

# WARHAMMER

## Hobgoblin Hordes



**A FAN-MADE WARHAMMER ARMIES SUPPLEMENT**

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# INTRODUCTION

*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 fell as the Hobgoblin troops of Zhorag Khan.*

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.

This book is designed to allow a player to field a force of Hobgoblin warriors, whether it be as a stand-alone force, an allied contingent or as a couple squads of hired mercenaries, Hobgoblins will always offer a daring general new and interesting tactical options.

What Hobgoblins lack in sheer brutality, powerful firepower or impenetrable defense, they more than make up for in their large numbers of highly mobile, flexible warriors. Whether you need to blitzkrieg 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, a Hobgoblins are ready and able! Whether they are willing... that can be another matter.

This book contains several sections:

## Forces of Hobgobla Khan

Where you can find the array of forces, beasts and war machines that the Hobgoblin Horde has at its disposal

## Da Loot

This section describes the various prizes that the Hobgoblins have stolen and can be utilized by the leaders of the Eastern Horde.

## The Wolf's Den

This army list provides the point values, equipment options and other details you need to ready your forces for their raid.

## Crafting the Horde

Conversion and painting ideas for making your own Hobgoblin army based on the units in this book.

## Most Wanted

Describes the background and rules for some of the most infamous Hobgoblin heroes.

## Hobgoblin Mercenaries

This appendix provides rules for utilizing Hobgoblins as allies or mercenaries rather than stand-alone armies.



# The Mournguld

Past the Darklands and past the Mountains of Mourn is a depressing, barren, disturbing and dangerous place known as the Mournguld. It receives so little sunlight and is so cold that the ground in this land is covered with permafrost most of the year, fungus and moss hidden under the snow is the only plantlife besides sparradic coniferous trees, for nothing else could grow here. It is a land where no human could live, the lack of sunlight would drive one insane, the food sources are devoid, no crops could grow in the snow and there isn't enough lumber to try to build a village. The only lifestyle that could exist here would be one of constant migration following the herds of elk, caribou and other large herbavores that travel across the Mournguld and subside on the hidden moss. A lifestyle already dominated by large predators and carrion birds of every ilk that would be as pleased to feast upon humans as their natural prey.

However, while this area is ill-suited to human life, the greenskins found this place quite pleasant and perfect for their habitation. These are the endless steppes that belonging to armies of the Great Hobgobla Khan. This empire of hobgoblins, a type of greenskin that have rarely been seen in the west by the eyes of man or dwarf, and if they do, they are hunted down or worse, captured and sold to the Chaos Dwarves. Hobgoblins are taller than ordinary Goblins, though nowhere near as burly as Orcs. In fact, their whole appearance is thin and sneaky, with narrow eyes and sneering mouths full of pointed teeth. Hobgoblins are an utterly evil and treacherous race renowned for their backstabbing and double-dealing.

Sandwiched between the Ogre Kingdoms and the Grand Empire of Cathay, it is the Mournguld which provides a safe haven from which the Hobgoblins can lead their raids for riches and glory. They wear clothing either made from the hides of the hides of the large animals, scavanged from peasants. They fight with looted weapons and armor, using poison and bows from the backs of giant wolves with hobhounds snapping at their heels. They learn stealthy tactics and powerful magic by watching the armies of Cathay then adapting these practices to their own needs. They win their gold equally by serving man and dwarf or running roughshod over them and swiping that which they desire. Cathay built a wall thousands of meters across in a desperate attempt to keep out the Hobgoblin raiders only for the C'haos Dwarfs to give the Hobgoblins the tools to break holes in it.

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. When this happens Greenskin Hordes and Dogs of War take turn cursing the existence of Hobgoblins and shelling out all their gold to see that the Khans will fight for them. The Hobgoblins alone seem to know the only safe way of getting across the Mountains of Mourn without being slaughtered by the Ogres or captured by Chaos Dwarfs. 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 those dangers. 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.



# FORCES OF HOBGOBLA KHAN

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. They are also quite a bit more pragmatic than their greenskinned cousins. They are as comfortable working for humans, dwarfs or even *elves* as they are working alongside their own kind. As such, Hobgoblins would be content living out individualistic lives without having to depend on others.

However, 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.

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.

## Hobgoblin Hordes Special Rules

**Animosity:** Hobgoblins are affected by Animosity as described in the Orcs & Goblins handbook with the exception that on an animosity roll of 6 instead of charging d6” towards the closest enemy, the unit gains a +1 to hit on all attacks during that turn.

**Lure:** During the beginning of any combat phase a Hobgoblin unit may choose to lure the enemy. The combat is fought as normal, however at the end of the combat regardless of whether or not they won combat the Hobgoblin unit will break and flee. During this flee action the Hobgoblin unit rolls 1 more D6 than normal for flee distance and drops the lowest die for the result. The enemy unit must pass a Ld test or pursue the fleeing unit. If the enemy unit had lost combat this Ld test is taken at the same penalty they lost combat by.

**Tricky in Numbers:** Hobgoblins come at the opponent in a seemingly wild, chaotic formation with young Hobhounds snapping at their heels, scarecrows and animal avatars carried along, extra torches lit... there always seems to be more of them than there really are. As a result, as long as the Hobgoblins outnumber their opponent,

they gain +1 Combat Resolution. This is considered a bonus to their resolution for outnumbering. So if they outnumber they gain +2 Combat Resolution instead of +1, if they outnumber 2to1 then they gain +3 Combat Resolution instead of +2 and so forth.



# Hobgoblins

*Age, 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.*

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 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.

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 Ork-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. Honor, traditional morals and the spirit of cooperation seem to be entirely foreign concepts to the Hobgoblins.

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.

	M	WS	BS	S	T	W	I	A	Ld
Great Khan	4	6	4	4	4	3	5	4	8
Khan	4	5	4	4	4	2	4	3	7
Chief	4	3	3	3	3	1	3	2	6
Warrior	4	3	3	3	3	1	3	1	6

**Special Rules**  
**Animosity; Lure**

## Sorcerers

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 Hobgoblinkind.

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.

	M	WS	BS	S	T	W	I	A	Ld
Grand Sorcerer	4	3	3	3	4	3	3	1	7
Sorcerer	4	3	3	3	4	3	3	1	7

**Special Rules**  
**Animosity; Lure**

### Magic

Hobgoblin Sorcerers and Grand Sorcerers may choose their spells from the Beasts, Heavens, or Shadow lores described in the WarHammer rulebook.

# Thief Prince

The sneakiest, greediest and most deadly of the Hobgoblins are known as the Thief Princes. Trained in secret arts in Cathay, they are elusive and strike the enemy lines fast and hard from behind. They set out, leading their roguish bands in the dead of night well before the wolfriders are ready to raid and create chaos and mayhem amongst the enemy ranks.

