

GNOBLAR KINGDOMS



By Mitchell Worton & Mark Hampson



CONTENTS BIT

INTRODUCTION.....	3	Yhetees.....	29
THE TIDE OF RUNTS.....	4	Wolf Riders.....	30
Gnoblar.....	4	Rhinox Chariot.....	31
Gnoblar Country.....	6	Scraplauncher.....	32
The Endless Tribes.....	10	Gnoblar Flappers.....	33
Rabbles of Runts.....	12	Scrap Cart.....	34
Pathetic Feats of the Gnoblar.....	14	Gnoblar Firecrackers.....	35
The Great Lies.....	18	Giant.....	36
THE SKITTERING MASS.....	20	Burn Furnace.....	38
Gnoblar Contingent Rules.....	20	GNOBLAR SPECIAL CHARACTERS.....	40
Army Special Rules.....	21	Cribbins.....	40
Head Honcho & Honcho.....	22	Poppit.....	41
Spoonlicker.....	23	Sparky.....	42
Gnoblar Fighters.....	24	LORE OF THE LITTLE GOB.....	43
Pigback Riders.....	25	STOLEN GOODS.....	44
Blood Gnoblar.....	26	HATEFUL HORDES.....	46
Sword Gnoblar.....	27	GNOBLAR KINGDOMS ARMY LIST.....	50
Lucky Gits.....	28	SUMMARY.....	58



Written by: Mitchell Worton & Mark Hampson.

Additional Playtesting: John Hampson, Callum Williams, Adam Chrimes, Andrew Bainbridge, Jon Leigh, Matthew Vaughan, Daniel Barnes, Ollie Whant, Nick Bayton, John Bracken, Benjamin Hayes, Paul Hickey.

WARHAMMER ARMIES: GNOBLAR KINGDOMS (BETA)

Please note that this book is in a beta format currently, we're still busy writing the background and the stories which will flesh out the Gnoblar Kingdoms army. However the list is a 'finished article' meaning that it can be used as a standalone list and it is complete, of course due to this army being in a beta stage we are interested in hearing back from people about certain elements of the book and if we feel we need to make any changes to the mechanics then we can do that.

We hope you enjoy using these rules as much as we've enjoyed making them and using them.

Mitch & Mark



INTRODUCTION

The skittering hordes of the Gnoblar is like the ominous pitter patter of rain looming in the distance, you know it's going to be a darn pain when it arrives and you've been left out in a field to bear the elements. Welcome to the Gnoblar Kingdoms.

WHY COLLECT GNOBLARS?

Gnoblar are a rabbling horde of mindless greenskins who are full of malice and have a streak for being manipulative and backstabbing. They're also particularly dim, much like their usually overbearing masters, the Ogre Kingdoms - however although the Gnoblar individually are about as clever as a rusty spoon when they attack in huge hordes they are truly a force to be reckoned with.

Gnoblar are a race who tend to prefer cowardice over committing great acts of valour and bravery and tend to mope around the armies of other races in the search for safety - in a similar way Goblins use the race of Orcs. However Gnoblar usually have to put up with an extensive amount of bullying from their would be masters and tend not to live massively long lives, an Ogre normally finds himself looking for a snack or a Chaos Dwarf deciding to use a Gnoblar in his latest experiment. But whatever status a Gnoblar is in they are truly a malevolent folk and tend to vent the wrongs done to them on to their enemies and 'en masse' they make a truly terrifying horde of carnage and death.

HOW THIS BOOK WORKS

Warhammer Armies books are split into sections, each of which deals with a different aspect of the army. *Warhammer: Gnoblar Kingdoms* contains:

- **The Tide of Runts.** This section describes the background of the Gnoblar: their pathetic history, most famous defeats and outright lies. Also included are details on Gnoblar tribes and an exploration into their realm - the ramshackle regions of Gnoblar Country.

- **The Skittering Mass.** Each and every unit type in the army is examined here, with a full description of each entry, alongside its complete rules. This section also includes the Gnoblar's Stolen Goods (magic items) and the Lore of the Little Gob (the Gnoblar spell lore).
- **Hateful Hordes.** Here you will see photographs of the range of Citadel miniatures available or converted for the Gnoblar Kingdoms army, gloriously painted by Mitch and Mark themselves.
- **Gnoblar Kingdoms Army List.** This list takes the troops, war machines, and infamous individuals from previous sections and arranges them so you can choose an army for your games. Units are classed as Characters (Lord or Heroes), Core, Special or Rare, and can be taken in different quantities depending on the size of the game you are playing and your own personal sanity.

FIND OUT MORE

While *Warhammer: Gnoblar Kingdoms* contains everything you need to play a game with your army, there are always more tactics to use, different battles to fight and painting ideas to try out. The monthly magazine *White Dwarf* contains articles about all aspects of the Warhammer game and hobby, and you can find articles specific to the Gnoblar and their malicious and backstabbing ways on our website:

www.games-workshop.com

If you'd like to contact the authors please email either of the below:

themitchoftheworton@hotmail.co.uk
outofmyhandsagain@hotmail.com



THE SKITTERING MASS CONTINGENT RULES

GNOBLAR KINGDOMS

A Gnoblar Kingdoms army may be used in two different ways, firstly the list may be used entirely independently and follows all the normal rules and restrictions for creating an army. The other way of using this list is to ally it with another army as a contingent, this allows it to be used with other armies in the Warhammer World.

GNOBLAR ALLEGIANCE

A Gnoblar Contingent may be allied with any of the following armies.

- Warhammer Armies: Ogre Kingdoms
- Warhammer Armies: Orcs & Goblins
- Turmuhkan Throne of Chaos: Legion of Azgorh

If one of these armies takes a Gnoblar Contingent in their army roster then they may only spend upto 25% of their total points on the contingent. Anything from the army may be selected, a general is not needed for example, however what you select must be taken into account when working out percentages, for example a Burn Furnace counts towards the whole armies 25% Rare allowance as well as counting towards the allotted 25% for the Gnoblar contingent itself.

GNOBLARS AND LEADERSHIP

Gnoblar are untrusting creatures, especially the majority who have not become accustomed to the likes of their usual masters, the Ogres. All units of Gnoblar used in a contingent may not use the Inspiring Presence special rule from their allies or the Hold Your Ground special rule from any Battle Standard Bearers the allied force may contain.

However if the player decides to take a general (Head Honcho, Honcho or Spoonlicker) within their Gnoblar contingent then the Gnoblar within that contingent may use the generals Inspiring Presence special rule. And similarly if a Battle Standard Bearer is taken then they may use the Hold Your Ground special rule.

Of course the main allied force may not use the Inspiring Presence or Battle Standard Bearer from the Gnoblar Contingent, they may only use their own.

In terms of victory points, in the case the allied force has two generals or two battle standards, then both award the enemy victory points if they're destroyed.

GNOBLARS AND MAGIC

After rolling for the Winds of Magic the dice don't have to be split between the two allied forces, any mages on either side may use the dice as they wish. Also any dice which are channelled may be used in the same way.

Gnoblar Contingents are part of the whole allied force, to show this wizards from the allied army may cast magic onto the Gnoblar Contingent as normal and any Gnoblar Wizards may cast magic onto their allies just as easily. This represents the army having a common sense of purpose even if the Gnoblar aren't as strong as their so called allies.

Additionally if any wizard on the table suffers a miscast which effects all wizards on the table then it duly effects all wizards in the allegiance as well.

CONTINGENT PSYCHOLOGY

Gnoblar are fractious and extremely wimpy and often run away from anything that makes a loud noise or smells a bit funny. However the units in the allied force have come to accept this and any unit from the Gnoblar contingent which is destroyed, panics or flees from combat will not cause panic within the main force. This is to represent them presuming that the Gnoblar are just doing what they do best and can't really expect much more from them.

On the other hand however, the Gnoblar are looking upto their new found allies with great comfort and see them as a form of protection against the evil that resides out there in the world. If a unit from the main army is destroyed, panics or flees from combat then it causes panic within the Gnoblar Contingent in the same way as if it was in the same army. They don't like seeing their masters (or slavers) running away and will most likely take heart in turning tail and fleeing!

STOP THAT BICKERING!

Gnoblar are as reliable as a rusty bucket full of holes, and the army always tends to infight with itself, this is known as bickering. This usually ends in a unit of Gnoblar fighting over something shiny and killing one another rather than doing their duty.

All Gnoblar contingent units must Bicker (Pg21) as usual with all the restrictions, however if a unit from the allied army is within 6" of the Gnoblar unit then it does not need to make a Bicker test for this turn, the authoritative figures around them cast a steely glare, keeping them under control.



