincts of Hobgoblins almost always resurface eventually, so even a powerful Khan must watch his back if he wishes to rise to the exalted position of Great Khan. These powerful tribal leaders pay homage only to the great Hobgobla Khan and may have other, lesser Khans fighting for them if their tribes are large enough.

By in large, Hobgoblins live short, brutal lives. Very few Hobgoblins have risen up to achieve any position of power as those that seem about to rise above the others are quickly undermined and dragged back down by their peers. Hobgoblins hate to be controlled, don't trust leaders and feel that anyone who is in charge must be tested until they fail.

With such people serving under them, it is no wonder there are few Hobgoblin Khans throughout history worth any notice-- those that had potential were likely undermined and destroyed. However, those that can rise above such bickering underlings, those who can fight and achieve the glory and power that all Hobgoblins strive for are impressive individuals indeed!

Perhaps it is because of having to be the most dangerous, intimidating and vigilant of all leaders that some of the greatest heroes the Greenskin races have ever seen have come from the Hobgoblin hordes. Like a blade tempered in the greatest of fires, great Khans have to overcome the impossible merely to achieve their position, no enemy can hope to be a greater challenge to them than their own allies!

Whether you call them great heroes, hated villains or merely the most deadly of mercenaries in the world, the facing the greatest amongst the Hobgoblins is indeed a great challenge! One that only the most fit and ready armies can hope to survive.

Hobgoblins are led by the smartest and deadliest amongst them, the Hobgoblin Khans - the greatest

of which carries the title of Hobgobla Khan.

Hobgoblins are inherently rebellious however, only the most intimidating and vigilant may lead for long and those that do lead still have trouble getting their troops to behave on the battlefield.

The Hobgoblin Great Khan is a master warrior of the Hobgoblin force. Although their leaders are not the strongest or toughest, they hone their weapon finesse and skill to well beyond what many Orcs or Goblins aspire to.

Hobgoblin Khans are some of the most skilled warriors. A lot of them go on to become notable heroes and villains. The Khans come from regular units and have simply honed their skills to the next level. They often do stick with others who practice similar skills.

	M	WS	BS	S	T	W	I	A	Ld
Great Khan	4	6	6	4	4	3	5	4	8
Khan	4	5	5	4	4	2	4	3	7

Special Rules:

I'm da Boss: Any friendly unit joined by a Khan or within 8" of a Greater Khan may re-roll their result for Animosity.



SHAMANS

Hobgoblin Khans are usually advised by the mysterious called Shamans, figures of awe and dread throughout the Hegemony. When a Hobgoblin whelp shows signs of magical ability, he is sent off alone into the depths of the Warpstone Desert. It is not known exactly what strange physical and mental changes are wrought upon him during his pilgrimage, but when he returns he is cloaked in dark robes and possessed of a fearsome aspect. Hobgoblins worship Gork and Mork just like other greenskins, but their Shamans do not commune with their gods in the same way as their Orc and Goblin counterparts. The magic of Hobgoblins is much more strange and mysterious, tainted by odd rituals and strange beliefs. Hobgoblin Shamans are capable of great feats of divination, and their crude spells are able to summon up dread spirits of the wild steppe. More often than not, the destiny of the Hobgoblin race is guided by the efforts of the Shamans, and it is said that the Great Hobgobla Khan keeps a cabal of powerful Shaman Elders with him at all times to both advise him and to keep him safe from potential rivals. The frequency with which they fail in this latter task implies either that they aren't as powerful as they'd like the rest of the Hegemony to believe, or that they have some other aim in mind that does not always fit in with the plans of the current Hobgobla Khan.

The most mysterious ability of the Shamans is the relationship with the dread Deathworms, which they are somehow able to summon and control. Such abilities are disturbing, even to the dastardly Hobgoblins, and so Shamans are the only ones of their race able to avoid being betrayed or killed – except by other Shamans...

Few Hobgoblins have the ability to wield the Winds of Magic. Fewer still survive the predation of their kin. Magic is not strong with their race, but they can make great use of their limited powers.

Although it is certain that there was a time that Hobgoblin Shaman worshipped Gork and Mork much like their western cousins, exposure to Cathayan sorcery seems to have changed that as the eager, curious minds of the shamans delves into the arts of arcane magic.

Hobgoblins, for all their cleverness, are not particularly smart or studious learners and so even the most scholarly amongst them finds it difficult to try to match human's aptness in the magical arts. As such, there are very few sorcerers amongst the ranks of the Hobgoblins.

However, despite their small numbers they have managed to master some impressive feats such as capturing and binding wind daemons and calling upon storms from the heavens.

Their focus on the mind leads many to discover unlocked talent within themselves. Shamans are often spell casters with very little experience and know most of their magic through instinct. Some, however, study and go on to become Sorcerers.

	M	WS	BS	S	T	W	I	A	Ld
Shaman Elder	4	3	3	3	4	3	2	1	7
Shaman	4	3	3	3	3	2	2	1	6

Special Rules:

They's Ain't Right in da 'Ead: Shamans are looked down on with suspicion by the other tribe members, even though the magic power they wield means they still command some respect.

No units may ever use the Leadership of a Shaman Elder or Shaman, and they may never be the army's General.



WAKI'YA

Flying high above the open plains of the steppes, exists mythical avian creatures with wingspans over 30' and bodies large and powerful enough to crush a bear. Their plumage is dark blue and purple, nearly black allowing them to blend in perfectly with the storm sky-- often only their shadows on the ground warn of the impending death about to descend from above.

These birds create hurricane-like winds with every beat of their powerful wings, their cries are ear-piercing and could make even the most stalwart of warrior shudder in terror.

They often swoop down upon unsuspecting travellers, snatching them and their horses off into the raging storms to be devoured.

Out in the open plains there is no way to outrun these creatures and no way to hide. Once fully grown, there is no hope of anyone taming these wild creatures and the Hobgoblins have lost many, many beast masters over the years trying.

However, more recently the Hobgoblins have realized that if they steal an ready-to-hatch egg they can raise and train the Waki'ya, bending them to their own wicked will.

People who live near where they have been sighted are known to constantly cast an eye towards the sky, ever vigilant for the appearance of one of these creatures. Truly impressive Great Khans may ride into battle on the back of one of these magnificent and impressive birds that have been raised and presented to them by the most loyal of the tribes under their banner.

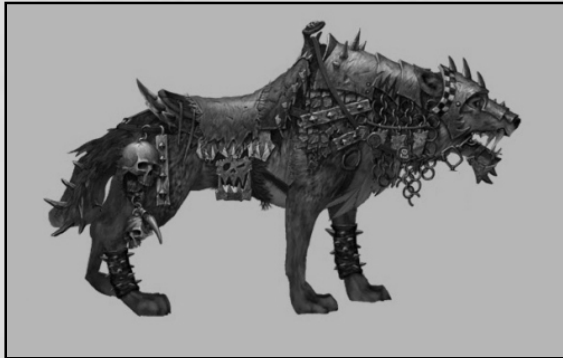
	M	WS	BS	S	T	W	I	A	Ld
Waki'ya	4	4	0	5	4	4	5	4	6

Special Rules:

Fly, Large Target, Terror



GIANT WOLVES



Giant Wolves are the most common predator found in the steppes. They come in a myriad of colours and shapes, particularly those that have been domesticated by Hobgoblins for many generations. Giant Wolves serve as the mounts for Hobgoblins much as horses do for humans and you can be certain that in any Hobgoblin army worth its salt one will find hundreds of Giant Wolves being ridden to battle.