Although the Thief Princes may not be as sinister and deadly as assassins, they are nonetheless invaluable to the Hobgoblin Khans that hire them for battle. Although their cost is high and they often swipe more than their fair share of the loot, more than once a Thief Prince has proven the difference between victory and defeat in a hard fought campaign.

	M	WS	BS	S	T	W	I	A	Ld
Thief Prince	5	6	5	4	4	2	7	3	7

## Special Rules

### Animosity; Lure

**Poisoned Weapons:** The weapons of the Thief Prince count as Poisoned Attacks as described in the Warhammer rulebook.

**Steal:** Thief princes are adaptable and like to snatch items from fallen foes. Any time the Thief Prince or his unit destroys an enemy hero, the Thief Prince may attach one magic item from the fallen hero. Only one stolen item may be attached at a time, so the Thief Prince loses the previous magic item if he attached the new one.

**Bandit Leader:** Only Rogues may use the Thief Prince's Leadership when taking tests.

**Scout:** Thief Princes are Scouts as described in the Warhammer rulebook

# Rogues

By their very nature, one shouldn't expect Hobgoblins to fight fairly with only warriors and archers. Hobgoblins have trained in the arts of stealth and hidden combat in Cathay and then spread the knowledge throughout their tribes. Rogues fight with a pair of daggers dripping with some of the nastiest toxins one can find.

Although anyone could well learn these arts, with their thin, small, dexterous bodies and a willingness to do absolutely anything to get an advantage, many Hobgoblins are drawn to this type of combat. Often a small pack of scouts infiltrates in behind the enemy lines where they proceed to cause chaos and confusion even as their wolfriding brothers run the enemy down.

	M	WS	BS	S	T	W	I	A	Ld
Rogue	4	3	3	3	3	1	3	1	6
Guild Master	4	3	3	3	3	1	3	2	6

## Special Rules

### Animosity; Lure; Tricky in Numbers

**Poison Weapons:** The attacks from the weapons used by Hobgoblin Rogues are affected by the rules for *Poison* as described in the Warhammer rulebook.

**Scout:** Rogues are Scouts as described in the Warhammer rulebook

# Archers

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 elven 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.

	M	WS	BS	S	T	W	I	A	Ld
Hunt Master	4	3	4	3	3	1	3	1	6
Archer	4	3	3	3	3	1	3	1	6

## Special Rules

### Animosity; Lure; Tricky in Numbers

# Giant Wolf

Giant Wolves are the most common predator found in the steppes. They come in a myriad of colors 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.

	M	WS	BS	S	T	W	I	A	Ld
Giant Wolf	9	3	3	3	3	1	3	1	3

## Special Rules

**Light Cavalry:** Giant Wolves are Light Cavalry unless the rider is wearing heavy armor, equipped with a shield or the wolf has barding.

# Wolfriders

Wolfriders 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 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 wolfriding 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 the wolfs 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 wolfrider unit that he has dubbed the favored one he expects the best from. 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 colors 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.

	M	WS	BS	S	T	W	I	A	Ld
Wolfrider	4	3	3	3	3	1	3	1	6
Chief	4	3	3	3	3	1	3	2	6
Giant Wolf	9	3	3	3	3	1	3	1	3

## Special Rules

**Animosity; Lure; Tricky in Numbers**

**Light Cavalry:** Wolfriders are light cavalry as described in the Warhammer Rulebook unless they are equipped with shields.

**Wave Da Colors:** A single unit of Wolfriders in the army may be given a magical standard worth of to 25 points.

# Rageriders

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, that 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 soocerers. 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 wolfen beasts, beheading and devouring all that lay in their path.

	M	WS	BS	S	T	W	I	A	Ld
Rage Rider	4	4	3	3	3	1	3	1	7
Ravager	4	4	3	3	3	1	3	2	7
Giant Wolf	9	3	3	3	3	1	3	1	3

## Special Rules

**Animosity; Lure; Tricky in Numbers**

**Frenzy:** Rage Riders pump themselves up before battle and are affected by the rules for *frenzy* as described in the Warhammer rulebook. Please note that if you use Lure, you lose Frenzy.



# Cataphracts

Cataphracts are the closest the Hobgoblins have ever come to true "Knights". They are the elite chosen Wolfriders who serve as the inner circle and enforcers to the War Khans. They have the best looted weapons, the best looted armor and they even ladden their wolves with shiny bitz to show off how rich they are. They are the veterans of many battles, making them the smartest and most aware members of the army on the battlefield. They know that to grab the best loot, they must be around at the end of the battle.

	M	WS	BS	S	T	W	I	A	Ld
Cataphract	4	4	3	3	3	1	3	1	7
First Cataphract	4	4	3	3	3	1	3	2	7
Giant Wolf	9	3	3	3	3	1	3	1	3

## Special Rules

**Animosity; Lure; Tricky in Numbers**

# Battle Tiger

The Giant Wolves and Hobhounds are by no means the only dangerous predators prowling the snowy plains. In addition to the bears, the plains also have a number of tigers. The tigers that live in the steppes 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 Steppes Tiger. 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 tiger in a general direction.

Only truly impressive War Khans and the legendary Tiger Raider tribe ride these majesti 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
Battle Tiger	8	4	0	4	4	2	4	3	4

## Special Rules

**Monterous Mount:** A Battle Tiger and rider is considered to have 3 unit strength instead of 2.

**Cause Fear:** A Battle Tiger causes Fear as described in the Warhammer rulebook.

# Tiger Raiders

The Tiger Raiders are an elite group of Hobgoblin warriors who work together, but serve no single Khan. Riding atop raised and trained Battle Tigers, an honor usually reserved for a Khan, their might and prowess is unparralled and famous throughout the Steppes. They are are considered the most dangerous and fearsome of all the Hobgoblin tribes, made up of highly skilled former Wolfriders and the greatest Beastmasters gathered from many different tribes and forces, many fledgling warriors dream of one day joining their ranks.

Khans desperat 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 Tiger Raiders 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
Tiger Raider	4	4	3	3	4	2	3	1	7
Raid Master	4	4	3	3	4	2	3	2	7
Battle Tiger	8	4	0	4	-	-	4	3	4

## Special Rules

**Animosity; Lure; Tricky in Numbers**

**Banner:** Tiger raiders may have a magical banner worth up to 50 points.

**Monterous Mount:** A Battle Tiger and rider is considered to have 3 unit strength instead of 2.

**Cause Fear:** A Battle Tiger causes Fear as described in the Warhammer rulebook.

# Hobhounds

Hobhounds are as common companion to the Hobgoblins as their wolfen 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 colors 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. Although Hobhounds are most commonly seen by the side of Hobgoblins, it is now known that they travel in packs across the mournful tundra feasting on the carrion kills of large predators after driving them away from their own kills. Perhaps the Hobgoblins saw something in themselves in these ferocious and opportunistic beasts.