ARMY SPECIAL RULES

On this page, you will find all of the rules that apply either to the entire army or to several units in the army. These rules are integral to the way that a Gnoblar Kingdoms army works on the battlefield. Special Rules that apply to just one or two units in the army are instead covered in the separate Bestiary entry for those units.

LARGELY INSIGNIFICANT

The usual response to a fleeing Gnoblar is a hearty belly-laugh (or a high-pitched giggle - Gnoblars actually get a real kick out of watching their mates run away). Units of Gnoblars do not cause Panic tests when they are destroyed, break or flee through a friendly unit. However a model which is destroyed, breaks or flees which doesn't have the Largely Insignificant rule does cause panic in other Gnoblar units - they might enjoy watching their mates run, but if the governor's running too, then it's not such a laughing matter.

BICKER

Gnoblar, in the end, are Greenskins... And Greenskins are particularly prone to infighting and deeds of cruelty against their own race. However most races keep this type of unruly behaviour out of a battle; but the Gnoblar tend to fight amongst themselves even at the height of an epic clash. At the beginning of each Gnoblar player turn, before charges are declared you must roll a D6 for each unit of five or more Gnoblar which are not in combat or fleeing. For each D6 roll of 1 consult the chart below and implement that effect on the unit that has bickered:

D6	Bicker Result
1	<p>Oooo Shiny. <i>One of the Gnoblars in the unit, upon spotting something sparkly on the ground picks it up and starts leaping for joy, other Gnoblars, being jealous, pile onto this poor individual ripping him and each other to shreds for possession for the shiny shiny.</i></p> <p>Not only can the Gnoblars not move this turn but their ranks are disrupted and they take D6 casualties.</p>
2	<p>Bootlicker! <i>Two Gnoblars within the unit begin to have a bit of a scrap, this soon becomes a fully fledged bar fight, with Gnoblars being flung left right and centre.</i></p> <p>The unit may not move this turn and suffers 2D6 Strength 2 hits, saves as normal.</p>
3	<p>Sneaky Backstabbers. <i>Gnoblars are inherently jealous and hate all those with even a modicum of power. Sometimes they get a little bit brave and hope that in the confusion of battle they can remove such Greenskins.</i></p> <p>The Gnoblar character with the highest Leadership in the unit (if no characters are in the unit count this as result 5) suffers a single Strength 3 hit with no Armour Saves allowed. If there are two characters with the same Leadership, then the Gnoblar player may choose which to hit.</p>

4	<p>Oil! Stop It! <i>Two Gnoblar begin to shove each other, the Gnoblar being so numerous and densely packed that as one Gnoblar is shoved the entire unit is staggered.</i></p> <p>The Gnoblar unit may not move this turn and is instead moved in a random direction D3", if this takes them into contact with another unit it stops within 1".</p>
5	<p>No I Got Bigger Ears! <i>A bit of a tussle appears within the ranks.</i></p> <p>The Gnoblar unit may not move this turn,</p>
6	<p>Mental Little Gnoblar! <i>The Gnoblar go bezerk, and surge forward like a small dachshund who wants his dinner!</i></p> <p>The unit of Gnoblar is up for a scrap and moves D6" towards the nearest enemy unit, they may still move and charge this turn. If this pre-move brings them into contact with an enemy then they count as charging.</p>

UNCANNY LUCK

Gnoblar are extremely lucky in everything they do, and it's a mystery how they've managed to survive this long, however they tend to bring this luck with them to the battlefield. At the beginning of the game after deployment but before first turn the Gnoblar player must roll a D6, the player now has that many singular D6 (or D3) re-rolls, this allows the Gnoblar player the ability to re-roll that many dice in any way he/she pleases throughout the whole game. (remembering that a dice can only ever be re-rolled once)

"SPECIAL" GNOBLAR WEAPONS

Phut Gun

Gnoblar's tend to name things after the noise they make, and the Phut Gun makes a sort of, "Phut" noise. The Phut Gun is a Dwarfen pistol which has been sworn off and fouled many times with the wrong kind of ammunition, it's a wonder how it still functions. A Phut Gun is a missile weapon with the following profile:

Range	Strength	Special
18"	4	Multiple Shots (2), Quick to Fire

Spine Javelin

Ogres tend to use Spawns to enhance their gut magic, and aside from the innards most of the beast is disposed off - even Ogres don't want to eat such a beast. However Gnoblar's have discovered that Spawn spines have magical properties and use them in battle. A Spine Javelin is a throwing weapon with the following profile:

Range	Strength	Special
12"	as user	Magical, Quick to Fire



HEAD HONCHO

	M	WS	BS	S	T	W	I	A	Ld
Head Honcho	4	4	4	3	4	3	5	4	7
Honcho	4	3	4	3	3	2	4	3	6

TROOP TYPE: Infantry (Character).

SPECIAL RULES:

Easily Replaced: If a Head Honcho or Honcho dies, roll a D6. On a roll of 6 the character returns with D3 wounds upto a maximum of the models starting wounds, this represents a Gnoblar who, seeing their leader fall in battle collects up said leader's gear in order to masquerade as this authoritative Gnoblar. This resurrected hero or lord retains all magic items they previously had but any one use only items which have been used count as having been destroyed earlier and cannot be used again.

Indecisive: If a unit of Gnoblars which have a Head Honcho or Honcho flees from battle then they have a +1 bonus to rally in addition to the +1 bonus from having a musician.



GNOBLAR SPOONLICKEER

	M	WS	BS	S	T	W	I	A	Ld
Spoonlicker	4	2	3	2	3	2	3	1	5

TROOP TYPE: Infantry (Character).

MAGIC: Gnoblar Spoonlickers are Wizards that use the Lore of the Little Gob.

SPECIAL RULES: Largely Insignificant.

Burn Furnace Mount: If mounted on a Burn Furnace then the Gnoblar Spoonlicker counts his Wizard Level as one higher than it actually is for the purposes of generating spells and casting.



GNOBLAR FIGHTERS

	M	WS	BS	S	T	W	I	A	Ld
Gnoblar Fighter	4	2	3	2	3	1	3	1	5
Groinbitter	4	2	3	2	3	1	3	2	5

TROOP TYPE: Infantry.

SPECIAL RULES: Largely Insignificant, Bicker.

UPGRADE:

Gnoblar Trappers: Some units of Gnoblars include Gnoblar Trappers, mean-spirited greenskin survivalists who specialise in fighting dirty. Every model in an enemy unit that successfully charges the Gnoblars front must take a dangerous terrain test as soon the charge is completed, to represent the various traps set in front of the unit.



PIGBACK RIDERS

	M	WS	BS	S	T	W	I	A	Ld
Pigback Rider	4	2	3	2	3	1	3	2	5
Pig Knight	4	2	3	2	3	1	3	3	5

TROOP TYPE: Infantry.

SPECIAL RULES: Largely Insignificant, Bicker.

Piggy Back: Gnoblar Pigback Riders are two Gnoblar on a single 20mm base but count as 1 model in all respects and have a single profile for both. The Pigback Riders count as being mounted and so acquire a +1 Armour Save bonus from riding a mount also since they are armed with spears they count as both having +1 Strength on the turn they make a successful charge and also fight in an extra rank in the second round, or the first if they were charged.



BLOOD GNOBLARS

	M	WS	BS	S	T	W	I	A	Ld
Blood Gnoblar	4	2	4	2	3	1	3	1	5
Gorespittle	4	2	5	2	3	1	3	1	5

TROOP TYPE: Infantry (Skirmishers).

SPECIAL RULES: Largely Insignificant, Bicker.

Sharp Stuff: All Blood Gnoblar are armed with Sharp Stuff, which is a random assortment of odds and ends from broken bottles too sharpened scrap metal, which can be very deadly when in the right hands. Sharp Stuff is a throwing weapon with the following profile:

Range	Strength	Special
12"	2	Armour Piercing, Multiple Shots (2), Quick to Fire



SWORD GNOBLARS

	M	WS	BS	S	T	W	I	A	Ld
Sword Gnoblar	4	3	3	2	3	1	3	1	5
Bully	4	3	3	2	3	1	3	2	5

TROOP TYPE: Infantry.

SPECIAL RULES: Largely Insignificant, Bicker.



LUCKY GITS

	M	WS	BS	S	T	W	I	A	Ld
Lucky Gits	4	2	3	2	3	1	3	1	5
A Very Lucky Git	4	2	3	2	3	1	3	2	5

TROOP TYPE: Infantry.