Hobgoblins and wolves enjoy an almost symbiotic relationship on the Eastern Steppes. A Hobgoblin is not a true warrior unless he rides on wolfback, and no Hobgoblin would follow a Khan who walks on his own two feet. By the same token, a Great Khan will often break a Gigantic Wolf to the saddle to serve as his mount. These huge, vicious mutant wolves are the ultimate status symbol for a Khan, as these beasts can rip almost any foe to pieces, while retaining all the speed and agility of their smaller cousins.

The Giant Wolves are the most common of the Hobgoblin mounts. They are much like the wolves that are raised and bred by their smaller brethren, only these ones are large enough to carry a man-sized rider.

The Giant Wolves and Hobhounds are by no means the only dangerous predators prowling the snowy plains. In addition the aforementioned creatures the plains also have a number of Dire Wolves.

The Dire Wolves that live in the forests close to the steppes and mountains are by far the largest in the world, their bodies having bulked up to protect them from the snow and to take down their rather large and dangerous prey single-handedly.

When it comes to combination of speed and power, there is perhaps no predator in the world that can match the Dire Wolf. Truly ambitious Hobgoblins have always tried to capture and ride these creatures, almost always with fatal results. Only the most skilled and alert beast master has any hope of taming these beasts and even then the Hobgoblins really do very little more than climb on the back, point the Dire Wolf in a general direction.

Only truly impressive Khans ride these majestic animals. And when they come out on the battlefield, allies and enemy alike tend to clear out of the way.

	M	WS	BS	S	T	W	I	A	Ld
Giant Wolf	9	3	0	3	3	1	3	1	3
Dire Wolf	9	4	0	5	4	3	4	3	5

Special Rules:

Fast Cavalry, Fear (Dire Wolf only)

The war cries came to us first; shrieking calls and piercing whistles mixed with the baying of wolves echoed over the ridge. We smelled them next, their stench carried on the foul winds that blew from their steppe homelands far to the east.

A gaunt lone figure came over the rise, mounted on a massive wolf.

He paused at the crest of the hill to stare down at us for a time. Finally, he raised a horn to his lips, sounded one echoing blast, and then charged our lines without hesitation. When his mount had loped perhaps a dozen paces in our direction, his troops flowed over the horizon like a wave. Their battle line stretched as far as I could see in both directions.

Hundreds of Hobgoblins riding hundreds of wolves. They fired arrows as they came and such was their skill that far too many found their mark even though they raced forward over uneven ground as they shot. I have stood against many foes, but few as foul as the Hobgoblin troops of Zhorag Khan.

GHAZAK KHAN

TERROR OF THE EAST

Beyond the Dark Lands are the endless steppes that belong to the armies of the Great Hobgobla Khan. This empire of hobgoblins has rarely been seen by the eyes of man or dwarf, and if they do, they are hunted down, or worse, captured and sold to the Chaos Dwarves. Few Hobgoblins have ever seen the Old World, and one of those that have is Ghazak Khan, the Terror of the East. Sent to the Old World by his master to learn of the tactics of the races that lie in these lands, Ghazak Khan discovered that hiring his great skills as a general and a great warrior to the people of these lands would be the best way to gain the desired knowledge. In Tilea, Ghazak Khan has built himself a very nasty reputation for savagery, and prowess in the heat of battle. The mercenary army that he leads has won victory after victory, leaving many villages in ashes and the population devoured by the monstrous regiments that follow his every word.

His army was recently hired by the Senate of Remas to destroy the Lahmian vampire, Maria Sarsosa. It was discovered that this former member of the Remas Senate was a vampire when a mercenary captain came upon her feasting on a patrolling pike man. The vampire escaped from the city-state and began to raise an undead army to devastate Remas, and the people that had discovered her secret. Ghazak Khan had never battled a vampire before and was very eager to do battle with her. Ghazak Khan met Maria's army at the banks of the River Remo. Due to the war torn nature of Tilea, Maria was able to raise a large undead army quickly, which made her more than ready for an attack. Ghazak Khan sent outriders to the flank of the undead hoard and sent some of the monstrous regiments to wade up the river to engage the other flank. A few hours before dusk, Ghazak Khan launched his attack. Maria was completely caught off guard, because she had not even considered anyone would attack at night when she is the strongest.

Khan's army began to break down the regiments of skeletons and zombies. As soon as night fell, Maria began to raise the fallen soldiers to swell the ranks of her army. At that exact moment, the flanks of the undead army were hit by the outriders and monstrous regiments of Ghazak Khan. The vampire's army began to crumble, and once again to her shock, Ghazak Khan made another move that she had never expected.

Leading a regiment of well over 200 wolfboyz, Ghazak Khan was driving up the center of the undead horde with one purpose in mind, hand to hand combat with the vampire. When Khan met the vampire in hand to hand, Maria was surprised that her speed held no advantage against the green-skinned general. The vampire blasted Ghazak Khan with a bolt of black magic, which caused the wind demon enslaved within the hobgoblin's helm to be released. This forced Maria to the ground and Ghazak Khan lopped her head clean off. As the sun rose, the undead crumbled into dust.

	M	WS	BS	S	T	W	I	A	Ld
Ghazak	4	7	6	4	4	3	6	4	9
Warghan	9	5	0	5	5	3	4	3	5

Special Rules

Fear

War Cry of the Steppes: When Ghazak Khan charges, he lets out a mighty war cry that strikes terror in the hearts of his enemies. To represent this, any unit that he charges will not be able to Stand and Shoot or Flee as a Charge Response. This does not affect units that are Immune to Psychology.

Quell Animosity: Ghazak Khan is such a fierce general, even the most unruly greenskin thinks twice about acting up when he is close by. Any Hobgoblin unit within 12" of Ghazak may re-roll their Animosity test so long as he is not fleeing.

Magic Items

The Red Scimitar

The fearsome blade carried by Ghazak Khan, this sword can cut through any armour with ease.

This sword has a -3 save modifier and any model wounded by it loses D3 wounds rather than just one.

Daemonhead Helmet

A powerful wind demon is magically bound to defend the wearer of this helmet, if the wearer is ever wounded.

When Ghazak Khan has lost his first wound, he gains a 4+ ward save and a Magic Resistance (1) for the remainder of the battle.

GORDUZ BACKSTABBER

SCOURGE OF THE DARK LANDS

Hobgoblins are backstabbing, double-dealing and ruthlessly treasonous creatures. Only the Hobgoblins most efficient in the arts of treachery rise up through the mobs of such despicable Goblinoids and then only the most sneaky or lucky can remain in charge for any significant length of time. Fortunately for Gorduz Backstabber, he shares all of the above talents along with an exceptional streak of extremely good luck. Hence, Gorduz is the longest living and greatest Hobgoblin Chieftain of all time, or so he claims!