	M	WS	BS	S	T	W	I	A	Ld
Hobhound	8	3	0	4	3	1	2	1	4
Beast Master	4	3	3	3	3	1	3	1	6
Giant Wolf	9	3	3	3	3	1	3	1	3

## Special Rules

### Animosity

**Expendible:** Hobgoblins are not overly swayed by Hobhounds falling in battle. As such, when a Hobhound unit is destroyed, breaks or flees past, Hobgoblin units do not need to test for *panic*.

**Endless Hunger:** Hobhounds are often left hungry before battle to encourage them to go after enemies. If a Hobhound is within range to charge an enemy at the beginning of the turn and has line-of-sight, they must charge the enemy.

**Beast Master:** Hobhounds are often led by Beast Masters, warriors mounted on Giant Wolves who guide them towards the foe. The Beast Master is bought as an upgrade in the same way as a unit Champion and is treated as a Champion in all respects, ie, he cannot be singled out as a target for missile weapons, may issue and accept challenges, etc. Note that as long as any Hobhounds remain alive, the Beast Master will be restricted to their movement of 8, even though his wolf would normally be able to move faster.

# 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 travelers, 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

Truly impressive War Khans and Grand Sorcerers 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	2	6	0	5	5	4	6	3	7

## Special Rules

**Fly,:** A Waki'ya is a flying monster as described in the Warhammer Rulebook.

**Large Target,:** The Waki'ya is a Large Target as described in the Warhammer rulebook.

**Cause Terror:** A Waki'ya causes terror as described in the Warhammer Rulebook.

# Bolt Thrower

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.

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	6

## Special Rules

**Bolt Thrower:** The rules for the Bolt Thrower may be found inside the Warhammer rulebook.

# War Wagon

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 traveled 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 or a couple Battle Tigers pull the wagon across the battlefield. Some particularly cunning Hobgoblin tribes set up a Bolt Thrower inside the 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	-	-	-	5	5	5	-	-	-
Crew	4	3	3	3	3	1	3	1	6
Giant Wolf	9	3	3	3	3	1	3	1	3

## Special Rules

**Animosity; Lure; Tricky in Numbers**

**Chariot:** The War Wagon is a Chariot as described in the Warhammer Rulebook.

# DA LOOT

Although Hobgoblins do not create much of any lasting value, they are quick to make use of items that they can pull out of the cold, dead hands of their enemies. On the following pages are magic items for Hobgoblin armies. A character may also choose items from the Common magic items list as noted in the army list entry.

## COMMON MAGIC ITEMS

### **SWORD OF STRIKING** 30 points

Weapon; +1 to Hit.

### **SWORD OF BATTLE** 25 points

Weapon; +1 Attack.

### **SWORD OF MIGHT** 20 points

Weapon; +1 Strength.

### **BITING BLADE** 10 points

Weapon; -1 armour save.

### **ENCHANTED SHIELD** 10 points

Armour; 5+ armour save.

### **TALISMAN OF PROTECTION** 15 points

Talisman; 6+ Ward save.

### **STAFF OF SORCERY** 50 points

Arcane; +1 to dispel.

### **DISPL SCROLL (one use only)** 25 points

Arcane; Automatically dispel an enemy spell.

### **POWER STONE (one use only)** 25 points

Arcane; +2 dice to cast a spell.

### **WAR BANNER** 25 points

Banner; +1 Combat Resolution.

## MAGIC WEAPONS

### **SPIRITSAPPER BLADE** 65 points

The weapon wielded by one of the most prolific Hobgoblin assassins. He was known for being able to kill even the most powerful enemies with only a single strike. The blade seems drawn straight into the heart of its target.

All wounds dealt with the Spiritsapper blade wound automatically. Armour saves are modified by the strength of the bearer.

### **DOOMCALLER SPEAR** 50 points

This was the spear wielded by Azkgrim the Betrayer when he personally struck down one of the Black Orc commanders during the rebellion against the Chaos Dwarves. The axe is said to be unstoppable by even the greatest of defenses.

This weapon counts as a spear and negates any armour saves the target may normally make. Ward saves may be taken as normal. In addition, when wielded by a mounted model it gives the wielder +2 Strength instead of the usual +1 on the charge.

### **ZANZILL'S 3-SECTION STAFF** 50 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. It grants 2 additional attacks. However, if a 1 is rolled to hit then the hit is resolved on the wielder rather than the opponent.

### **BOW OF STORMS** 50 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.

The Bow of Storms counts as a Short Bow. In addition, when an arrow from this bow strikes an enemy unit it deals D3 S5 magical strikes.

### **AZURE SWORD** 45 points

A blade rumored to have been crafted by the greatest sword forger in all of Cathay from the finest Elven mithril as a reward for a grand general. The sword was stolen by Kakett the Underhanded before it even reached the intended owner's hands.

This sword always hits on a 2+ regardless of the weapon skill of the wielder and opponent.

### **LIGHTNING SPEAR** 40 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.

This weapon counts as a spear. In addition, 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. (In short, each hit functions as a hit from a Bolt Thrower starting at the S equal to the model's S if on foot or S+1 if mounted)

**DOOM BLADE****35 points**

*This blade has been covered in so many toxins over its years of use that a new sinister brew of doom has been created across its entire surface. Once cut by this blade it is only a matter of time before one collapses.*

This weapon counts as a poisoned weapon. In addition it allows the wielder to reroll any attacks that fail to hit.

**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 Gnobblars.*

Attacks by the Serpent's Fang is considered to be made at the struck model's T+I, but never higher than 6. The attack strength also applies to armour penalty.

**SKULLKEEPER SPEAR****25 Points**

*This spear was wielded by a hobgoblin that enjoyed collecting the skulls of his victims. He mastered the art of driving the spear directly through the heads of his enemies upon the battlefield. Eventually his wolf was laden down with so many skulls that couldn't move nearly fast enough to keep the rider from being cut down by a volley of arrows.*

This weapon counts as a spear, in addition a model wielding the Skullkeeper Spear gains the Killing Blow special ability.

**HYPNOTIC BLADE****25 points**

*The surface of this blade is covered with brightly glowing runes put there by a powerful trickster. When it is waved before an opponent it creates a distracting pattern that makes it difficult to attack.*

The model with this weapon gains the Strike First ability.

**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.*

The Comet Bow works as a Bow. Roll the attack from the Comet Bow before rolling the attacks of the rest of the unit. The arrow from the Comet Bow is considered to be a flaming attack. In addition, if it hits the rest of the ranged attacks from the unit are shot with a +IBS. However, if the unit that was shot by this bow fires at the unit containing this character next turn they also receive a +I to their BS.

**MAGIC ARMOUR****HIDE OF THE FALLENTYRANT 50 points**

*This armor is constructed out of the skin of a slain Ogre Tyrant.*

Hide of the Fallen Tyrant counts as light armour and may be combined with other armour as usual. In addition it grants its wearer an additional +I Toughness.