SPECIAL RULES: **Largely Insignificant, Bicker.**

Lucky, Even For Gnoblar: Lucky Gits are insanely lucky, even by the standards of their race, as a result in battles they appear to perform better than ordinary Gnoblar despite being no more skilled. Lucky Gits receive a 6+ Ward Save and Very Lucky Gits have a 5+ Ward Save, additionally once per combat phase they may choose to re-roll either their failed To Hit Rolls, To Wound Rolls or Ward Saves. The player must state which re-roll he will be attempting before the combat begins.



YHETEEES

	M	WS	BS	S	T	W	I	A	Ld
Yhetees	7	3	0	5	4	3	4	3	7
Greyback	7	3	0	5	4	3	4	4	7

TROOP TYPE: Monstrous Infantry.

SPECIAL RULES: Fear, Flammable, Swiftstride.

Aura of Frost: Yhetees have evolved a specific affinity with the sub-zero temperatures of their mountain side homes. The magical aura of cold exhale not only freezes the blood and marrow of their victims, but also wreathes the crude weapons wielded by the Yhetees with enchanted ice.

While any enemy models are in base contact with one or more Yhetees they suffer a minus 1 penalty to their Weapon Skill. In addition, all of the Yhetees close combat attacks are magical.



GNOBLAR WOLF RIDERS

	M	WS	BS	S	T	W	I	A	Ld
Wolf Rider	4	2	3	2	3	1	3	1	5
Tamer	4	2	3	2	3	1	3	2	5
Wolf	9	3	0	3	3	1	3	1	3

TROOP TYPE: Cavalry (Fast Cavalry).

SPECIAL RULES: Largely Insignificant, Bicker.



RHINOX CHARIOT

	M	WS	BS	S	T	W	I	A	Ld
Rhinox Chariot				5	5	4			
Gnoblar Scrapper		2	3	2			3	1	5
Rhinox	6	3		5			2	3	

TROOP TYPE: Chariot (5+ Armour Save).

SPECIAL RULES: Fear.



GNOBLAR SCRAPLAUNCHER

	M	WS	BS	S	T	W	I	A	Ld
Scraplauncher				5	5	5			
Gnoblar Scrapper		2	3	2			3	1	5
Rhinox	6	3		5			2	3	

TROOP TYPE: Chariot (4+ Armour Save).

SPECIAL RULES: Fear, Large Target.

EQUIPMENT:

Scraplauncher Catapult: The Scraplauncher Catapult is a Stone Thrower with the profile and special rules shown below.

Range	Strength	Special
12"-48"	3 (3)	Killing Blow

Move & Fire: The Scraplauncher Catapult can fire even if the model moves.

Scraplauncher Misfire Table: Roll on the following table if a misfire is rolled.

D6	Result
1	Kerrr-unch! The Scraplauncher comes apart in a shower of metal, wood and broken Gnoblar limbs. The Scraplauncher is destroyed.
2	Groink?!? The Scraplauncher malfunctions dramatically, sending a hatchet at high speed right into the Rhinox's most tender regions. The Scraplauncher may not shoot this turn, and from now on it has the Random Movement (2D6) special rule, and will move in a random direction.
3-4	Splang! The Scraplauncher sprays debris in all directions, but mainly straight up (which soon comes straight back down again)! The model suffers 1 wound with armour saves allowed, and may not shoot this turn or in the controlling players next turn.
5-6	It's Mine! The scrappers squabble over a shiny thing found nearby and may not fire this turn.



GNOBLAR FLAPPERS

	M	WS	BS	S	T	W	I	A	Ld
Gnoblar Flapper	4	2	3	2	3	1	3	1	5
Cadet	4	2	3	2	3	1	3	2	5

TROOP TYPE: Infantry (Skirmishers).

SPECIAL RULES: Hover, Largely Insignificant, Bicker.

Dive Bomb: Gnoblar Flappers have huge wings strapped to their arms which they keep themselves in the air with, however when the Gnoblars decide it's time to charge they tend to swoop in and use themselves as a high impact Gnoblar missile. When a unit of Gnoblar Flappers completes a successful charge, each Gnoblar Flapper in base contact with the enemy causes an Impact Hit at Strength 5, this has the Killing Blow special rule.

However using oneself as a human cannonball tends to end badly for the Gnoblar, each model which distributed an Impact Hit also suffers a Strength 5 hit, most Gnoblars tend to break their necks on impact...



SCRAP CART

	M	WS	BS	S	T	W	I	A	Ld
Scrap Cart				5	5	5			
Gnoblar Scrapper		2	3	2			3	1	5
Rhinox	6	3		5			2	3	

TROOP TYPE: Chariot (4+ Armour Save).

SPECIAL RULES: Fear, Large Target.

The Sharpest Stuff: All Gnoblar units within 6" of the Scrap Cart are one of their greatest inventions as the Gnoblar units in the army can find the best sharp stuff to throw or hit their enemies with. All Gnoblar units within 6" of the Scrap Cart gain the Armour Piercing special rule both in combat and when using thrown weapons, this also effects the Scrap Cart itself. This does not effect mounts or beasts hauling chariots, it only effects the Gnoblar units.

Additionally any Scraplaunchers within 6" of the Scrap Cart also have the strength of their Scraplauncher Catapult increased by +1, this is cumulative.

Scrap Metal: *The Gnoblar units atop the Scrap Cart begin to manically cry out in thanks to those that have given them scrap nullifying the weapons of the enemy to the point of them being useless.*

Innate bound spell (power level 5). *Scrap Metal* is a **hex** spell that targets an enemy unit within 24" of the Scrap Cart. The target unit cannot use any form of weapon they may have been upgraded to, apart from hand weapons, until the start of the casters next magic phase. For example if a targeted unit had great weapons they would be unable to use them for the duration of the spell.



GNOBLAR FIRECRACKERS



	M	WS	BS	S	T	W	I	A	Ld
Firecracker	4	2	3	2	3	1	3	1	5
Screeeach	4	2	4	2	3	1	3	1	5

TROOP TYPE: Infantry.

SPECIAL RULES: Largely Insignificant, Bicker.

EQUIPMENT:

Fireworks: The Fireworks are missile weapons with the following profile:

Range	Strength	Special
22"	3	Armour Piercing, Multiple Shots (D3), Flaming Attacks

In addition when rolling to determine the amount of shots fired any rolls of a 1 on the dice (not the D3) count as a misfire, instantly killing the model that was firing the shot. Also, as Gnoblar are a bit weary about lighting the big 'Banga Fireworks' they may only fire once every other turn, due to their fear of reloading this dangerous tool.



GIANT

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

TROOP TYPE: Monster.

SPECIAL RULES: Large Target, Stubborn, Terror.

Fall Over: Giants are ungainly and frequently befuddled as a consequence of which they often fall down. They are especially prone to this if they've been raiding the local breweries, which isn't altogether uncommon.

A Giant must test to see whether it falls over if any of the following apply:

- If it is beaten in close combat. Test once results are established but before taking a break test.
- If it is fleeing at the start of the Movement phase.
- When it crosses an obstacle. Test when the obstacle is reached.
- If the Giant decides to Jump Up & Down on an enemy. Test immediately before hand.

To see if a Giant falls over, roll a D6. On a roll of 1, the Giant falls over. A slain Giant falls over automatically.

To determine in which direction the Giant falls, roll a Scatter Dice. Place the fallen Giant template with its feet at the models base and its head in the direction of the fall - the fallen giant template is a special shaped template, which otherwise uses all the template rules from the Warhammer Rulebook (so any models lying completely or partially under it are automatically hit).

A model hit by a falling Giant takes a Strength 6 hit that has the Multiple Wounds (D3) special rule. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up & Down, Wounds inflicted by a falling Giant count towards the combat result.

A Giant that falls over automatically suffers 1 Wound. If the Giant is in combat, then this wound counts towards the combat resolution.

Once on the ground (you may lie the model down if your wish) a Giant gets up in his following movement phase, but may not move that turn. Whilst on the ground, a Giant may not attack, but he can still defend himself so the enemy must still roll to score hits on him. If forced to flee whilst on the ground, the Giant is slain - the enemy swarms over him and cuts him to pieces. If the Giant gets the opportunity to pursue his foes whilst he's on the ground, he stands up instead. A Giant may attack in close combat as usual on the turn he stands up.



Giants Special Attacks: Giants do not attack in the same way as other creatures. They are far too large and fractious to take orders and much too scatter brained to have any sort of coherent plan. To determine what happens in each close combat phase, pick a unit in base contact with the Giant and roll a D6 on one of the following tables, which table you use depends on the size of the Giants victim. When fighting characters who are riding monsters, decided whether to attack the rider or mount before rolling on the table.

Big Things Chart:

Use this chart when fighting Monsters, Monstrous Beasts, Monstrous Infantry, Monstrous Cavalry, Chariots, Warmachines, Anything with the Large Target special rule, and Characters riding any of the above.