Gorduz is a traitorous as all his kin, and thinks nothing of betraying his fellow Hobgoblins to his masters in exchange for their favouritism – hence his epitaph. Unlike in almost any other species, this does not lead to him being despised, but in fact admired and respected by other Hobgoblins. In a race that has evolved a bony hump on their shoulders due to their predilection for clandestine assassinations, Gorduz stands as a paragon of those dubious Hobgoblin values.

All fame is fleeting and all glory ultimately fades away. The renown of Hobgoblin chieftains tends to fade more quickly than most, usually with the help of a dagger, poison or ‘nasty accident’. Gorduz Backstabber has outlived most of the other tribal leaders thanks to a naturally distrustful disposition and lashings of low cunning. He has also been lucky as the hardened scar tissue that criss-crosses his massive bony shoulder hump testifies.

Gorduz holds sway over all the Hobgoblins of the Dark Lands. Gorduz is notoriously hated by the greenskins of the World Edge Mountains and rightly feared as well. As a result many Goblinoid tribes will make common cause with Gorduz if they cross paths with the vicious Hobgoblin Chieftain, while others, even other Hobgoblins, mean to kill him! As of yet, none have been successful...

	M	WS	BS	S	T	W	I	A	Ld
Gorduz	4	6	6	4	4	3	5	4	8
Giant Wolf	9	3	0	3	3	1	3	1	3

Special Rules:

I’m da Boss (Greater Khan)

Fated... Lucky... Sneaky: Call it what you will, but Gorduz has an unnatural instinct for survival that has allowed him to emerge unscathed from multiple

assassination attempts by his rivals. When Gorduz is reduced to his last Wound, he gains a 4+ ward save.

Magic Items

Eye-Gouger (Magic Weapon)

Rumoured to have been enchanted by a Hobgoblin shaman, Eye-Gouger is the trusty blade of Gorduz Backstabber, the longest living, and self proclaimed greatest Hobgoblin Chieftain of all time. With this mighty axe, Gorduz has quelled many challengers and attempts at his life from jealous underlings.

Eye-Gouger provides Gorduz with Poisoned Attacks, Killing Blow and the Armour Piercing rules.

Wolf Pelt (Magic Armour)

Gorduz wears a thick wolf pelt across his shoulders, taken from one of the savage Great Wolves that roam the Dark Lands. These beasts were warped by the power of Chaos in ancient times and possess unnatural resilience.

Gorduz has a +1 armour save bonus against shooting attacks.



OGLAH KHAN



Oglah Khan was one of the vassals of the Great Khan, and enjoyed the green-skinned despot. His tent was as large as the hall of any human noble, and he owned a hundred wolves, making him a very wealthy Hobgoblin. In time of war he could summon six hundred spears to battle. Oglah fought in many battles for the Great Khan, and became widely known for his prowess in combat and his treachery - traits admired by all Hobgoblins. It seemed that he was destined to become one of the most influential warlords of the era.

Oglah Khan's fortunes changed during the infamous Battle of Xen-Tu, where the Hobgoblins clashed with the Cathayans of Emperor Pu-Yi. When Hablo Khan, the commander of the Hobgoblin contingent, was killed by the Emperor's Champion Tong Po, many of the Hobgoblins fled, believing that all was lost. Oglah Khan, on the other hand, immediately switched sides and led his ladz to battle against his kinsmen. All was going well until the main Horde of Hobgobla Khan arrived. They outnumbered the Cathayans more than a hundred to one and crushed them swiftly. Oglah Khan turned tail and fled from the wrath of his ruler.

Oglah Khan and his tribe were declared outlaws and banished from the Hobgoblin lands. With no other place to go, Oglah Khan and his ladz headed

west, to the Old World. Following the Silk Road he arrived in the Dark Lands and immediately enlisted in the army of Black Orc Warlord Gordug Smasher. Gordug was determined to raid the lands of Tilea, but at the Battle of Long Knives he suffered a catastrophic defeat as Oglah Khan switched sides during a crucial moment of the battle. The Tilean general Giovanni Giuliani rewarded Oglah Khan generously, and hired the Hobgoblins to act as scouts and skirmishers in his army.

Since those times Oglah Khan has served as a mercenary under many generals, and acquired quite a name for himself.

By rights, Oglah Khan should be the most acclaimed Hobgoblin in the steppes, for there is none more untrustworthy than he. However, he made the mistake of crossing Hobgobla Khan one too many times. After switching sides when Hablo Khan was killed in a battle against the army of Cathay, Oglah was dismayed to find his former allies being reinforced by Hobgobla Khan's own horde and promptly romping their way to a bloody victory. Unwilling to face the consequences of his betrayal, Oglah fled with his Wolf Riders to the Old World and took up as a mercenary. Since then, he and his boyz have gained notoriety as the most treacherous mercenaries in the world, but he has nonetheless brought together a tribe of disposed Hobgoblins and other ne'er do wells that cause havoc wherever they go. Oglah has grand plans to return to the steppes to assume the mantle of Great Khan which he believes is his right, but Hobgobla Khan has not forgotten him and has promised a great reward for his head.

	M	WS	BS	S	T	W	I	A	Ld
Oglah Khan	4	5	4	4	4	2	3	3	7
Giant Wolf	9	3	0	3	3	1	3	1	3

Special Rules

I'm da Boss (Khan), Steppe Archer

Magic Items

Pelt of Wulfag (Enchanted Item)

An old pelt taken from a great wolf. It invigorates the bearer, allowing him to ride faster than normally possible.

When able to pursue a broken enemy, the Wolfboyz must always do so, and they can add +D6 to their pursuit move.

CHOOSING AN ARMY

This army list enables you to turn your miniatures collection into an army ready for tabletop battle. As described in the Warhammer rulebook, the army list is divided into four sections: Characters (including Lords and Heroes), Core Units, Special Units and Rare Units.

CHOOSING AN ARMY

Every miniature in the Warhammer range has a points cost that reflects how valuable it is on the battlefield. For example, a Hobgoblin costs just 5 points, while a mighty Shaman Elder costs 145 points!

Both players choose armies to the same agreed points total. You can spend less and will probably find it impossible to use up every last point. Most '2000 point' armies, for example, will be something like 1,998 or 1,999 points.

To form your miniatures into an army, look up the relevant army list entry for the first troop type. This tells you the points cost to add to each unit of models to your army and any options or upgrades the unit may have. Then select your next unit, calculate its point and so on until you reach the agreed points total. In addition to the points, there are a few other rules that govern which units you can include in your army, as detailed under Characters and Troops.

ARMY LIST ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles: The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum size for each unit. In some cases, units may also have a maximum size.

Equipment: Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value.

Options: Each entry lists any available upgrades to the unit, together with their points cost.

Special Rules: Many troops have special rules which are described in this section.

With the points total agreed, players need to pick their forces using the army list in the relevant Warhammer Armies book, and the system presented here.

THE GENERAL

An army must always include at least one Lord or Hero to be its General.