**MASK OF THE GREAT DECIEVER 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.*

This mask counts as a Helmet and grants a +I Save on top of other armour the model may be wearing. In addition, it grants its wearer +I Leadership.

**TIGER GENERAL'S ARMOUR 25 points**

*This armor was once owned by a Rakasha general who underestimated the Hobgoblin hordes. On the first day of battle his forces were so successful against Hobgoblin Khan's vanguard that they threw a celebration. By the next morning the entire army died from the poisoned wine and the Hobgoblins looted the camps.*

This armor grants its wearer a 2+ armor save that cannot be improved in any other way.

**DRAGONSCALE CLOAK****20 Points**

*This cloak is constructed from the scales of dragons that have fallen before the Hobgoblin hordes.*

This cloak grants its user a +I normal save and a 6+ ward save.

**TALISMAN****RING OF THE ICETROLL****40 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.

**BOTTLED WIND ELEMENTAL 35 Points**

*Some Hobgoblins carry small Wind Elementals in bottles by their side. During a battle when enemies move in close enough for the Wind Elemental to sense them, the elemental protects its holder by creating a whirlwind and making it difficult for enemies to move in.*

All close combat strikes against a model holding the Bottled Wind Elemental are at a -I to hit.

**CRIMSON JADE PENDANT 30 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. The wearer of this pendant gains a 5+ Ward Save.*

**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.*

A model with the Deathseeker Gem gains a +1 Attack, however they must always pursue any fleeing enemies.

**MASK OF THE DARK JESTER 10 points**

*This mask causes the wearer to give off an eerie and sinister laughter that can be heard across the battlefield. The fear and confusion it causes amongst enemies gives the wearer a slight edge in battle.*

Whenever a unit is charged by a model wearing the Mask of the Dark Jester they must take a leadership test. If they fail the leadership test then they fight at -1WS during that turn.

**ARCANE****CLOAK OF SORCERERY 50 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.*

The spell caster wearing the Cloak of sorcery adds +1 to their rolls to determine whether or not a spell is cast.

**VAZZAK'S STAFF OF PROCRASTINATION 35 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 Rhinnox...*

At the end of the magic phase a spell caster using Vazzak's Staff of Procrastination can save up to 1 Power Dice or Dispel Dice. You can use these dice during a following turn. Saved Power Dice can only for spells cast by the spell caster holding the staff.

**QING JIAO'S ORB OF POWER 30 points**

*This orb once belonged to the Cathayan scholar named Qing Jiao. He traveled all around the world learning spells and gaining power. He channeled his magic through his orb which became more powerful. However, when traveling back along the Silk Road he was ambushed and as he tried to summon the power to lay waste to his ambushers, he made a mistake and his soul was sucked into his own orb. The Hobgoblins delivered this orb to their tribe's sorcerers.*

Once per a turn the model with the Orb may add one bonus power die to his power pool and use it immediately for spell he is casting. However, both 1's and 2's will count as potential miscast results on this bonus die.

**FENDRIZZ'S STOLEN SCROLL 20 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 knowledge from his enemies without going near them. Unfortunately, the scroll was stolen from him before a decisive battle and he was forced to flee the field and hasn't been seen since.*

Before the opponent rolls the spells that he will take this battle, the model holding Fendrizz's Stolen Scroll gains one additional spell that must be rolled on a table available to the opponent. After the spell is rolled, you may select one enemy model that may not take this spell for the game (unless the spell is bound to the character). If the enemy model rolls up the spell this game, they must reroll and take a different spell instead. When rolling up the spell you may choose to swap out for the lowest spell of the lore as usual. If you have taken the lore's lowest spell, then the affected wizard will be able to swap out for the second-lowest spell when randomly generating spells as the lowest will no longer be available.

## ENCHANTED ITEMS

### **EVERSHIFTING MAP** 35 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 Sorcerer to craft him a map to ensure he'd never again become lost.*

The model equipped with the Evershifting Map and the unit they are assigned to deploy as Scouts. This item may only be given to an infantry character who must be assigned to an infantry unit.

### **SCROLL OF TAUNTS (1 use only)** 25 points

*Upon this scroll is written a 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. After it has been used all models within their normal charge range must pass a Leadership test or charge the unit containing the model.

### **HIDDEN SHEATH** 25 points

*The hidden sheath is an artifact 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. Whenever the model equipped with the hidden sheath enters a duel, they get to take a round of attacks against their opponent before the battle begins as if they were equipped with a single hand weapon.*

### **BAG OF TOXIC DELIGHT** 15 Points

*This bag is filled with a wide variety of vials of poisons collected from across the world.*

All non-magical weapons, both melee and ranged, wielded by the model equipped with the Bag of Toxic Delight gain the Poison trait.

## BANNER

### **BANNER OF THE DEVOURING WOLF**

#### **80 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 wields this banner gain an additional attack during the first round of any combat they are involved in.

### **BANNER OF THE GREAT KHAN** 50 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.*

All Hobgoblins or smaller greenskins within 12" of this banner re-roll failed psychology checks.

### **LAUGHING SKULL BANNER** 50 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 6" of this banner are at -1Ld

### **WINDRIDER BANNER** 45 points

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

A unit that has the Windrider banner gets an extra +d6" to their charge.

### **WHIRLWIND BANNER** 35 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 projectile attacks with S4 or less.

### **BANNER OF VIGILANCE** 25 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 outnumbering, flanking, rear attack or higher ground against this unit.

# FORCES OF HOBGOBLA KHAN

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

## Choosing an Army

Every model in the Warhammer range has a point cost that reflects how effective it is on the battlefield. For example, a Hobgoblin Warrior costs just 4 points, while a Hobgoblin Grand Sorcerer costs 170 points!

Both players choose armies to the same agreed point total. You can spend less and will probably find it impossible to use up every last point. Most "2,000 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 point cost to add each unit of models to your army and any options or upgrades the unit may have. Then select your next unit, calculate its points and so on until you reach the agreed points total. In addition to the points value, there are a few other rules that govern which units you can include in your army, as detailed under the Choosing Characters and Choosing Troops.

## Army List Entries

**Profiles.** The characteristic profiles for the model(s) in each unit are provided as a reminder. Where several profiles are required, these are also given even if they are optional.

**Unit Size.** Each troop entry specifies the minimum size for each unit, which is the smallest number of models needed to form that unit. In some cases units also have a maximum size.

**Equipment.** Each entry lists the standard weapons and armour for that unit type. The cost of the items is included in the basic points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

**Special Rules.** Many troops have special rules that are fully described earlier in this book. The names of these rules are listed as a reminder.

**Options.** Many entries list different weapon, armour and equipment options, along with any additional point cost for giving them to the unit. This includes magic items and other upgrades for characters. It may also include the option to upgrade a unit member to a champion, standard bearer or musician.

## Choosing Characters

Characters are divided into two categories: Lords and Heroes. The maximum number of characters an army can include is shown on the chart below. Of these, only a certain number can be Lords.