D6	Result
1	Yell & Bawl
2-4	Thump With Club
5-6	'Eadbutt

Man-Size or Smaller Things Chart:

Use this chart when fighting anything not covered by the Big Things Chart, above.

D6	Result
1	Yell & Bawl
2	Jump Up & Down
3	Pick Up And...
4-6	Swing With Club

Yell & Bawl: The Giant yells and bawls at the enemy. This is not a pleasant experience, as Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Giant nor models in contact with him actually fight if they have not already done so this round. The Giants side automatically win the combat by 2 points (if both sides have a Giant that Yells & Bawls, the combat is drawn).

Thump With Club: The Giant brings down his club on a single model from the target unit, that is in base contact. The target may attempt to avoid the blow by passing an Initiative test (use the lowest if is the model has several different values). If the test is failed, the model takes 2D6 Wounds with no armour saves allowed. If a double is rolled the Giants club embeds itself in the ground and the Giant cannot attack at all in the following round of the same combat whilst he recovers his weapon.

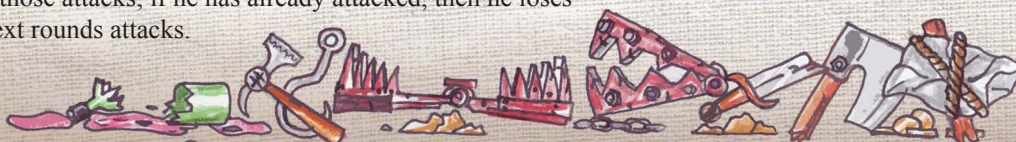
'Eadbutt: The Giant Head-Butts a single enemy model from the target unit, automatically inflicting 1 Wound with no armour saves allowed. If the victim is wounded but not slain, then he is dazed and loses all of his following attacks, if the target has not yet attacked in that combat round he loses those attacks; if he has already attacked, then he loses the next rounds attacks.

Jump Up & Down: The Giant Jumps Up & Down vigorously on top of the enemy. Before he starts, the Giant must test to determine if he falls over (see previous page). If he falls over work out where he falls and calculate damage as already described. Any Wounds caused by the fall (on either side) count towards the combat result. If the Giant remains on his non too nimble feet the target unit sustains 2D6 Strength 6 hits. Work out damage and saves as usual. Giants enjoy jumping up & down on their enemies so much that a Giant that does so in one combat round will automatically do so in the following round if he is able to do so, assuming that he did not fall over in the previous round. A Giant that starts to Jump Up & Down will therefore continue to do so on the same target until he falls over, the target is destroyed, or the combat ends.

Pick Up And... The Giant stoops down and grabs a single model in base contact from the target unit (Giant players choice). The target must make a single attack to try and fend off the Giants clumsy hand. If this attack causes an unsaved wound, the Giant attack fails. Otherwise, the Giant grabs the model and the player rolls a D6 to see what happens next:

D6	Result
1	Stuff Into Bag. The Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is removed as a casualty.
2	Throw Back Into Combat. The victim is hurled into his own unit like a living missile. The victim is removed as a casualty, and D6 Strength 3 hits are inflicted on the unit (saves as normal).
3	Hurl. The Victim is hurled into an enemy unit within 12" of the Giant - randomly determine which. The victim is removed as a casualty, and the unit takes D6 Strength 3 hits (saves as normal). Unsaved wounds from these hits counts towards the Giants combat result. If no enemy units are in range, treat this as a Throw Back Into Combat result instead.
4	Squash. This doesn't really bare thinking about. Suffice to say the model is removed as a casualty.
5	Eat. The Giant gobbles his victim up, swallowing him whole. The model is removed as a casualty.
6	Pick Another. The Giant hurriedly stuffs the victim into his bag or under his shirt (or down his trousers if they're really unlucky). Treat the attack as if the Giant had rolled the Stuff Into Bag (above) and then choose another victim. The second victim makes a single attack, as usual, to avoid being picked up - if he fails, roll again on this table to see what the Giant does with him.

Swing With Club. The Giant swings his club across the enemies ranks. The Giant inflicts D6 Strength 6 hits on the target unit.



BURN FURNACE



	M	WS	BS	S	T	W	I	A	Ld
Burn Furnace	4			6	5	8		*	
Gnoblar Crew		2	3	2			3	1	5

TROOP TYPE: Chariot (2+ Armour Save).

SPECIAL RULES: Large Target, Unbreakable, Impact Hits (Special), Terror.

Fuelling The Fires: Instead of charging the player can roll upto 6 D3's to determine the charge distance, the Burn Furnace moves 4" plus the amount of D3's rolled. If any 1's are rolled on the dice (not the D3) disregard them and roll once on the Fuelling the Fires Misfire Chart - move the model after the misfire has been resolved.

D6	Fuelling The Fires Misfire Chart
1	Kaffuddddd! Something very bad has happened, roll a D6 and consult the 'Very Bad Things' Misfire chart below.
2	Broken Drive... The machine charges the same distance but in a random direction, if it hits a friendly it resolves its impact hits as normal and is then moved 1" away, if it hits an enemy unit the Burn Furnace enters combat as normal.
3	Hole Ridden. The poorly constructed machine has sprung D3 leaks, for each leak roll a scatter dice to determine its direction. Molten metal sprays out 2D6" in a straight line in this direction. This causes a Strength 6 hit that has the Flaming special rule.
4	Bad Eggs. One bright little spark decided to put the remnants of a Skaven weapon into the machine, which isn't particularly healthy for the mechanisms! The machine takes a Wound with no saves of any kind allowed.
5	Dodgy Wheel. The unstable nature of the contraption has shaken loose one of its ramshackle wheels, the machine has -1 Movement (down to a minimum of 1) for the rest of the game.
6	Hmm Smelly! A gnoblar crew member wondered what would happen if he threw his mate or something smelly he found on the ground into the furnace fires. Apart from shrill screams or a bad smell nothing else happens.

D6	Very Bad Things Misfire Chart
1-2	Nuclear Blast. The machine explodes in a cataclysm of molten metal, burning Gnoblar bits and utter devastation. Each unit within 2D6" of the contraption takes 2D6 Strength 7 hits. Incidentally the machine is destroyed.
3-4	We Have Lift Off. The incinerator causes so much pressure that it literally launches off into space. Roll a scatter dice and 6D6" and place the large round template that far away from the centre of the burn furnace, the model under the hole takes a Strength 7 hit with the Multiple Wounds (D3) special rule, everything else touched takes a Strength 4 hit - these hits are flaming. After hits are resolved, remove the burn furnace as a casualty.

5-6	Chassis Failure. Something underneath the machine can't deal with the strain and snaps. The Burn Furnace takes D3 Wounds with no saves of any kind allowed.
-----	--

When moving the Burn Furnace it may Move or March, however roll 2D6 if the machine is marched. On a Double 1, the machine has misfired, roll on the Fuelling The Fires Misfire Chart - this represents the Gnoblars not having to load the incinerator to the brim as the furnace doesn't need to make impact with the enemy.

Impact Hits: If the Burn Furnace makes it into combat against friend or foe it causes Impact Hits equal to the amount of dice used to get it in (remembering rolls of 1 are disregarded). For example, if for your charge distance you roll 4D3 you get four Impact Hits equal to the Strength of the Burn Furnace.

Furnace Grind: The Burn Furnace is a difficult machine to fight against, it constantly spews out choking ash and it's body melts weapons when they touch it. In a round of close combat that the Burn Furnace didn't charge it gets D6 grind attacks which automatically hit and are resolved at the strength of the Burn Furnace.

EQUIPMENT:

Bulk: The Burn Furnace has a (2+) Armour Save.

Melty Gun: The Melty Gun is mounted on top of the Burn Furnace and uses the molten metal driving the machine as ammunition. The Melty Gun may fire once per turn and fired if the furnace moves but not if it marches. To fire the Melty Gun roll an artillery dice and a D3, then multiply these two results together. The gun may fire anywhere in its forward arc, any models in the path of this measured line are hit. The Melty Gun has the following profile:

Range	Strength	Special
*	7	Multiple Wounds (D3), Flaming

If a misfire is rolled consult the following table:

D6	Result
1-2	It's Melting! Oh Dear, the Melty Gun has melted, who would've thought? The liquid metal had melted through the gun and penetrated the machine below. The Melty Gun can no longer be used and the Burn Furnace suffers D3 Wounds with no saves allowed.
3-4	Rrrraaghh! The machine jolts on a rock. The Melty Gun fires in a random direction at maximum of 30".
5	Ummm Dats Odd? Nobody knows why but the Melty Gun hasn't worked, lets try again in a minute. The gun may not fire this turn.
6	Overload! The gun fires the full 30" in the desired direction, however the gun has melted and can longer be used.