Every army must have a General to lead it into battle. The General represents you — he issues the orders that lead to the moves, shots, spells and attacks that your troops make.

MINIMUM THREE UNITS

An army must always include at least three units in addition to any Lords and Heroes.

An army just isn't an army unless it has plenty of warriors in its ranks.

UNIT CATEGORIES

Each army list divides the forces available into several categories. In a standard game, players are limited as to how many of their points can be spent from any particular category.

LORDS

You can spend up to 25% of your points on Lords. Lords are the most powerful characters in your army, individuals possessed of fearsome martial or magical might.

HEROES

You can spend up to 25% of your points on Heroes. Heroes are lesser characters, not as intrinsically deadly as Lords, but still worth a score of ordinary warriors.

WIZARDS AND SPELL LORES

Some Lords and Heroes are Wizards, and have access to one or more spell lores. Although you won't generate the spells that your Wizards know until you start to play your game you do need to make a note in your army roster of which spell lore each of your Wizards will use. If you have a Wizard that is allowed to choose specific spells, you must select which spells they are at the time you pick your army.

CORE UNITS

You must spend a minimum of 25% of your points on Core units.

Core units are the heart of your army, the iconic troops who make up the bulk of every warband and warhost. Unlike other types of unit, there is no maximum to the proportion of your points that you can spend on Core units.

Some Core units do not count towards the minimum points you must spend on Core units (sometimes written as 'do not count towards the minimum number of Core units you must include' or variations thereof) or indeed the minimum number of units you must include in your army. In fact, such units don't count towards any category, just the points value of the army.

SPECIAL UNITS

You can spend up to 50% of your points on Special units.

Special units are invariably elite troops, capable of anchoring a battleline of lesser warriors, or performing great deeds in their own right.

RARE UNITS

You can spend up to 25% of your points on Rare units.

Rare units are the most unusual warriors in your army, mighty monsters, weird war machines and elite soldiers of unsurpassed skill. Rare units are often fantastically powerful, but often require a canny general to get the most from them.

DUPLICATE CHOICES

An army cannot contain more than 3 Special choices of the same type and 2 Rare choices of the same type.

To further represent the scarce nature of Special and Rare choices there is a limit on how many duplicates of each troop type you can include in your army.

This limit applies only to duplicate Special or Rare unit choices of the same type, not to the total number of Special and Rare units overall.

Note that this limit applies to the basic troop type and isn't dependent on the size of the unit or optional war gear.

Two Units For One Choice

Some units are listed as taking up a single choice. As implied, this means that these two units count only as one choice.

GRAND ARMY

In a grand army, you can include up to 6 duplicate Special choices and 4 duplicate Rare choices.

If choosing an army of 3,000 points or more, it is considered to be a 'grand' army, with enough patronage, cash or muscle to get a larger supply of scarce units: up to 6 duplicate Special choices, and up to 4 duplicate Rare choices.

ARMY SELECTION SUMMARY TABLE

You must always include at least three non-character units, plus one Lord or Hero to be your General.

	Points Limit	Duplicate Choices
Lords	Up to 25%	No limit
Heroes	Up to 25%	No limit
Core	25% or more	No limit
Special	Up to 50%	Up to 3
Rare	Up to 25%	Up to 2



LORDS

GHAZAK KHAN, THE TERROR OF THE EAST

350 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ghazak Khan	4	7	6	4	4	3	6	4	9	Monstrous Cavalry (Special Character)
Warghan	9	5	0	5	5	3	4	3	5	

Equipment:

- The Red Scimitar
- Daemonhead Helmet
- Heavy armour

Mount:

- Warghan

Special Rules:

- Fear (Warghan only)
- Quell Animosity
- War Cry of the Steppes

GORDUZ BACKSTABBER

180 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Gorduz Backstabber	4	6	6	4	4	3	5	4	8	Cavalry (Special Character)
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Equipment:

- Eye-Gouger
- Wolf Pelt
- Light armour

Mount:

- Giant Wolf

Special Rules:

- I'm da Boss
- Fated... Lucky... Sneaky

GREAT KHAN

75 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Great Khan	4	6	6	4	4	3	5	4	8	Infantry (Character)

Equipment:

- Hand weapon
- Light armour

Special Rules:

- I'm da Boss

Options:

- May be armed with one of the following:
 - Spear.....3 points
 - Lance.....6 points
 - Additional hand weapon.....3 points
 - Great weapon.....6 points
- May take a bow.....12 points
- May take a shield.....3 points
- May upgrade light armour to heavy armour.....3 points
- May be ride one of the following:
 - Giant Wolf.....18 points
 - Dire Wolf.....35 points
 - Waki'ya.....150 points
- May take magic items worth up to a total of.....100 points

SHAMAN ELDER

140 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Shaman Elder	4	3	3	3	4	3	2	1	7	Infantry (Character)

Magic:

A Shaman Elder is a Level 3 Wizard. He can use the Lore of Fire, the Lore of Shadow, or the Lore of Beasts.

Equipment:

- Hand weapon

Special Rules:

- They's Ain't Right in da 'Ead

Options:

- May be upgraded to a Level 4 Wizard.....35 points
- May be ride one of the following:
 - Giant Wolf.....18 points
- May take magic items worth up to a total of.....100 points

HEROES

OGLAH KHAN										90 points
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Oglah Khan	4	5	4	4	4	2	4	3	7	Cavalry (Special Character)
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Equipment:

- Hand weapon
- Spear
- Bow
- Pelt of Wulfag
- Light armour
- Shield

Mount:

- Giant Wolf

Special Rules:

- I'm da Boss
- Steppe Archer

KHAN										40 points
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Khan	4	5	5	4	4	2	4	3	7	Infantry (Character)

Equipment:

- Hand weapon
- Light armour

Special Rules:

- I'm da Boss

Options:

- May be armed with one of the following:
 - Spear.....2 points
 - Lance.....4 points
 - Additional hand weapon.....2 points
 - Great weapon.....4 points
- May take a bow.....8 points
- May take a shield.....2 points
- May upgrade light armour to heavy armour.....2 points
- May be ride one of the following:
 - Giant Wolf.....12 points
 - Dire Wolf.....35 points
- May take magic items worth up to a total of.....50 points

BATTLE STANDARD BEARER

One Khan may carry the battle standard for 25 points. He may carry a Magic Standard (with no points limit), but if he carries a Magic Standard, he may not choose any other magic items.

SHAMAN										60 points
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Shaman	4	3	3	3	3	2	2	1	6	Infantry (Character)

Magic:

A Shaman is a Level 1 Wizard. He can use the Lore of Fire, the Lore of Shadow, or the Lore of Beasts.