Army Point Value	Max. Total	Max. Lords	Max. Heroes
Less than 2,000	3	0	3
2,000 or more	4	1	4
3,000 or more	6	2	6
4,000 or more	8	3	8
Each +1,000	+2	+1	+2

An army always includes at least one character to act as the general. If you include more than one character, then the one with the highest Leadership value is the general. When one or more characters have the same Leadership, choose one to be the general at the start of the battle. Make sure that your opponent knows which character is your general when you deploy your army.

Many Hobgoblin characters can be equipped with Magic Items from Da Loot. These items range from powerful magical weapons, to banners and other arcane items. Where characters have this option it is included in their profile.

## Choosing Troops

The number of each type of unit allowed depends on the army's point value. See the chart below for the number of units in each category allowed.

Army Point Value	Core	Special	Rare
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

Some Hobgoblin units may be equipped with Magic Banners from Da Loot. Where they have this option, it is included in their profile.



# LORDS

## Ghazak Khan

Points/model: 350

	M	WS	BS	S	T	W	I	A	Ld
Ghazak Khan	4	7	6	4	4	3	6	4	9
Warghan	9	5	0	5	5	3	4	2	5

Your army can only include one Ghazak Khan model.

### Equipment:

- Heavy Armor
- Shield
- The Red Scimitar
- Daemonhead Helmet

### Mount

Warghan

### Special Rules:

- Lure
- Warcry of the Steppes
- Quell Animosity

## Gorduz Backstabber

Points/model: 110

	M	WS	BS	S	T	W	I	A	Ld
Gorduz	4	6	6	4	4	3	5	4	8

Your army can only include one Gorduz Backstabber model.

### Equipment:

- Light Armor
- Shield
- Two Hand Weapons

### Special Rules:

- Lure
- Animosity
- Lucky
- Chief of the Sneaky Gits

### Magic Items:

Any, up to a total of.....50pts

## Great Khan

Points/model: 90

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

### Equipment:

- Hand Weapon

### Special Rules:

- Lure
- Animosity

### Options:

#### Weapons (one choice only):

- Spear.....3pts
- Great Weapon.....6pts
- Halberd.....6pts
- Additional hand weapon..6pts

#### Armour (one choice only):

- Light armour.....3pts
- Heavy armour.....6pts

### Magic Items:

Any, up to a total of... 100pts

### Mounts:

- Giant Wolf.....20pts
- Barded Giant Wolf.....26pts
- Battle Tiger.....40pts
- War Wagon.....95pts
- Waki'ya.....140pts

### Additional Equipment:

- Bow.....5pts
- Longbow.....10pts
- Shield.....3pts

## Grand Sorcerer

Points/model: 170

	M	WS	BS	S	T	W	I	A	Ld
Grand Sorcerer	4	3	3	3	4	3	3	1	7

### Magic:

- A Grand Sorcerer is a Level 3 Wizard and knows spells from one of the following Lores: Beasts, Heavens, or Shadow

### Equipment:

- Hand Weapon

### Special Rules:

- Lure
- Animosity

### Options:

#### Magic:

- Upgrade to Level 4 Wizard.....35pts

### Magic Items:

Any, up to a total of... 100pts

### Mounts:

- Giant Wolf.....20pts
- Barded Giant Wolf.....26pts
- Battle Tiger.....40pts
- War Wagon.....95pts
- Waki'ya.....140pts

# HEROES

## Oglah Khan

Points/model: 100

	M	WS	BS	S	T	W	I	A	Ld
Oglah Khan	4	5	4	4	4	2	4	3	7

Your army can only include one Oglah Khan model.

### Equipment:

- Light Armour
- Shield.
- Hand Weapon
- Spear
- Bow
- Pelt of Wulfag

### Mount

Warghan

### Special Rules:

- Lure
- Animosity
- Ride Like the Wind

## Khan

Points/model: 50

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

### Equipment:

- Hand Weapon

### Special Rules:

- Lure
- Animosity

### Options:

#### Weapons (one choice only):

- Spear.....2pts
- Great Weapon.....4pts
- Halberd.....4pts
- Additional hand weapon..4pts

#### Armour (one choice only):

- Light armour.....2pts
- Heavy armour.....4pts

#### Magic Items:

Any, up to a total of...50pts

### Mounts:

- Giant Wolf.....12pts
- Barded Giant Wolf.....16pts
- Battle Tiger.....25pts
- War Wagon.....95pts

### Additional Equipment:

- Bow.....3pts
- Longbow.....6pts
- Shield.....2pts

## Battle Standard Bearer

- One Khan in the army may carry the Battle Standard for +25 points. The Battle Standard Bearer may not be the army's general
- The Battle Standard Bearer can have any magical banner (no point limit), but if he carries a magic banner he cannot carry any other magic items.

## Sorcerer

Points/model: 60

	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	4	3	3	3	4	3	3	1	7

### Magic:

- A Sorcerer is a Level 1 Wizard and knows spells from one of the following Lores: Beasts, Heavens, or Shadow

### Equipment:

- Hand Weapon

### Special Rules:

- Lure
- Animosity

### Options:

#### Magic:

- Upgrade to Level 2 Wizard...35pts

#### Magic Items:

Any, up to a total of...50pts

### Mounts:

- Giant Wolf.....12pts
- Barded Giant Wolf.....16pts
- Battle Tiger.....25pts
- War Wagon.....95pts

### *Thief Prince*

*Points/model: 130*

	M	WS	BS	S	T	W	I	A	Ld
Thief Prince	5	6	5	4	4	2	7	3	7

**Options:**

**Weapons (one choice only):** Additional hand weapon..4pts  
**Magic Items:** Any, up to a total of.....50pts

**Equipment:**

- Hand Weapon
- Throwing Daggers

**Special Rules:**

- Lure
- Animosity
- Poisoned Weapons
- Steal
- Bandit Leader
- Scout

**Armour (one choice only):**

Light armour.....2pts

### *Lords' and Heroes' Mounts*

	M	WS	BS	S	T	W	I	A	Ld
Giant Wolf	9	3	0	3	3	1	3	1	3
Battle Tiger	8	4	0	4	4	2	4	3	4
Waki'ya	2	6	0	5	5	4	6	3	7

**Special Rules:**

**Giant Wolf:** Fast Cavalry  
**Battle Tiger:** Monstrous Mount, Cause Fear  
**Waki'ya:** Fly, Large Target, Cause Terror

# CORE

## Warriors

Points/model: 4

	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	3	3	3	3	1	3	1	6
Chief	4	3	3	3	3	1	3	2	6

**Unit Size:**  
10+

**Equipment:**

- Hand Weapon
- Light Armour

**Special Rules:**

- Lure
- Animosity
- Tricky in Numbers

**Options:**

**Command:**

- Upgrade one Warrior to Chief..... 10pts
- Upgrade one Warrior to Musician..... 5pts
- Upgrade one Warrior to Standard Bearer..... 10pts