CRIBBINS

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

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Easily Replaced, Indecisive. (Pg22)

Insane Little Gnoblar: Gnoblars are usually extremely cowardly and always hide behind their larger Ogre masters for protection, more often than not running away from loud noises let alone the concept of certain death. Cribbins, however, has an innate ability to bring a catatonic state unto himself and his comrades. If a unit with Cribbins in passes any form of Leadership test with Insane Courage they become Unbreakable for the rest of the game. The ability is only lost if Cribbins is removed as a casualty (the ability continues if he is replaced) or leaves the unit he is with.

Legendary: Very few Gnoblars have had the privilege of being passed down into legend, being mainly weak and useless. Cribbins, however, has proven his unique skills on the battlefield on countless occasions, in fact when witnessing such feats his foes view him not as the scrawny individual that he is but fear this legendary greenskin. If Cribbins slays an opponent in a challenge, then the unit that model was with Fears Gnoblars for the remainder of the game.

MAGIC ITEMS:

Cribbins Crooked Dice: Once per game Cribbins may nominate two numbers from 1 to 6. For all Cribbins dice rolls that turn all numbers rolled that are equal to the first amount are transformed into the second amount. For example if the two numbers stated are 1 and 4, any rolls of 1 are treated in all respects as rolls of 4. The unit Cribbins is with does not make use of this magic item apart from panic checks and charge or flee distances whereas Cribbins uses the dice for any roll he has to make. They also give Cribbins a 5+ Ward Save.

Big Stone Musher: Cribbins never goes into battle without his trusty Big Stone Musher, basically a large rock tied to a stick. Due to its sheer size and weight (in comparison to other Gnoblar weaponry) it can cause severe damage to his enemies. Any wound caused by the Big Stone Musher is multiplied into 2.



POPPIT

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

TROOP TYPE: Infantry (Character).

MAGIC: Poppit is a Level 3 wizard that uses the Lore of the Little Gob.

SPECIAL RULES:

Almost Smart: Poppit is a particularly clever little Gnoblar who learnt a lot from his previous master - Rinner Meathook. Rinner used to teach Poppit certain things about the Lore of the Great Maw and in the process helped Poppit to become one of the original users of the smaller brother law of the Little Gob. Poppit knows one more spell than he is usually allowed.

MAGIC ITEMS:

Casting Twig of Rinner: When Rinner Meathook met an abrupt sticky end, Poppit ravaged through all of Rinner's items and took everything he deemed useful - even if he didn't know what it did. Thankfully the Casting Twig proved quite useful and Poppit continued to experiment with magic just like his late master. In the Magic Phase, Poppit does not need to channel he simply generates a free dice for every phase.

Second Hand War-Paint: Wurzzag, a great Savage Orc Shaman was a master warpaint maker, and one day some of his best brew had gone off. Poppit found the disregarded paint, which had been left in a vacated Orc camp, and stole it for his own nefarious purposes! Poppit always covers himself with the smelly paint, and it grants him a 6+ Ward Save.

Bowl of Vomit: Bound Spell (Power Level 7). The Bowl of Vomit is collected before a battle, usually from nervous Gnoblar who aren't particularly happy about the idea of fighting. Poppit usually mixes different vomits together, bits from Trolls and hungover Giants who had too much to drink the night before; this concoction is then eaten chunk by chunk to cast a regenerative spell on those nearby. Poppit may target a unit within 12", this unit now has the Regeneration (5+) special rule until the start of the next magic phase.



SPARKY

	M	WS	BS	S	T	W	I	A	Ld
Sparky	4	2	5	2	3	2	4	2	6

TROOP TYPE: Infantry (Character).

SPECIAL RULES:

Go For It! Sparky is a cindered and burnt little Gnoblar who is literally on the verge of clinically insane, and the unit he is with are so terrified of him that they do his bidding without question. A unit of Firecrackers which has Sparky in it may shoot every turn instead of every other turn.

Fireworks Display Genius: Sparky is an enthusiast for fireworks and loves to ensure that the enemy get a good display - if you know I mean... When Sparky fires his Firework weapon he never misfires when rolling a 1, in addition Sparky may re-roll his result to see how many shots he makes.

MAGIC ITEMS:

Big Whoppas: Sparky comes to battle with some seriously massive Big Whoppas which he stole from the back of a Cathayan merchants cart which was making its way too the Empire. Sparky may decide to fire a Big Whoppa instead of firing his normal Firework missile weapon, Sparky must choose a direction in his forward arc to shoot this weapon. The player must then nominate how many dice he is going to use between 3 and 10, the total of these dice is the range used - measure out this range and place the small round template at the end. Anything under the template suffers a Strength 3 hit which counts as Armour Piercing and Flaming.

If any triple is rolled on the dice then don't fire the Big Whoppa as something has gone wrong, instead place the small round template on Sparkys head and resolve hits against him and his unit.



LORE OF THE LITTLE GOB

Tongue Magic, Utensology, Scavenging Victuals

Spittledose (Lore Attribute)

The lore of the Little Gob has many similarities too its more influential and larger brother lore, but the aid of the maw still helps those who seek to use it. After the effects of a successfully cast spell are resolved from the Lore of the Little Gob, roll a D6. On a 2-6 the Gnoblar gets +1 to his next casting or dispel attempt, on a roll of a 1 he suffers a Strength 4 hit.

Tiny Green Tide (Signature Spell)

The wizard emboldens his Gnoblar fighters with visions of victory and courage, making them a much more stalwart fighting force.

Cast on 5+

The *Tiny Green Tide* is an **augment** spell with a range of 12". The target unit gets +1 Leadership for every rank of 5 or more models that are present in the unit, upto a maximum of Leadership 10. This lasts until the start of the casters next magic phase. The wizard can increase the range of the spell to 24", however if he does so the casting value of the spell is increased to 10+.

1. Skill Thieves

Cast on 5+

The wizard pulls a certain essence from his enemies characteristics and infuses it with his own Gnoblar warriors. They then go on to mimic this characteristic and whilst using it in battle.

Skill Thieves is an **augment** spell with a range of 12". Pick an enemy Infantry or Cavalry unit anywhere on the table and pick one of the following characteristics from their statline: Movement, Weapon Skill, Ballistic Skill or Initiative. Note: You may only select the characteristics of the rider not their mounts and you may never select a Lord or Hero level character. Your target unit now replaces that characteristic with the chosen characteristic from the enemy, this spell lasts until the start of your next magic phase. Additionally the wizard can choose to mimic all four characteristics as indicated above, but increases the casting value to 10+.

2. Mind Eraser

Cast on 6+

The Gnoblar wizard seeks out into his bumbling horde and clears their mind of any concept of fear, allowing them to stand against the most terrifying of foes.

Mind Eraser is an **augment** with a range of 12". Target unit has the Immune to Psychology special rule until the start of the casters next magic phase. Alternatively the wizard may choose to target all friendly units within 12", thus increasing the casting value to 12+.

3. Trappers

Cast on 7+

Using the Gnoblars infamous and mischievous nature, the wizard casts a curse on the enemy which gives them a stroke of bad luck which can result in them meeting a sticky end.

Trappers is a **hex** spell with a range of 18". Target unit counts all terrain as dangerous and must roll a dangerous terrain test if it moves in any way through any terrain. Also any units which would normally have to make a dangerous terrain check without this spell being cast on them will fail on a roll of 1 or 2. In addition the range may be increased to 36" which increases the casting roll to 12+.

4. Pesky Blighters

Cast on 8+

The wizard infuses the Gnoblar horde with a heightened sense of perception and increased dexterity.

Pesky Blighters is a **augment** spell with a range of 12". Target unit gains a 6+ Ward Save and +D3 Initiative until the start of the casters next magic phase. Alternatively the wizard can increase the power of the spell and make it effect all friendly units within 12" with casting value of 16+.

5. The Fog of Eurgh!

Cast on 9+

The wizard engulfs the unit in a foul fog causing enemies to recoil and interfere with the sight of shooting attacks.

The Fog of Eurgh! is an **augment** spell with a range of 18". Any successful rolls to hit either in close combat or at range which are directed towards the target unit must be re-rolled. If a unit has Hatred or a similar special rule then calculate the amount of successful hits fully, and then re-roll using the effects from *The Fog of Eurgh!* This new result stands and the misses cannot be re-rolled.

6. Magic Spoon

Cast on 12+

The wizard clasps a mighty spoon and raises it high into the air, and whilst uttering magical sermons slams the spoon onto the ground with much gusto. In doing so, a mighty magical utensil drops from the sky smiting the armies foes asunder.