Equipment:

- Hand weapon
- They's Ain't Right in da 'Ead

Options:

- May be upgraded to a Level 2 Wizard.....35 points
- May be ride one of the following:
 - Giant Wolf.....12 points
- May take magic items worth up to a total of.....50 points

CHARACTER MOUNTS										
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Giant Wolf	9	3	0	3	3	1	3	1	3	Warbeast
Dire Wolf	9	4	0	5	4	3	4	3	5	Monstrous Beast
Waki'ya	4	4	0	5	4	4	5	4	6	Monster

Special Rules:

- *Giant Wolf*: Fast Cavalry
- *Dire Wolf*: Fast Cavalry, Fear
- *Waki'ya*: Fly, Large Target, Terror

CORE UNITS

HOBGOBLIN WARRIORS										2½ points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hobgoblin Warrior	4	3	3	3	3	1	2	1	6	Infantry
Chief	4	3	3	3	3	1	2	2	6	Infantry

Unit Size: 20+

Special Rules:

Options:

Equipment:

- Hand weapon

- Backstabbers
- Hobgoblin Animosity

- One Hobgoblin Warrior may be upgraded to a Chief...10 points
- One Hobgoblin Warrior may be upgraded to a musician.....10 points
- One Hobgoblin Warrior may be upgraded to a standard bearer.....10 points
- The entire unit may be armed with one of the following:
 - Spears.....½ point per model
 - Additional hand weapons.....1 point per model
- The entire unit wear light armour.....½ point per model
- The entire unit may take shields.....½ point per model

HOBGOBLIN ARCHERS										4 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hobgoblin Archer	4	3	3	3	3	1	2	1	6	Infantry
Sharp Eye	4	3	4	3	3	1	2	1	6	Infantry

Unit Size: 20+

Special Rules:

Options:

Equipment:

- Hand weapon
- Bow

- Backstabbers
- Hobgoblin Animosity

- One Hobgoblin Archer may be upgraded to a Sharp Eye.....5 points
- One Hobgoblin Archer may be upgraded to a musician.....10 points
- One Hobgoblin Archer may be upgraded to a standard bearer.....10 points
- The entire unit may be armed with additional hand weapons.....1 point per model
- The entire unit wear light armour.....½ point per model

WOLF RAIDERS										12 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Wolf Raider	4	3	3	3	3	1	2	1	6	Cavalry
Minghan	4	3	3	3	3	1	2	2	6	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Unit Size: 5+

Special Rules:

Options:

Equipment:

- Hand weapon
- Light armour

- Cowardly
- Despoilers
- Fast Cavalry
- Hobgoblin Animosity

- One Wolf Raider may be upgraded to a Minghan.....10 points
- One Wolf Raider may be upgraded to a musician.....5 points
- One Wolf Raider may be upgraded to a standard bearer.....10 points
- The entire unit may be armed with any of the following:
 - Spears.....1 point per model
 - Bows.....2 points per model
 - Shields.....1 point per model

CORE UNITS

KHARASH										2 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Kharash	4	2	2	3	3	1	3	1	3	Infantry
Slavedriver	4	3	3	3	3	1	2	2	6	Infantry

Note: Kharash does not count towards the minimum number of Core Units you need to include in your army.

Unit Size: 20+

Special Rules:

- Expendable

Options:

- One Kharash may be upgraded to a Slavedriver.....10 points
- The entire unit may be armed with throwing weapons.....1 point per model

Equipment:

- Hand weapon

HOBHOUNDS										8 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hobhound	7	3	0	4	3	1	3	1	3	Warbeast
Packmaster	4	3	3	3	3	1	2	1	6	Infantry

Note: Hobhounds does not count towards the minimum number of Core Units you need to include in your army.

Unit Size: 5+ Hobhounds and 1 Packmaster.

Special Rules:

- Expendable
- Release the Hounds
- Skirmishers

Equipment:

- Hand weapon



SPECIAL UNITS

RAVAGERS										15 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ravager	4	3	3	4	3	1	3	1	6	Cavalry
Orlok	4	3	3	3	3	1	2	2	6	Cavalry
Hobhound	7	3	0	4	3	1	3	1	3	-

Unit Size: 5+

Special Rules:

Options:

Equipment:

- Hand weapon

- Cowardly
- Despoilers
- Fast Cavalry
- Frenzy
- Hobgoblin
- Animosity

- One Ravager may be upgraded to an Orlok.....12 points
- One Ravager may be upgraded to a musician.....6 points
- One Ravager may be upgraded to a standard bearer.....12 points
 - A standard bearer may carry a magic standard worth up to.....25 points
- The entire unit may be armed with one of the following:
 - Additional hand weapons.....1 point per model
 - Great weapons.....2 points per model
 - Shields.....1 point per model

TARKANS										14 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Tarkan	4	3	3	3	3	1	3	1	6	Cavalry
Pasha	4	3	3	3	3	1	3	2	6	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Unit Size: 5+

Special Rules:

Options:

Equipment:

- Hand weapon
- Torch
- Light armour

- Burn it Down
- Cowardly
- Despoilers
- Fast Cavalry
- Hobgoblin
- Animosity

- One Tarkan may be upgraded to a Pasha.....12 points
- One Tarkan may be upgraded to a musician.....6 points
- One Tarkan may be upgraded to a standard bearer.....12 points
 - A standard bearer may carry a magic standard worth up to.....25 points
- The entire unit may take shields.....1 point per model
- The entire unit may be upgraded to *ambushers*.....2 points per model

MANGUDAI										17 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Mangudai	4	3	4	3	3	1	2	1	6	Cavalry
Bahdur	4	3	5	3	3	1	3	1	6	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Unit Size: 5+

Special Rules:

Options:

Equipment:

- Hand weapon
- Bow
- Light armour

- Cowardly
- Despoilers
- Fast Cavalry
- Fire & Flee
- Hobgoblin
- Animosity
- Steppe Archers

- One Mangudai may be upgraded to a Bahdur.....6 points
- One Mangudai may be upgraded to a musician.....6 points
- One Mangudai may be upgraded to a standard bearer.....12 points
 - A standard bearer may carry a magic standard worth up to.....25 points

SPECIAL UNITS

KHESHIG										19 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Kheshig	4	4	4	3	3	1	3	1	7	Cavalry
Cherbi	4	4	4	3	3	1	3	1	7	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	-

Unit Size: 5+

Special Rules:

Options:

Equipment:

- Hand weapon
- Lance
- Heavy armour
- Shield

- Cowardly
- Despoilers
- Devastating Charge
- Hobgoblin Animosity

- One Kheshig may be upgraded to a Cherbi.....12 points
- One Kheshig may be upgraded to a musician.....6 points
- One Kheshig may be upgraded to a standard bearer.....12 points
 - A standard bearer may carry a magic standard worth up to.....50 points
- The entire unit may take bows.....2 points per model
- The entire unit may take barding.....2 points per model

SNEAKY GITZ										6 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sneaky Git	4	3	3	3	3	1	2	1	6	Infantry
Backstabber	4	3	3	3	3	1	2	2	6	Infantry

Unit Size: 10+

Special Rules:

Options:

Equipment:

- Two hand weapons
- Throwing weapon

- Backstabbers
- Dirty, Rotten, Sneaky
- Hobgoblin Animosity
- Poisoned Attacks

- One Hobgoblin Warrior may be upgraded to a Chief...10 points
- One Hobgoblin Warrior may be upgraded to a musician.....10 points
- One Hobgoblin Warrior may be upgraded to a standard bearer.....10 points
 - A standard bearer may carry a magic standard worth up to.....25 points
- The entire unit may scout.....1 point per model