**Additional Equipment:**

- Additional Hand Weapon..... 1pt
- Spear..... 1pt
- Shield..... 1pt

## Archers

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Archer	4	3	3	3	3	1	3	1	6
Hunt Master	4	3	4	3	3	1	3	1	6

**Unit Size:**  
10+

**Equipment:**

- Hand Weapon
- Bow

**Special Rules:**

- Lure
- Animosity
- Tricky in Numbers

**Options:**

**Command:**

- Upgrade one Warrior to Hunt Master..... 5pts
- Upgrade one Warrior to Musician..... 5pts
- Upgrade one Warrior to Standard Bearer..... 10pts

**Additional Equipment:**

- Light Armor..... 1pt

## Hobhounds

Points/model: 7

	M	WS	BS	S	T	W	I	A	Ld
Hobhound	8	3	0	4	3	1	2	1	4
Beast Master	4	3	3	3	3	1	3	1	6
Giant Wolf	9	3	3	3	3	1	3	1	3

**Equipment:**

Teeth and Claws

**Beast Master Equipment:**

- Light Armor & Hand Weapon

**Special Rules:**

- Animosity
- Beast Master
- Expendable
- Endless hunger

**Options:**

**Command:**

- Have the unit led by a Beast Master..... 13pts

Note: Hobhounds do not count towards the minimum number of required core units.

# CORE

## Wolfriders

Points/model: 13

	M	WS	BS	S	T	W	I	A	Ld
Wolfrider	4	3	3	3	3	1	3	1	6
Chief	4	3	3	3	3	1	3	2	6
Giant Wolf	9	3	3	3	3	1	3	1	3

**Mount:** Giant Wolves

**Options:**

**Command:**

Upgrade one Warrior to Hunt Master.....7pts

Upgrade one Warrior to Musician.....7pts

Upgrade one Warrior to Standard Bearer.....14pts

**Unit Size:**  
5+

**Equipment:**

- Hand Weapon
- Light Armour

**Special Rules:**

- Lure
- Animosity
- Tricky in Numbers
- Fast Cavalry

**Additional Equipment:**

Additional Hand Weapon.....1pt

Spear .....1pt

Shield.....1pt

Bow .....3pts

*Note: If you equip shields on Wolfriders, they lose the Fast Cavalry trait.*

## Wave Da Colors!

A single unit of Wolfriders in the army may be given a magical standard worth of to 25 points.



*"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**

# SPECIAL

## Rogues

Points/model: 7

	M	WS	BS	S	T	W	I	A	Ld
Rogue	4	3	3	3	3	1	3	1	6
Guild Master	4	3	3	3	3	1	3	2	6

**Unit Size:**  
10+

**Equipment:**

- 2 Hand Weapons

**Special Rules:**

- Lure
- Animosity
- Tricky in Numbers
- Poisoned Weapons
- Scout
- Skirmish

**Options:**

**Command:**

Upgrade one Rogue to Guild Master.....10pts

**Additional Equipment:**

Throwing Daggers.....2pt  
Light Armor.....1pt

## Rage Riders

Points/model: 18

	M	WS	BS	S	T	W	I	A	Ld
Rage Rider	4	4	3	3	3	1	3	1	7
Ravager	4	4	3	3	3	1	3	2	7
Giant Wolf	9	3	3	3	3	1	3	1	3

**Unit Size:**  
5+

**Equipment:**

- Hand Weapon
- Spear
- Heavy Armour
- Shield

**Special Rules:**

- Lure
- Animosity
- Tricky in Numbers
- Frenzy

**Mount:** Giant Wolves

**Options:**

**Command:**

Upgrade one Rage Rider to Ravager.....14pts  
Upgrade one Warrior to Musician.....7pts  
Upgrade one Warrior to Standard Bearer.....14pts

## Cataphracts

Points/model: 21

	M	WS	BS	S	T	W	I	A	Ld
Cataphract	4	4	3	3	3	1	3	1	7
First Cataphract	4	4	3	3	3	1	3	2	7
Giant Wolf	9	3	3	3	3	1	3	1	3

**Unit Size:**  
5+

**Equipment:**

- Hand Weapon
- Lance
- Heavy Armour
- Shield

**Special Rules:**

- Lure
- Animosity
- Tricky in Numbers

**Mount:** Barded Giant Wolves

**Options:**

**Command:**

Upgrade one Cataphract to First Cataphract.....16pts  
Upgrade one Warrior to Musician.....8pts  
Upgrade one Warrior to Standard Bearer.....16pts

## Bolt Thrower

Points/model: 35

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	6

**Crew Equipment:**

- Light Armor
- Hand Weapon

**Special Rules:**

- Lure
- Bolt Thrower

*A unit consists of a Bolt Thrower and 3 crew.*

*1 or 2 units of Bolt Throwers counts as a single Special choice.*

# RARE

## Tiger Raiders

Points/model: 42

	M	WS	BS	S	T	W	I	A	Ld
Tiger Raider	4	4	3	3	4	2	3	1	7
Raid Master	4	4	3	3	4	2	3	2	7
Battle Tiger	8	4	0	4	-	-	4	3	4

**Mount:** Battle Tigers

**Options:**

**Command:**

Upgrade one Tiger Raider to Raid Master.....16pts

Upgrade one Warrior to Musician.....8pts

Upgrade one Warrior to Standard Bearer.....16pts

**Unit Size:**

5+

**Equipment:**

- Hand Weapon
- Spear
- Heavy Armour
- Shield

**Special Rules:**

- Lure
- Animosity
- Tricky in Numbers
- Monsterous Mount
- Cause Fear

**Banner:**

May have a magical banner worth up to 50 points.

## War Wagon

Points/model: 95

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

**Armor Save:** 4+

**Options:**

- May be equipped with up to 2 extra crew for +5pts each
- The Wagon may carry a Bolt Thrower for +25 pts
- When permitted, a War Wagon may carry a single character who displaces one of the crewmen automatically. The displaced crewman is lost and his value is not refunded.

**Unit Size:**

1 Wagon,  
4 Wolves and  
3 Crew

**Crew Equipment:**

- Hand Weapon
- Spear
- Light Armor
- Bow

**Special Rules:**

- Animosity
- Chariot

# CRAFTING THE HORDE

Taking on the challenge of running Hobgoblins is not an easy one. Whether you want to use them to bolster your Chaos Dwarf, Dogs of War or Orc & Goblin army or whether you are looking to use them as their own army as described in this book, Games Workshop has retired all of its Hobgoblin models except for Ghazzak Khan and Oglah Khan's Wolfboys which must be ordered through special mail order.

However, for those who are willing to put in the time and effort, it is not too difficult to convert existing models to create your own Hobgoblin units and even army. Described below are some formulas you can use to create your own Hobgoblin models.