Magic Spoon is a **direct damage** spell, place the small round template anywhere within 24" of the caster; the template then scatters D6" if a HIT! is rolled then leave the template where it is. Any model wholly or partially under the template must pass an Initiative test or suffer a Strength 5 hit. However if the Gnoblar Spoonlicker is brave enough he may attempt to pull down an extremely powerfully *Magic Spoon* which instead uses the large round template, similarly to before place this template within 24" of the caster and scatter it D6". If the wizard is brave enough to attempt this spell then it is cast on an 18+. However if the wizard fails to cause a wound with this spell then he is struck by the enraged spirit of the spoon, causing a Strength 10 hit on the caster.



STOLEN GOODS

This section contains the rules and background for some of the most iconic and powerful magical artefacts used by the Gnoblar of the Gnoblar Kingdoms. These may be used in addition to the magic items found in the Warhammer rulebook.

MIGHTY MORPHIN SWORD 100 points Magic Weapon

An ancient Wood Elf artefact, lost for aeons and thought destroyed, was recently discovered by the lucky git Rimpby Gumsick in a pile of sticks which was being used as regular Gnoblar hand weapons. Rimpby soon discovered that this stick actually took on the form of any weapon it touched (what a lucky git!). Thus now the Mighty Morphin Sword has fallen into Gnoblar hands, those that see it in action can't help but think it might be put to better use elsewhere.

Grants the bearer the properties of any enemy weapon (magic or mundane) being used by any model in the unit the bearer is in combat with. This weapon morphs again once the bearer leaves the combat and no longer keeps the same properties.

MINI MELTY GUN 45 points Magic Weapon

There was once a great Gnoblar battle at the location now known as the scolded delta to the south west on Gnoblar country, this battle ended in disaster after four burn furnaces exploded, devastating the Gnoblar battleline with explosions as streams of molten metal eroded through green skin. The screams from the Gnoblars present could make a Zombie shudder. A Firecracker upon returning to salvage the site, could find no remains but the gun mounted from atop one of the furnaces. Whilst tinkering with the contraption his dim witted brain came up with not only a gun that would fire molten metal, but one that could also be used as a grenade.

This Mini Melty Gun is a Magic Ranged Weapon with the following profile:

Range	Strength	Special
24"	5	Flaming, Armour Piercing

The Mini Melty Gun also grants the user a Strength 3 Breath Weapon with the Flaming special rule. Once the Breath Weapon is used the weapon is destroyed and may no longer be used in the shooting phase.

GUT PLATE SHIELD 20 points Magic Armour

One insanely brave Gnoblar swiped the gut plate off the Ogre Tyrant Marek Fatback as he slept noisily in his bed. Now Marek is deceased there are rumours around the Gnoblar water coolers that the spirit of this Tyrant still dwells within it.

Grants the bearer +2 to his Armour Save, additionally if a wound is caused that negates the entire Armour Save of the bearer the unit or character that caused the Wound suffers D3 Strength 4 hits after which the Gut Plate Shield is destroyed.

THE HONCHO HELM 45 points Magic Armour

The Honcho Helm, so named because a Honcho is the only Gnoblar with the strength to wear it on his head and still remain standing, was "borrowed" from a Bretonnian Grail Knight. Still bearing the lipstick were the lady the Knight so loved fighting for had blessed the armour with her kiss. This helm combines with already uncanny luck of the Gnoblar wearing the helm to create a force around the character protecting him from harm.

The Honcho Helm grants +1 to your Armour Save and grants a 4+ Ward Save.

FUNNY TRINKET 20 points Talisman

Gnoblar Manbiters, wannabe Maneaters, scour the world in search of stories to pass off as their own before returning too their horde to regale their mates with lies of their deeds. One such Manbiter by the name of Plop Sleckbick returned particular with this item held aloft claiming his was gifted it by an elderly human merchant he had been hired to protect after defending his caravan from a horde of Savage Orcs. It was later revealed he was actually hired to recover the talisman from a latrine, after which Plop stole the item, run away giggling and smelt every so slightly ripe.

Allows the wearer to re-roll failed Ward Saves.



THE ONE RING (BRACELET) 15 points

Talisman

One ring to rule them all, one ring to find them, one ring to bring them all and... Hang on, why do I have it?!?

Makes the bearers attacks Flaming and Magical.

CARROT & STICK 65 points

Magic Banner

Sometimes a Gnoblar just needs a little more coaxing to get them to enter a battle. Whilst the carrot in front of them seems to do little to tempt the little mites to charge forward, beating them with a stick until they move seems to work just fine. The Head Honcho famed for using this technique to great effect was Grimmi Stumpnick who led his Gnoblar horde to victory in literally three battles. Tired and bruised his underlings hatched a vile plan and just a few short weeks later Grimmi was overthrown due to the bravery of a Gnoblar who had found a slightly larger stick.

The unit may always re-roll failed charge distances, the second result stands.

OGRE BRAIN 50 points

Arcane Item

A Gnoblar saw an Ogre fall in battle, this Gnoblar held in his hand a pointy stick... A few minutes later this Gnoblar held in his hand a bloody stick and walnut sized brain of an Ogre. When asked directly why he decided to do this the creature simply hissed and scampered away. Still, the Spoonlickers found a use for it.

One use only. After the Winds of Magic have been rolled, roll a D6, on a 2-6 you get that many extra Power Dice, however on a 6 the wizard must roll on the miscast table at the end of the magic phase. On a roll of 1 no dice are generated and the Ogre's brain haemorrhages the wizards own and he may not cast spells for the rest of the game.

THE BALE TAURUS HORN 35 points

Enchanted Item

Once upon a time there was a sneaky Gnoblar who stole a Bale Taurus Horn from underneath the nose of a great Chaos Dwarf lord. Shortly after stealing the magical item, the Gnoblar got particularly angry at everything and realised he had the hatred of the Taurus burning within him... Wasn't long before he got himself in a scrap!

One use only. Grants the bearer and the unit he is with Hatred until the end of the players next turn.

GNOBLAR REPUTATIONS

Gnoblar units tend to big themselves up quite a bit, but in some circumstances these claims are actually true - this could be down too the Gnoblars actually being remotely skilled, but most likely it probably comes down to dumb luck.

Any unit of Gnoblar Fighters, Pigback Riders, Blood Gnoblars, Sword Gnoblars, Lucky Gits and Firecrackers may take one Gnoblar Reputation as a unit upgrade. Each unit upgrade may only be taken once per army, this doesn't count as a magic item so cannot be destroyed.

Perceptive 10 points

Certain Gnoblars have a great awareness of what is going on around them in a battle, these units of Gnoblars tend to have a great perception and can see how their generals are planning the battle out.

A unit of Gnoblars with the Perceptive special rule can use their generals Inspiring Presence and the battle standard bearers Hold Your Ground special rule when within 18".

Sprinters 5 points

Gnoblars are great athletes and are used to doing the bidding of their usual Ogre masters. Certain bands of Gnoblars tend to be extremely speedy and usually find themselves outpacing most of their kin.

A unit of Gnoblars with the Sprinters special rule may re-roll one failed charge once per game.

Braves 5 points

Gnoblars tend to be cowardly and usually run away, but certain units of Gnoblars know that when they run, their mates all laugh, so they summon a little bit of courage in the face of danger to prove their peers wrong.

A unit of Gnoblars with the Braves special rule may re-roll one failed panic check once per game.

Speedy Cowards 5 points

Gnoblars get renown from being cowardly just as much as being brave in battle and certain Gnoblars become brilliant at making a tactical retreat...

A unit of Gnoblars with the Speedy Cowards special rule roll 3D6" and use the highest two dice when fleeing.

Budding Commander 2 points

Eventually all Honchos must die and waiting in the wings are groinbiters and other captains who are looking to replace them.

A captain within a unit of Gnoblars with the Budding Commander special rule gains Hatred of all enemies.



GNOBLAR ARMY LIST

USING THE ARMY LIST

The army list is used alongside the 'Choosing an Army' section of the Warhammer rulebook to pick a force ready for battle. Over the following pages you will find an entry for each of the models in your army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and their points cost.

UNIT CATEGORIES

As described in the Warhammer rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core Units, Special Units and Rare Units.