WAR WAGON										100 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
War Wagon	-	-	-	4	5	4	-	-	-	Chariot (Armour save 3+)
Crew	-	3	3	3	-	-	2	1	6	
Giant Wolf	9	3	0	3	3	-	3	1	-	

Unit Size: 1

Equipment (Crew):

Special Rules:

Crew: 3 Hobgoblins

- Hand weapon
- Spear

- Chariot
- Mobile Artillery

Drawn by:

2 Giant Wolves

Equipment (Chariot):

- Bolt Thrower

RARE UNITS

SABRETUSK RIDERS										28 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sabretusk Rider	4	3	3	3	3	2	2	1	7	Cavalry
Bagatur	4	4	3	3	3	2	2	2	7	Cavalry
Sabretusk	8	4	0	4	4	2	4	3	4	-

Unit Size: 3+

Special Rules:

Options:

Equipment:

- Hand weapon
- Spear
- Light armour
- Shield

- Cowardly
- Despoilers
- Fear
- Hobgoblin Animosity

- One Sabretusk Rider may be upgraded to a Bagatur.....14 points
- One Sabretusk Rider may be upgraded to a musician.....7 points
- One Sabretusk Rider may be upgraded to a standard bearer.....14 points
 - A standard bearer may carry a magic standard worth up to.....50 points
- The entire unit may take bows.....2 points per model

ROKKIT LAUNCHA										95 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
War Wagon	-	-	-	-	7	3	-	-	-	War Machine (Stone Thrower)
Crew	4	3	3	3	3	1	2	1	6	

Unit Size: 1

Equipment (Crew):

Special Rules:

Crew: 3 Hobgoblins

- Hand weapon

- Rokkit Launcha

RHINOX BATTLE FORTRESS										125 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Rhinox	6	3	0	5	5	4	2	3	5	Monster
Crew	-	3	3	3	-	-	2	1	6	-

Unit Size: 1 Rhinox and 3 Hobgoblin Crew.

Special Rules:

Equipment:

- Hand weapon
- Spears
- Bows

- Armoured Beast
- Fear
- Frenzy (Rhinox only)

- Howdah Crew
- Impact Hits (D3)
- Stubborn

DEATHWORM										200 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Deathworm	7	3	0	6	6	6	3	5	5	Monster

Unit Size: 1

Special Rules:

Equipment:

- Deadly row of teeth

- Breath Attack
- Death From Below
- Large Target

- Poisoned Attacks
- Scaly Skin (4+)
- Terror

DA LOOT

In this section is a list of the 'Hobgoblin only' magic items. These items can only be used by models from this book. Magic items must be selected within the points limitations set by the army list section. Note that the rules for magic items presented in the Warhammer rulebook also apply to the 'Hobgoblin only' magic items.

MAGIC WEAPONS

Axe Headroom **75 points**

Stolen from Zharr Naggrund in the wake of the cataclysmic destruction of one of the Daemonsmith forges that levelled a great section of the surface level of the evil Dwarf city, this daemonic axe is apparently the last axe ever forged by the mad Chaos Dwarf Daemonsmith, Bozrikk the Possessed.

Great weapon. Axe Headroom the wielder the Killing Blow rule. In addition, no armour saves may be taken against attacks made by the wielder of this weapon.

Warpstone Scimitar **50 points**

This curved blade was cut from a chunk of deadly black warpstone found in the heart of the Warpstone Desert by a crazed Great Shaman. The weapon is corrupt and evil, causing all wounds it makes to fester and mutate and even the smallest nick can cause irrevocable harm. Its wielder must also pay a high price though, for warpstone destroys all it touches...

The Warpstone Scimitar gives the wielder Poisoned Attacks. In addition, any model in base contact with the wielder at the end of the close combat phase must pass a Toughness test or suffer a single Wound with no armour saves allowed. However, roll a D6 at the start of each of the wielder's turns. On a roll of 1 he suffers a Wound with no armour saves allowed.

Bow of Storms **35 points**

This bow is blessed uncanny powers. Every time an arrow it shot from this bow transforms into a lightning bolt and streaks across the enemy lines.

Bow. When an arrow from this bow strikes an enemy unit it deals D3 S5 magical hits.

The Black Bow **30 points**

The Black Bow is unerringly accurate as if guided by some animalistic sentience, and its shots can hammer through almost any armour. The arrows are tipped with shards of obsidian and the bow itself is fashioned from Daemon-bone.

Bow. The Black Bow gives the wielder the Sniper special rule. Any model hit by the Black Bow must re-roll successful armour saves.

Lightning Spear **30 points**

This spear holds the spirit of a fallen Storm Raven bound by Junzak the Mad. Whenever it strikes something the spirit releases its rage in the form of a lightning bolt that tears through whatever stands before it.

Spear. On the round that the wielder of the Lightning Spear charges, for each successful Wound made with this weapon the spear strikes the model behind the hit model with an attack at -1S. If this attack wounds, then the model behind the second wounded model is struck with an attack at an additional -1S. This will continue until you fail to wound a model.

Serpent's Fang **30 points**

This dagger was once one of a pair wielded by Vezdrak the Serpent, known as one of the most cunning and quick rogues to ever live. It was said that he could take down any opponent, no matter how tough. Unfortunately this didn't help him when he was tackled and eaten by one hundred and seventeen Gnoblar.

Attacks by the Serpent's Fang are considered to be made at 1 higher than the target's Toughness. The Attack Strength also applies to armour penalty.

Zanzill's Three-Section Staff **20 points**

This was once the legendary spear of Zanzill, bodyguard of a previous Hobgobala Khan. It was shattered in a battle while slaying a fearsome Ogre Tyrant. Zanzill pieces his spear back together using the hide of the Tyrant and created a new, previously unseen weapon.

The 3-Section Staff of Zanzill requires two hands to use and grants 2 additional attacks. However, if a 1 is rolled to hit then the hit is resolved on the wielder rather than the opponent.

Comet Bow **20 points**

Juggos the Owleye was a great archer who was dismayed by the lack of skill from his fellow archers. He designed a bow that would light up the night sky and show the correct path for the other archers to fire.

Bow. Each time the wielder of this bow fire and hits his target, any unit joined by him adds +1 to their Ballistic Skill for that turn.

MAGIC ARMOUR

Armour of the Wind Fortress 50 points

Stolen from Cathay generations ago, the details of this unique armour besides its name have been lost to time. With a great rush of wind this armour allows the wearer to instantaneously shift his body from one place to another nearby.

Heavy armour. Once each turn, at any time during the turn, including before or after moving, the wearer of the Armour of the Wind Fortress may be placed anywhere within 6" of his initial position. The model may be placed facing any direction at its new location. This ability may not be used to enter or leave combat.

Wolfhowl Helm 45 points

As the enemy attempts to hit the bearer the helm howls terrifyingly, often making him stay his hand from terror.

The Helm gives the bearer a 6+ armour save, that may be combined with other armour as normal. The enemy must re-roll all successful to Hit rolls against the bearer. In addition, he causes Fear.

