

## DA NETTAS



Da Nettas – Night Goblin Netters & Clubbers

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

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

## DA HUNTAS

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

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



Da Huntas – Night Goblin Squig Hunters

## DA HOPPAS



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

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

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



Da Hoppas – Night Goblin Squig Hoppers

Squigs are ace. Dey can bite o' mane in off ded quick.

## DA LOONIES



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

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

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



Da Loonies – Goblin Doom Diver Catapult

## EXPANDING YOUR ARMY

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

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

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

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

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

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

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