For almost all of these conversions greenstuff or brownstuff is going to be essential-- however, you do not need a massive quantity and so one or two rolls will work fine to create even a 2000 point Hobgoblin army.

## Hobgoblin Heroes

Idealy these should be uniquely your own creation! Look over the GW model line for heroes in the human, elf and even undead lines that come with detached heads that you can replace with Goblin heads from a Goblin Regiment. Since Hobgoblins are roughly the same size as humans, you can't really go wrong!

## Hobgoblin Warriors

Hobgoblins are about the size and shape of normal human foot troopers and so the human warrior regiments will serve you well!

Brettonian Footmen with heads and shields from a Goblin Regiment work well to create Mournguld foottroopers with spears. If you'd like to take the extra effort, you can snip off the hats of the footmen and the top of the goblin heads without hats in order to create the appearance of Asian-style farmer hats.

Alternatively, if you'd like to use a more western bandit look for your army you may use Empire Militia with heads and shields from a Goblin Regiment.

## Hobgoblin Archers

For the archers, a good conversion is to use Brettonian Archers with heads and sheaths from a Goblin Regiment set. Like with the Brettonian Footmen, if you'd like to snip off the hats of the heads supplied with the archers and attach them to your Goblin heads you can get a more unique look.

## Hobhounds

The wild Worgs from the Lord of the Rings game can be painted up to look very much like hyenas. However, they are larger than the wolfs that Games Workshop creates and you'd be using for mounts. Instead one could use Dire Wolves from the Vampire Counts line and paint them up to look more like hyenas than wolfs.

## Hobgoblin Wolfriders

If you cannot get a regiment of Oglah Khan's wolfboyz, a good way to create Hobgoblin Wolfriders is by using the Chaos Maurader Horseriders and replacing their heads with heads from a Goblin regiment. The Goblin regiment will also come with bows and spears-- cut off the hands or forearms of the riders and replace them with these in order to get the weapon choices that you desire!

In addition, the wolfs can be ordered from the Bitz section of the store so make sure you have a wolf for each rider to be mounted on!

## Hobgoblin Rogues

The best models to use to create Hobgoblin Rogues are the Skaven Plaguemonks. By snipping off the tails and replacing the heads with those from a Goblin regiment you can create evil, sneaky looking gits with ease! Even better, they come preequipped with the correct weapons so this one will save you a lot of work.

## Hobgoblin Rageriders and Cataphracts

You'll want to clearly differentiate between the Wolfriders and the Rageriders and therefore I suggest using the models of the Dark Elf Cold One Knights. Using the spiked-helm wolfhead that comes in the Goblin Regiments for the wolfs of the Cataphracts and use Chaos War Hounds or Dire Wolf for the Rageriders to make them look particularly menacing.

## Hobgoblin Bolt Thrower

Dwarfs and Goblins both have bolt throwers that are will work perfectly for this role. Use a couple of your extra Hobgoblin Warriors to crew the bolt thrower.

## Hobgoblin Tiger Raiders

Tiger Raiders are the big unit in the army and should really stand out. You can use Chaos Knights with heads from the Goblin regiment as your riders and Sabretusks as the tigers. Add a tail and proper ears to the Sabretusk model using greenstuff and also use it to create some heavy helmets for your Tiger Raiders.



# MOST WANTED

## Heroes and Villains

By in large, Hobgoblins are cretanous gits who 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.

The following pages contain information on just a few of the great heroes that have risen out of Hobgobla Khan's hordes throughout the history of the Hobgoblin race. You may take these heroic figures in place of normal heroes and use their special abilities to create their own personal hordes.

# GHAZAK KHAN

## The Terror of the East

Beyond the Dark Lands, are the endless steppes that belonging to armies of the Great Hobgobla Khan. This empire of hobgoblins are have 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 the tactics of the races that lace 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 him self 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 Lamian vampire, Maria Sarsosa. This former member of the Remas Senate was discovered 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 battle 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. Do to the war torn nature of Tilea, Maria was able to raise a large undead army quickly, which made her more then 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 catch 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 hit by the outriders and monstrous regiments. The vampire's army began to crumble, and once again to her shock Ghazak Khan made another move that she has never expected. Leading a regiment of 200 plus wolfboyz, Ghazak Khan was driving up the center of the undead hoard with one purpose in mind, combat with 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 bond to the hobgoblins 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.

### Ghazak Khan

	M	WS	BS	S	T	W	I	A	Ld
Ghazak Khan	4	7	6	4	4	3	6	4	9
Warghan	9	5	0	5	5	3	4	2	5

**Points:** 350

**Weapons:** The Red Scimitar and a bow

**Armour:** Heavy Armour, and a shield

**Mount:** Ghazak Khan rides the giant wolf , Warghan

#### Magic Items

##### The Red Scimitar

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. To represent this when Ghazak Khan has lost a wound, he

gains a 4+ ward save and a magic resistance (1) for the remainder of the battle

#### Special Rules

##### Warghan

Warghan is a monstrous wolf that Ghazak Khan uses as a mount. Warghan causes fear, has thick fur giving it 4+ armor save, and counts as a monstrous mount.

##### War Cry Of The Steppes

When he 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 fire or flee as a Charge response. This does not affect a regiment that is 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 greenskin unit within 6" of Ghazak, and he is not fleeing, may re-roll a failed animosity test.

# GORDUZ BACKSTABBER

## Fated... Lucky... Sneaky!

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 'avin 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.

"Oops!" said Tarka.

"Oops?" 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?"

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 ahs 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 Backstabber

	M	WS	BS	S	T	W	I	A	Ld
Gorduz	4	6	6	4	4	3	5	4	8

**Points:** 109

**Weapons:** Two hand weapons

**Armour:** Light Armour, and a shield

### Special Rules

#### Lucky

Gorduz Backstabber has a 4+ ward save against any attack that would remove his last wound. He gets this save even against attacks that would not normally allow ward saves.

#### Chief of the Sneaky Gitz

When you take Gorduz Backstabber, you may also take a unit of Rogues as a Core choice instead of a Special choice. Gorduz will join this unit and deployee using the Scout rules.



# OGLAH KHAN

## The Treacherous Career of 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

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. Through only few of his original six hundred warriors have survived, they are now battle hardened veterans and much in demand. Hobgoblins are excellent archers and ferocious in hand-to-hand combat, so there is only one thing a general must consider when hiring them will they stay loyal?

### Oglah Khan

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

**Points:** 95

**Weapons:** Hand Weapon, spear, and bow.

**Armour:** Light Armour, and a shield.

**Mount:** Giant Wolf

#### Magic Items

##### Pelt of Wulfag

*Wulfag was a legendary giant wolf, the steed of Khengai Khan the founder of the Hobgoblin Empire. Now it is strapped on the shoulders of Oglah Khan. The pelt was a gift from the Great Khan when Oglah still enjoyed the favor of the Lord of the Steppes. The Pelt carries an ancient blessing of the Hobgoblin Shamans, so that no enemy who turns his back on the Hobgoblins can escape alive.*

When able to pursue a broken enemy, Oglah Khan must always do it and he and his unit can add +D6 to their pursuit move.