Hide of the Fallen Tyrant 50 points

This armour is constructed out of the skin of a slain Ogre Tyrant. Some say that the brute's great resilience is embodied within it.

Light armour. The wearer of the Hide gains +1 to his Toughness.

TALISMANS

Lucky's Paw 40 points

Lucky was a wolf of gentle disposition and an uncanny ability to avoid harm even under the most dire of circumstances. Such was his reputation that he quickly became a treasured companion of the greatest Khans, being taken as by victorious Khan leaders as lesser Khans fell, until finally, Lucky met his last master, who realized that none of the other Khans had been any better off and that Lucky was the only one to ever avoid harm. He was quickly dispatched and the Khan leader had a new trinket to bring him luck – one which was much more portable, didn't require food and did indeed bring luck to the bearer.

The bearer of Lucky's Paw may re-roll failed Armour and Ward saves.

Ring of the Snow Troll 30 points

This ring has the spirit of a Troll bound within it. Those who wear the ring are said to begin taking on the traits of the Troll themselves.

A model wearing this ring gains Regeneration. However, he also suffers from Stupidity.

Mask of the Great Deceiver 40 points

This mask was once worn by one of the greatest Hobgoblin tricksters. The mask still contains some of his magic and those who wield it are known to be viewed as far more charming and inspiring than they truly are.

The Mask gives the bearer a 6+ armour save, that may be combined with other armour as normal. In addition, it grants its wearer +1 Leadership.

Sabretusk Claw Gauntlets 20 points

These gauntlets are armed with a pair of long blades that can skewer enemies when rushing them.

The Gauntlets gives the bearer a 6+ armour save, that may be combined with other armour as normal. In addition, on the turn that the wearer charges or enters a challenge he gets +1 Attack and +1 Weapon Skill.

Spider Silk Shirt 15 points

Woven from the silk of the great forest spiders, this shirt protects the wearer from missile fire.

Light armour. The wearer gains a 3+ Ward save against missile attacks with a Strength of 4 and lower.



Wyrdstone Crown 25 points

Said to have been plucked from the bones of a dead Ogre while scavenging the scene of a great battle, many long jagged shards of black stone that radiate an otherworldly green glow were spirited away by an opportunistic dark alchemist. Unable to make use of the shards in his alchemical concoctions the alchemist fashioned the shards into a crown in the hopes it would add to his aura of mysteriousness. Indeed, it did just that.

The Wyrdstone Crown grants the wearer a 4+ Ward Save. If the result is a 1 when rolling the save, the bearer suffers a permanent -1 penalty to his Leadership.

Crimson Jade Pendant 25 points

This is a pendant crafted from holy jade that has been corrupted by the touch of Chaos. The pendant's magical energy absorbs strikes that might otherwise kill its wearer.

All close combat attacks targeted at the wearer suffer -1 to their Strength.

ARCANE ITEMS

Fendrizz's Orb of Theft 50 points

Fendrizz the Maniacal was a legendary trickster and thief. He managed to find a way to steal everything he wanted. Using this orb he even found a way to steal power from his enemies. Unfortunately, the orb was stolen from him before a decisive battle and he was forced to flee the field and hasn't been seen since.

The bearer of this Orb can remove 1 of the enemy's Power dice and add it to his own Dispel dice pool.

Cloak of Sorcery 45 points

This cloak has belonged to numerous Sorcerers over the years and each of them left their imprint on it. The cloak infuses the spell-caster with more power than they might otherwise have.

ENCHANTED ITEMS

Evershifting Map 40 points

Muggluk Khan was the khan who was supposed to lead a legion of Hobgoblins to assist Gorbad Ironclaw in the campaign that climaxed with the battle of Solland's crown. However, his forces became hopelessly lost in the unfamiliar territory and they received word that Gorbad had been slain before they could arrive. Furious that they had missed their opportunity, Muggluk instructed his Shaman to craft him a map to ensure he'd never again become lost.

The model carrying the Evershifting Map and one unit he must be assigned to can deploy as Scouts.

Scroll of Taunts 25 points

Upon this scroll is written every taunt and insult known in every language in the world. It is said that once many of these are spoken the hearer will not rest until they have slain the speaker. Once per a game during the enemy's movement phase you can choose to have the holder of this scroll use it.

One us only. Once used, all enemy units within their charge range must pass a Leadership test or charge the unit containing the model.

Deathseeker Gem 25 point

This gem contains an evil spirit that sucks up the souls of the dead that fall around it. The gem possesses the person who holds it and drives them to recklessly seek to slay all enemies. It is said this gem has claimed more than 50 previous owners as well as thousands of enemies.

The model carrying the Deathseeker Gem is Subject to Frenzy, which they cannot lose. In addition, they gain +D3 Attacks rather than just one.

The wearer of the Cloak of Sorcery gains +1 Power Dice. In addition, he may use as many dice as he wants when casting spells.

Vazzak's Staff of Procrastination 20 points

Vazzack was a Shadow Master who was always about waiting until the last minute to do things. He swore that it was about having to time things perfectly for a plan to fall into place. However, one day he made the mistake of waiting when he was charged by a Rhinox...

At the end of the magic phase a spell caster using Vazzak's Staff of Procrastination can save up to 1 Power or Dispel dice to use for the following turn.

Bag O' Sneaky Tricks 25 points

Said to have once belonged to the notorious Gorduz Backstabber, the Bag O' Sneaky Tricks is a mysterious canvas pouch that contains the many trinkets he has stolen or won over the years. Only one of the ju-jus can be used at a time, and no Hobgoblin has yet managed to sort through them all to determine what they each do.

At the start of the game, roll a D6 and refer to the following chart to determine what the item retrieved for that battle actually does:

D6 Effect

- 1 Worthless Scrap – the item does nothing.
- 2 Protective Amulet – the item grants a 6+ ward save.
- 3 Red Gem – the item grants the bearer Flaming Attacks and a 2+ ward save against Flaming Attacks.
- 4 Obsidian Bracelet – the item grants Magic Resistance (2).
- 5 Trollbone Torc – the item grants the Regeneration special rule.
- 6 Daemon Skull – the item grants the bearer magical attacks, a 5+ ward save and +1 Toughness.

Hidden Sheath 20 points

The hidden sheath is an artefact created by a trickster assassin who was searching for a way to strike down an opponent even when they were expecting a fight. The hidden sheath tucks away a single dagger within the sleeve of the hobgoblin.

On any turn that the model equipped with the Hidden Sheath enters a challenge, he gets to make extra one round of attacks against their opponent before all other attacks are made.

MAGIC STANDARDS

Standard of the Great Khan 80 points

This banner is adorned with the skulls of Hobgoblins who have failed or abandoned their khan. It serves as an assurance that those in doubt that there will be no safety for cowards.

The unit carrying this standard gains +D3 to their combat resolution. In addition, all Hobgoblins within 12" of this banner may re-roll their Animosity test.

Banner of the Devouring Wolf 50 points

Bound within this banner is the spirits of a hundred wolves that died of starvation. Their spirit possessed those who wield this banner as they desperately seek to slay all that can be seen as prey.

All models (include mounts) in the unit that carries this banner gain an additional attack when charging.