ARMY LIST ENTRIES

Each army list entry contains all the information you need to choose and field that unit at a glance, using the following format:

① GNOBLAR FIGHTERS

2.5 points per model

② Profile	② M	WS	BS	S	T	W	I	A	Ld	Troop Type ③
Gnoblar Fighter	4	2	3	2	3	1	3	1	5	Infantry
Groinbitter	4	2	3	2	3	1	3	2	5	Infantry

⑤ Unit Size: 20+

⑥ Equipment:

- Hand Weapon
- Throwing Weapon

⑦ Special Rules:

- Largely Insignificant
- Bicker

⑧ Options:

- One Gnoblar may be upgraded to a Groinbitter.....5 points
- One Gnoblar may be upgraded to a musician.....5 points
- One Gnoblar may be upgraded to a standard bearer.....5 points
- The entire unit may be upgraded with the following:
 - Slings.....0.5 point per model
- The unit may be upgraded to contain trappers.....25 points

① **Name.** The name by which the unit or character is identified.

② **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 (such as unit champions).

③ **Troop Type.** Each entry specifies the troop type of its models (e.d. 'infantry', 'monstrous cavalry' and so on).

④ **Points value.** Every miniature in the Warhammer range costs an amount of points that reflects how effective it is on the battlefield. For example, a Gnoblar costs 2.5 points, whilst the mighty Cribbins costs a whopping 175 points!

⑤ **Unit Size.** This 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, or can even comprise just a single model.

⑥ **Equipment.** This is a list of the standard weapons and armour for that unit. The cost of these items is included in the basic points value.

⑦ **Special Rules.** Many troops have special rules that are fully described earlier in the book or in the Warhammer rulebook. The names of these rules are listed here as a reminder.

⑧ **Options.** This is a list of optional weapons and armour, mounts, magic items and other upgrades for units or characters, including the points cost for each particular option. Many unit entries include the option to upgrade a unit member to a champion, standard bearer or musician. Some units may carry a magic standard or take magic items at a further points cost.



The Gnoblar on the far left is armed with a hand weapon. As you can see from the profile above, he will cost 2.5 points to include in your army. A unit of 20 Gnoblars armed like this would therefore cost 50 points.

The Gnoblar on the left is armed with a sling missile weapon. He is slightly more expensive weighing in at 3 points.



LORDS

CRIBBINS

100 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Cribbins	4	4	4	3	4	3	5	4	7	Infantry (Special Character)

Equipment:

- Big Stone Musher
- Cribbins Crooked Dice
- Light Armour

Special Rules:

- Easily Replaced
- Indecisive
- Insane Little Gnoblar
- Legendary

POPPIT

175 points

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

Equipment:

- Hand Weapon
- Light Armour
- Casting Twig of Rinner
- Second Hand Warpaint
- Bowl of Vomit

Special Rules:

- Almost Smart

Magic:

Poppit is a Level 3 Wizard.
He uses the Lore of the Little Gob

HEAD HONCHO

45 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Head Honcho	4	4	4	3	4	3	5	4	7	Infantry (Character)

Equipment:

- Hand Weapon
- Light Armour
- Throwing Weapon

Special Rules:

- Easily Replaced
- Indecisive

Options:

- May choose to be armed with one of the following:
 - Additional Hand Weapon.....4 points
 - Great Weapon.....8 points
 - Flail.....4 points
 - Spear.....4 points
- May be armed with a Phut Gun.....5 points
- May upgrade his light armour to heavy armour.....2 points
- May take a shield.....2 points
- May choose to be mounted on a
 - Rhinox.....105 points
 - Wolf.....12 points
 - Burn Furnace.....195 points
- May take magic items up to a total of.....100 points

MOUNTS

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Rhinox	6	3	0	5	5	3	2	3	5	Monstrous Beast
Wolf	9	3	0	3	3	1	3	1	3	Cavalry (Fast Cavalry)

Special Rules:

- **Rhinox:** Fear, Frenzy, Impact Hits (D3), Stubborn, Natural Armour (4+ Armour Save)



HEROES

SPARKY

65 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sparky	4	2	5	2	3	2	4	2	6	Infantry (Special Character)

Equipment:

- Hand Weapon
- Light Armour
- Big Whoppas
- Fireworks

Special Rules:

- Go For It!
- Firework Display Genius

Options:

- May take upto an extra 2 Big Whoppas.....25 points per Big Whoppa

HONCHO

20 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Honcho	4	3	4	3	3	2	4	3	6	Infantry (Character)

Equipment:

- Hand Weapon
- Light Armour
- Throwing Weapon

Special Rules:

- Easily Replaced
- Indecisive

Options:

- May choose to be armed with one of the following:
 - Additional Hand Weapon.....2 points
 - Great Weapon.....4 points
 - Flail.....2 points
 - Spear.....2 points
- May be armed with a Phut Gun.....5 points
- May upgrade his light armour to heavy armour.....2 points
- May take a shield.....2 points
- May choose to be mounted on a
 - Wolf.....12 points

SPOONLICKEE

50 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Spoonlicker	4	2	3	2	3	2	3	1	5	Infantry (Character)

Equipment:

- Hand Weapon

Special Rules:

- Largely Insignificant

Magic:

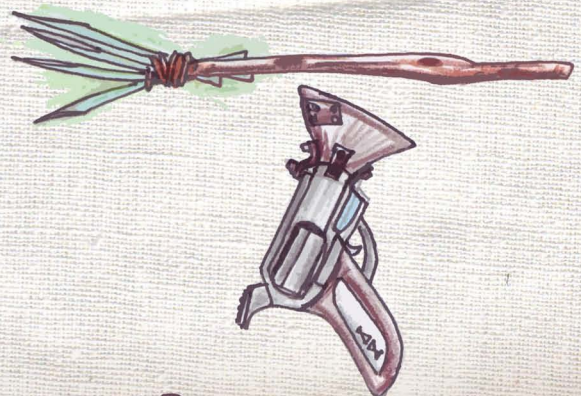
A Spoonlicker is a Level 1 Wizard.
He uses the Lore of the Little Gob.

Options:

- May choose to be armed with one of the following:
 - Additional Hand Weapon.....2 points
- May be upgraded to a Level 2 Wizard.....35 points
- May choose to be mounted on a
 - Wolf.....12 points
 - Burn Furnace.....195 points
- May take magic items up to a total of.....50 points

BATTLE STANDARD BEARER

One Honcho 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.



CORE

GNOBLAR FIGHTERS

2.5 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Gnoblar Fighter	4	2	3	2	3	1	3	1	5	Infantry
Groinbitter	4	2	3	2	3	1	3	2	5	Infantry

Unit Size: 20+

Equipment:

- Hand Weapon
- Throwing Weapon

Special Rules:

- Largely Insignificant
- Bicker

Options:

- One Gnoblar may be upgraded to a Groinbitter.....5 points
- One Gnoblar may be upgraded to a musician.....10 points
- One Gnoblar may be upgraded to a standard bearer.....10 points
- The entire unit may be upgraded with the following:
 - Slings.....0.5 point per model
- The unit may be upgraded to contain trappers.....25 points

PIGBACK RIDERS

4 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pigback Rider	4	2	3	2	3	1	3	2	5	Infantry
Pig Knight	4	2	3	2	3	1	3	3	5	Infantry

Unit Size: 10+

Equipment:

- Spears
- Light Armour

Special Rules:

- Largely Insignificant
- Bicker
- Piggy Back

Options:

- One Pigback Rider may be upgraded to a Pig Knight.....10 points
- One Pigback Rider may be upgraded to a musician.....10 points
- One Pigback Rider may be upgraded to a standard bearer.....10 points

BLOOD GNOBLARS

6 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Blood Gnoblar	4	2	4	2	3	1	3	1	5	Infantry (Skirmishers)
Gorspittle	4	2	5	2	3	1	3	1	5	Infantry (Skirmishers)

Unit Size: 5-20

Equipment:

- Hand Weapon
- Sharp Stuff

Special Rules:

- Largely Insignificant
- Bicker
- Skirmishers

Options:

- One Blood Gnoblar may be upgraded to a Gorspittle.....10 points
- One unit of Blood Gnoblar may be upgraded to have the Scouts special rule:
 - Scouts.....2 point per model

SWORD GNOBLARS

5 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sword Gnoblar	4	3	3	2	3	1	3	1	5	Infantry
Bully	4	3	3	2	3	1	3	2	5	Infantry

Unit Size: 20+

Equipment:

- Hand Weapon
- Heavy Armour
- Throwing Weapon

Special Rules:

- Largely Insignificant
- Bicker

Options:

- One Sword Gnoblar may be upgraded to a Bully.....10 points
- One Sword Gnoblar may be upgraded to a musician.....10 points
- One Sword Gnoblar may be upgraded to a standard bearer.....10 points
 - One unit of Sword Gnoblar may take a Magic Standard worth up to.....50 points
- The entire unit may be upgraded with one of the following:
 - Additional Hand Weapons.....1 point per model
 - Shields.....1 point per model



SPECIAL

LUCKY GITS

5 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Lucky Git	4	2	3	2	3	1	3	1	5	Infantry
A Very Lucky Git	4	2	3	2	3	1	3	2	5	Infantry