#### Special Rules

##### Ride Like the Wind

Oglah Khan and any Wolf Boyz unit he is attached to always count as *Fast Cavalry* even if they take light armor and shields.

# HOBGOBLIN MERCENARIES

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, traveling 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 rumors that even some elves have had Hobgoblin agents. Whereas Orks 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 favoring 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 mercentile 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. This section details how a general interested in hiring Hobgoblin troops may do so.

## Allied Contingents

The most simple way to utilize Hobgoblins in an army is to take them as an allied Contingent. Only those armies that would be willing to work with Hobgoblins but would not expect them to be a more fully integrated part of their army may do so.

## Armies that may take Hobgoblins as allies

**Friendly Allies:** Cathay, Ogre Kingdoms, Skaven

**Unfriendly Allies:** Chaos Warriors, Dark Elves, Rakasha, Wood Elves

## Armies that Hobgoblins may take as allies

**Friendly Allies:** Ogre Kingdoms, Skaven

If you wish to use Hobgoblins in a Chaos Dwarf, Orc & Goblin or Dogs of War force, please see the following pages. Please note that you may use an Orcs & Goblins or Dogs of War army led by a Hobgoblin, but if you do so then you give up critical troop choices found in this army list.

# GREENSKINS UNITED

*"Oii! Dey's not propa Greenskins a'rol are dey? Dey's an alright shade 'o green I'll grant and dey's shifty enuff fer gobos, 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**

Hobgoblins generally do not get along well with other Greenskins. Although they'll betray 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 duelists. "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-invested 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 dependant 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 lookt 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 mournuld 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.

You may utilize the following units in your Orc & Goblin army:

## Lords

Great Khan

## Heroes

Khan

Thief Prince

## Core Units

Hobgoblin Warriors

Hobgoblin Archers

Hobgoblin Wolfriders

## Special Units

Hobgoblin Rogues

Hobgoblin Rage Riders

Hobgoblin Cataphracts

## Special Rules

You may not use Black Orc units in the same army as Hobgoblin units.

You may use the Gnobblar units found in the Ogre Kingdoms rulebook as Hobgoblin units. Hobgoblins in an Orc & Goblin army do not get the *Lure* special ability.

Hobgoblins in an army led by an Orc may WAAAGH!, but they only get a +1 to their rolls like Goblins.

Hobgoblins are affected by the *Size Matters* rule and count as being between the size of a Goblin and an Orc.

# SERVING HASHUT

*"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 trait about them. 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**

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 story, 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.

## Hobgoblins in a Chaos Dwarf Army

The Hobgoblins who live in the Dark Lands are primarily the favored 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.

You may utilize the following units in your Chaos Dwarf army:

### Lords

Gorduz Backstabber

### Heroes

Khan

### Core Units

Hobgoblin Warriors

Hobgoblin Archers

Hobgoblin Wolf riders

### Special Units

Hobgoblin Rogues

Bolt Thrower

### Special Rules

Hobgoblins in a Chaos Dwarf army do not get the *Lure* special ability.

Hobgoblin units do not count towards the minimum core units required.

Gorduz Backstabber may not lead a Chaos Dwarf army.

# HOBHOUBS OF WAR

*"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 minenamed 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 Hobgoblin 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**

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.

Hobgoblin units are a great way to fill out the ranks of your Dogs of War army and fill the holes in your strategy that the Dogs of War units from other army do not give you access to. If you are running Ghazak Khan as your leader's general you can even create an army around the theme of Ghazak Khan's forces.

## **Hobgoblins in a Dogs of War Army**

Hobgoblins in a Dogs of War Army are those who have traversed the treacherous terrain through the Mountains of Mourn and the Dark Lands to arrive with the western world. Because this is a difficult journey, only those fast and slippery enough to make it make the journey.

Please note that if you are going to be using Hobgoblins in your army, the rules for Ghazak Khan and Oglah Khan in this book supercede those in their original entries.

You may utilize the following units in your Dogs of War army:

### **Lords**

Ghazak Khan

### **Heroes**

Oglah Khan

### **Core Units**

Hobgoblin Warriors

Hobgoblin Archers

Hobgoblin Wolfriders

### **Special Units**

Hobgoblin Rogues

Hobgoblin Rage Riders

Hobgoblin Cataphracts



# REFERENCE

CHARACTERS	M	WS	BS	S	T	W	I	A	Ld
Ghazak Khan	4	7	6	4	4	3	6	4	9
Warghan	9	5	0	5	5	3	4	2	5
Gorduz	4	6	6	4	4	3	5	4	8
Great Khan	4	6	4	4	4	3	5	4	8
Grand Sorcerer	4	3	3	3	4	3	3	1	7
Oglah Khan	4	5	4	4	4	2	4	3	7
Khan	4	5	4	4	4	2	4	3	7
Sorcerer	4	3	3	3	4	3	3	1	7
Thief Prince	5	6	5	4	4	2	7	3	7

CORE UNITS	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	3	3	3	3	1	3	1	6
Chief	4	3	3	3	3	1	3	2	6
Archer	4	3	3	3	3	1	3	1	6
Hunt Master	4	3	4	3	3	1	3	1	6
Hobhound	4	6	6	4	4	3	5	4	8
Beast Master	4	3	3	3	3	1	3	1	6
Wolfrider	4	3	3	3	3	1	3	1	6
Chief	4	3	3	3	3	1	3	2	6
Giant Wolf	9	3	0	3	3	1	3	1	3

MOUNTS	M	WS	BS	S	T	W	I	A	Ld
Giant Wolf	9	3	0	3	3	1	3	1	3
Battle Tiger	8	4	0	4	4	2	4	3	4
Waki'ya	2	6	0	5	5	4	6	3	7

SPECIAL UNITS	M	WS	BS	S	T	W	I	A	Ld
Rogue	4	3	3	3	3	1	3	1	6
Guild Master	4	3	3	3	3	1	3	2	6
Rage Rider	4	4	3	3	3	1	3	1	7
Ravager	4	4	3	3	3	1	3	2	7
Cataphract	4	4	3	3	3	1	3	1	7
First Cataphract	4	4	3	3	3	1	3	2	7
Giant Wolf	9	3	3	3	3	1	3	1	3
Bolt Thrower	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	6

RARE UNITS	M	WS	BS	S	T	W	I	A	Ld
Tiger Raider	4	4	3	3	4	2	3	1	7
Raid Master	4	4	3	3	4	2	3	2	7
Battle Tiger	8	4	0	4	-	-	4	3	4
War Wagon	-	-	-	5	5	5	-	-	-
Crew	4	3	3	3	3	1	3	1	6
Giant Wolf	9	3	3	3	3	1	3	1	3