Standard of the Great Wolf 35 points

The wolfhide hung from this banner was taken from Khazagan, the largest Gigantic Wolf to have ever lived. She was hunted down by Ublan Khan centuries ago, and killed half of his horde before finally being brought down. He presented the pelt as a gift to Hobgobla Khan, who died that night when he slept on it and failed to notice the poison quills carefully sewn into the fur. Ublan Khan was never heard from again, but many assume he took up the mantle of Hobgobla Khan afterwards, and the Banner of the Great Wolf has been part of Hobgobla's treasury ever since.

All mounts in a unit carrying this banner gain +1 to their Strength.

Laughing Skull Banner 35 points

This banner has an evil spirit trapped within it. Those who face it often find it hard to stay calm due to the sinister aura around it.

All enemies within 8" of this banner suffer -1 to their Leadership.

Banner of the Steppe 30 points

Made from the pelts of some of the fastest wolves that inhabit the Eastern Steppes, anyone riding under this banner will find themselves able to race ahead of the rest of the army in a glorious display of the might of the Hobgoblin Empire.

A unit with this magic standard gains the Vanguard special rule and can re-roll its charge distance dice.

Windrider Banner 25 points

This banner once belonged to Razlokk the Windrider's Wolf rider unit. They were said to be the swiftest riders that ever lived.

The unit carrying the Windrider banner may add +D6" to their charge.

Whirlwind Banner 25 points

This banner has been blessed by the wind spirits and it creates a very strong wind around the banner which deflects projectiles from hitting the unit.

The unit has a 4+ Ward save against all missile attacks with Strength 4 or less.

Banner of Vigilance points 15 points

This banner has a scrying spell cast upon it. Held above the unit it keeps watch on all sides and warns the unit of any advancing enemies.

Units in combat with this unit do not gain any combat resolution benefits from attacking the flank, rear or being on higher ground against this unit.



REFERENCE

LORDS	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Ghazak	4	7	6	4	4	3	6	4	9	MC	50x50mm	
Gorduz	4	6	6	4	4	3	5	4	8	Ca	25x50mm	
Great Khan	4	6	6	4	4	3	5	4	8	I	20x20mm	
Shaman Elder	4	3	3	3	4	3	2	1	7	I	20x20mm	
HEROES	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Oglah Khan	4	5	4	4	4	2	3	3	7	Ca	25x50mm	
Khan	4	5	5	4	4	2	4	3	7	I	20x20mm	
Shaman	4	3	3	3	3	2	2	1	6	I	20x20mm	
CORE	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Hobgoblin Warrior	4	3	3	3	3	1	2	1	6	I	20x20mm	
Chief	4	3	3	3	3	1	2	2	6	I	20x20mm	
Hobgoblin Archer	4	3	3	3	3	1	2	1	6	I	20x20mm	
Sharp Eye	4	3	4	3	3	1	2	1	6	I	20x20mm	
Wolf Raider	4	3	3	3	3	1	2	1	6	Ca	25x50mm	
Minghan	4	3	3	3	3	1	2	2	6	Ca	25x50mm	
Kharash	4	2	2	3	3	1	3	1	3	I	20x20mm	
Slavedriver	4	3	3	3	3	1	2	2	6	I	20x20mm	
Hobhound	7	3	0	4	3	1	3	1	3	WB	25x50mm	
Packmaster	4	3	3	3	3	1	3	1	6	I	20x20mm	
SPECIAL	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Ravager	4	3	3	4	3	1	3	1	6	Ca	25x50mm	
Orlok	4	3	3	4	3	1	3	2	6	Ca	25x50mm	
Tarkan	4	3	3	3	3	1	3	1	6	Ca	25x50mm	
Pasha	4	3	3	3	3	1	3	2	6	Ca	25x50mm	
Mangudai	4	3	4	3	3	1	2	1	6	Ca	25x50mm	
Bahdur	4	3	5	3	3	1	2	1	6	Ca	25x50mm	
Kheshig	4	4	4	3	3	1	3	1	7	Ca	25x50mm	
Cherbi	4	4	4	3	3	1	3	2	7	Ca	25x50mm	
Sneaky Git	4	3	3	3	3	1	2	1	6	I	20x20mm	
Backstabber	4	3	3	3	3	1	2	2	6	I	20x20mm	
War Wagon	-	-	-	4	5	4	-	-	-	Ch	50x100mm	
Crew	-	3	3	3	-	-	2	1	6	-	-	
Giant Wolf	9	3	0	3	3	-	3	1	-	-	-	
RARE	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Sabretusk Rider	4	3	3	3	3	2	2	1	7	Ca	25x50mm	
Bagatur	4	4	3	3	3	2	2	2	7	Ca	25x50mm	
Rokkit Launcha	-	-	-	-	7	3	-	-	-	WM	50x50mm	
Crew	4	3	3	3	3	1	2	1	6	I	20x20mm	
Rhinox Battle Fortress	6	3	0	5	5	4	2	3	5	Mo	50x100mm	
Crew	-	3	3	3	-	-	2	1	6	-	-	
Deathworm	7	3	0	6	6	6	3	5	5	Mo	50x50mm	
MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Giant Wolf	9	3	0	3	3	1	3	1	3	WB	25x50mm	
Hobhound	7	3	0	4	3	1	3	1	3	WB	25x50mm	
Sabretusk	8	4	0	4	4	2	4	3	4	WB	25x50mm	
Dire Wolf	9	4	0	5	4	3	4	3	5	MB	50x50mm	
Waki'ya	4	4	0	5	4	4	5	4	6	Mo	50x50mm	



WARHAMMER

HOBGOBLINS

"Stick 'em wiv arrers. Stick 'em wiv knives, an' swords an' spears. Stick 'em quick and stick 'em where it 'urts. But most of all...stick 'em when they's lookin' the uvver way."

Gorduz Backstabber

Hobgoblins are naturally greedy, selfish, individualistic creatures who are quick to stab each other in the back and expect no other treatment from others. They are underhanded, opportunistic and pathologically devious.

It is with this mentality that Hobgoblins band together under the leadership of the most deadly and sinister amongst them, the Khans. The greatest of all the Khans is known as Hobgobla Khan. When all the tribes under the Great Khan are arrayed for battle, the Horde is said to stretch from horizon to horizon.

Warhammer Armies: Hobgoblins is one of a series of supplements for Warhammer. Each book in the series describes in detail an army, its history and its heroes.

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A comprehensive section that delves into the history and society of the Hobgoblins, their lives and culture, and their wars.

BESTIARY

Descriptions of the many warriors and creatures that make up the armies of the Hobgoblins. Here you will find the powerful characters and the numerous hordes that ride forth from the steppes.

THE HOBGOBLIN HORDE

A guide of the Hobgoblin miniatures available for the collector, as well as colour schemes, army ideas and banner designs for those looking to field a Fimir army on the battlefield.

THE HOBGOBLIN ARMY LIST

The army list allows you to gather your miniatures into a Hobgoblin army ready for battle.



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| Chaos Dwarfs | Kislev |
| Dogs of War | Nippon |
| Estalia | Norse |

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