Unit Size: 20+

Equipment:

- Hand Weapon
- Throwing Weapon

Special Rules:

- Largely Insignificant
- Bicker
- Lucky Even For Gnoblar

Options:

- One Lucky Git may be upgraded to a Very Lucky Git.....10 points
- One Lucky Git may be upgraded to a musician.....10 points
- One Lucky Git may be upgraded to a standard bearer.....10 points
- The entire unit may be upgraded with the following:
 - Slings.....0.5 point per model
- The unit may be upgraded to contain trappers.....25 points

YHETEEES

44 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Yhete	7	3	0	5	4	3	4	3	7	Monstrous Infantry
Greyback	7	3	0	5	4	3	4	4	7	Monstrous Infantry

Unit Size: 3+

Equipment:

- Hand Weapon

Special Rules:

- Aura of Frost
- Fear
- Flammable
- Swiftstride

Options:

- One Yhete may be upgraded to a Greyback.....10 points

GNOBLAR WOLF RIDERS

10 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Gnoblar Wolf Rider	4	2	3	2	3	1	3	1	5	Cavarly (Fast Cavalry)
Tamer	4	2	3	2	3	1	3	2	5	Cavalry (Fast Cavarly)
Wolf	9	3	0	3	3	1	3	1	3	

Unit Size: 5+

Equipment:

- Hand Weapon
- Light Armour

Special Rules:

- Largely Insignificant
- Bicker
- Fast Cavalry

Options:

- One Gnoblar Wolf Rider may be upgraded to a Tamer.....10 points
- One Gnoblar Wolf Rider may be upgraded to a musician.....10 points
- One Gnoblar Wolf Rider may be upgraded to a standard bearer.....10 points
- The entire unit may be upgraded with one of the following:
 - Spears.....1 point per model
 - Slings.....0.5 point per model
- The entire unit may be upgraded with Shields*.....1 point per model

* Note: If a unit of Gnoblar Wolf Riders take shields then they no longer have the Fast Cavalry special rule.



85 points per model

- Hand Weapon
- Slings

130 points per model

- Scraplauncher Catapult

6 points per model

- Wings (Hand Weapon)



RARE

GNOBLAR FIRECRACKERS

10 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Gnoblar Firecracker	4	2	3	2	3	1	3	1	5	Infantry
Screeeacher	4	2	4	2	3	1	3	1	5	Infantry

Unit Size: 5-10

Equipment:

- Hand Weapon
- Firework

Special Rules:

- Largely Insignificant
- Bicker

Options:

- One Gnoblar Firecracker may be upgraded to a Screeeacher..... 10 points

SCRAP CART

165 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Scrap Cart				5	5	5				Chariot (Armour Save 4+)
Gnoblar Scrappier		2	3	2			3	1	5	
Rhinox	6	3		5			2	3	5	

Unit Size: 1 Scrap Cart

Crew: 10 Gnoblar Scrappers

Drawn by: 1 Rhinox

Equipment (Gnoblar Scrappers):

- Hand Weapon
- Throwing Weapons

Special Rules:

- Fear
- Large Target
- The Sharpest Stuff
- Scrap Metal

GIANT

200 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Giant	6	3	3	6	5	6	3	*	10	Monster

Unit Size: 1 Giant

Equipment:

- Hand Weapon

Special Rules:

- Fall Over
- Giant Special Attacks
- Large Target
- Stubborn
- Terror

BURN FURNACE

195 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Burn Furnace	4			6	5	8		*		Chariot (2+ Armour Save)
Gnoblar Scrappier		2	3	2			3	1	5	

Unit Size: 1 Burn Furnace

Crew: 6 Gnoblar Scrappers

Equipment (Gnoblar Scrappers):

- Hand Weapons

Equipment (Burn Furnace):

- Melty Gun

Special Rules:

- Fuelling The Fires
- Furnace Grind
- Bulk
- Impact Hits (Special)
- Terror
- Large Target
- Unbreakable

Options:

- If the Burn Furnace isn't taken as a mount it may include one more Gnoblar crew...5 points



SUMMARY

LORDS	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Cribbins	4	4	4	3	4	3	5	4	7	In (SC)	38
Poppit	4	2	3	2	3	3	3	1	6	In (SC)	39
Head Honco	4	4	4	3	4	3	5	4	7	In	22

HEROES	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Sparky	4	2	5	2	3	2	4	2	6	In (SC)	40
Honcho	4	3	4	3	3	2	4	3	6	In	22
Spoonlicker	4	2	3	2	3	2	3	1	5	In	23

CORE	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Gnoblar Fighters	4	2	3	2	3	1	3	1	5	In	24
- Groinbiter	4	2	3	2	3	1	3	2	5	In	
Pigback Riders	4	2	3	2	3	1	3	2	5	In	25
- Pig Knight	4	2	3	2	3	1	3	3	5	In	
Blood Gnoblars	4	2	4	2	3	1	3	1	5	In	26
- Gorskittle	4	2	5	2	3	1	3	1	5	In	
Sword Gnoblars	4	3	3	2	3	1	3	1	5	In	27
- Bully	4	3	3	2	3	1	3	2	5	In	

MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Rhinox	6	3	0	5	5	3	2	3	5	MB	49
Wolf	9	3	0	3	3	1	3	1	3	Ca	49

Troop Type Key

In = Infantry, WB = War Beasts, Ca = Cavalry, MI = Monstrous Infantry,
MB = Monstrous Beasts, MC = Monstrous Cavalry, Mo = Monster, Ch = Chariot,
SC = Special Character, Sw = Swarm, Un = Unique Unit, WM = War Machine.

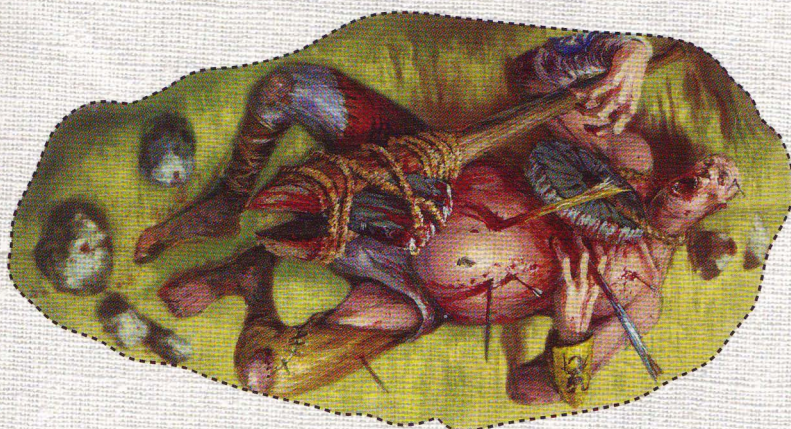
SPECIAL	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Lucky Gits	4	2	3	2	3	1	3	1	5	In	28
- Very Lucky Git	4	2	3	2	3	1	3	2	5	In	

Yhetees	7	3	0	5	4	3	4	3	7	MI	29
- Greyback	7	3	0	5	4	3	4	4	7	MI	
Wolf Riders	4	2	3	2	3	1	3	1	5	Ca	30
- Tamer	4	2	5	2	3	1	3	2	5	Ca	
- Wolf	9	3	0	3	3	1	3	1	3	-	
Rhinox Chariot				5	5	4				Ch	31

- Gnoblar Crew		2	3	2			3	1	5	-	
- Rhinox	6	3		5			2	3		-	
Scraplauncher				5	5	5				Ch	32
- Gnoblar Crew		2	3	2			3	1	5	-	
- Rhinox	6	3		5			2	3		-	
Gnoblar Flapper	4	2	3	2	3	1	3	1	5	In	33
- Cadet	4	2	3	2	3	1	3	2	5	In	

RARE	M	WS	BS	S	T	W	I	A	Ld	Type	Pg
Firecrackers	4	2	3	2	3	1	3	1	5	In	35
- Screeeacher	4	2	4	2	3	1	3	1	5	In	
Giant	6	3	3	6	5	6	3	*	10	Mo	36
Burn Furnace	4			6	5	8		*		Ch	38
- Gnoblar Crew		2	3	3			3	1	5	-	
Scrap Cart				5	5	5				Ch	34
- Gnoblar Crew		2	3	2			3	1	5	-	
- Rhinox	6	3		5			2	3		-	

FALLEN GIANT TEMPLATE



To make your template:

- First photocopy this page and stick it to a piece of thin card (cereal packets are ideal).
- Carefully cut around the dotted line with a sharp knife or a hobby knife.
- Alternatively, you can download printable version of the templates from our website:

www.games-workshop.com

