

**Wargames Unlimited Presents**

# Swampgoblins

**An Army List For No Quarter**

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**The Fantasy Battles Miniatures Wargame**

## The Swampgoblins

All things are born of the Tree of Life and all things are given back to the Tree of Life after death This is the basis of Swamp Goblin belief and it governs almost every aspect of life in the Fallen Land. The Swamp Goblins do not see themselves as merely living in the Fallen Land; they see themselves as very much a part of it. It permeates not only their culture, but their physiology as well.

The Swamp Goblins are a war-like race but they do not fight for personal gain like so many of the other races. Their wars are territorial and essential to the survival of their race. The constant shifting of territory keeps knowledge of the jungle fluid, which is vital in a world where ignorance and stagnation are an invitation to death. The Fallen Land is a cruel master who tolerates neither weakness nor inattention.

All the tribes are composed of the same types of warriors and the design of their armour and weapons is fairly consistent, though the colour and markings of this armour differs greatly. In centuries past the Goblins made use of the body parts from the giant insects in the jungle but now, even though they follow traditional designs, they forge newer armaments from copper, gold and steel. Their skillful blacksmiths impregnate the steel with pigments from the crushed carapaces of the giant insects found throughout the Fallen Lands. This process gives the arms and armor of the Swamp Goblins a glazed iridescence that is both beautiful and distinctive to each tribe. More recently the weapons makers have begun using calcified gourd rinds for armour and weaponry. Being incredibly rigid and strong, the gourd armour offers protection from fire as well as being a potent weapon in and of itself. Considering its light weight, the gourd rinds are highly preferred over metal by the majority of the tribes.

## Special Rules

All Swamp Goblins Have the Racial Trait of Junglewarrrior. These Traits do not count towards the maximum Trait limitations.

## Composition

One elite unit per core unit.

One support unit per elite or core unit.

The Army must be lead by an Elder Shaman.

## Core Units

### Light Spearmen

### Core

The main body of their armies is made up of spearmen. The light spearmen tend to be young warriors, newly conscripted into their ranks. They attack in concerted groups and use their chitin spears and shields with amazing skill. They know that their natural chitin weaponry is not as tough as steel, but they also know that the best metal armor has joints and weaknesses. They strive to exploit these weaknesses the best way they can and their seemingly wild attacks actually mask their measured precision.

Name	AC	RA	CC	ST	T	W	CO
Light Spearmen	9	3	3	3	3	1	4
Weapons	Chitin Spear (UC4, ST+1)						
Armour	Chitin Plate & Shield (AR2)						
Racial traits	Jungle Warrior						
Equipment	Yellow Lotus Poison						
Special Rules	Teamwork						
Structure	4+ Models per unit						
Points Cost	26 Points						



## Heavy Spearman Core

Heavy spearmen are older veterans who have survived many a campaign. They know better how to wield the Chitin Spears and are armoured better than the standard troops.

Name	AC	RA	CC	ST	T	W	CO
Heavy Spearmen	9	3	5	3	3	1	4
Weapons	Chitin Spear (UC 4, ST+1)						
Armour	Chitin Plate & Shield (AR 4)						
Racial traits	Jungle Warrior						
Equipment	Yellow Lotus Poison						
Special Rules	Teamwork						
Structure	4+ Models per unit						
Points Cost	32 Points						

## Blowpiper Core

Blowpipers roam the dense jungle unnoticed, they are masters of camouflage. Their preferred tactic is to set up an ambush and wait until their prey comes into range of their Blowpipes. Then they unleash a deadly spray of poisoned darts onto their foes and disappear into the jungle.

Name	AC	RA	CC	ST	T	W	CO
Blowpipers	9	4	3	3	3	1	4
Weapons	Blowpipe (UC4, ST4, Burst x3) 12"-16"-18"						
Armour	None						
Racial traits	Jungle Warrior						
Equipment	Yellow Lotus Poison						
Special Rules	Infiltrate						
Structure	4+ Models per unit						
Points Cost	35 Points						



## Droneriders Core

The foot soldiers of the Swamp Goblin tribes do not enter battle alone. Supporting their armies from the air are the insects known as Drone's, giant, hornet-like creatures ridden by either a seasoned warrior or a Shaman. The warriors are armed with a chitin sword and Gourd Bombs

Name	AC	RA	CC	ST	T	W	CO
Rider	9	4	3	3	3	1	4
Drone		-	3	4			
Weapons	Gourd Bombs (UC 4, St 4, T 2")						
Racial traits	Jungle Warrior						
Armour	None						
Special Rules	Flying						
Structure	2-8 Models per unit						
Points Cost	35 Points						



## Elite Units

### Headhunters

### Elite

The Headhunters fight for the glory of the tribe and often for the glory of self, though this is somewhat frowned upon in Swamp Goblin society. They take trophies from the battles in which they fight and no trophy is more highly prized than the head of your enemy. These fanatical warriors have a ferocious reputation and are often given a wide berth even by their own people.

Name	AC	RA	CC	ST	T	W	CO
Headhunters	10	3	5	3	4	2	4
Weapons	Chitin Poleaxe (UC5, ST+2) Two Handed, Reach 1"						
Armour	Chitin Plate (AR 4)						
Racial traits	Jungle Warrior						
Special Rules	Infiltrate Extra Attack (x3)						
Structure	2+ Models per unit						
Points Cost	69 Points						



### Mantisguard

### Elite

In major conflicts, the Mantis Guard, hand picked warriors who often defend the Elder Shaman, take the lead in an attack on a Gourd City. The leaders of the Mantis Guard fight with a pair of Mantis Claws, which they wield with great skill. Culled from fallen Mantis insects, the prospective Mantis Warrior must slay this powerful beast in a long hunt armed with only what the land provides. If successful, this veteran will return with the frontal claws of his fallen prey and earn a place among the Mantis Guard.

Name	AC	RA	CC	ST	T	W	CO
Mantisguard	10	3	5	3	4	1	5
Weapons	Chitin Poleaxe (UC5, ST+2) Two Handed, Reach 1"						
Armour	Chitin Plate (AR4)						
Racial traits	Jungle Warrior						
Special Rules	Teamwork Extra Attack (x2)						
Equipment	Yellow Lotus Poison						
Structure	4+ Models per unit						
Points Cost	54 Points						



Name	AC	RA	CC	ST	T	W	CO
Mantisguard Champion	10	3	7	3	4	2	5
Weapons	Mantis Claws (UC 5, ST+2)						
Armour	Chitin Plate (AR 4)						
Racial traits	Jungle Warrior						
Special Rules	Teamwork Extra Attack x4						
Equipment	Yellow Lotus Poison						
Structure	Elite Champion						
Points Cost	85 Points						



# Individuals

## Swampstalkers Individual

The Swamp Stalkers are another insect used by the Swamp Goblins in their defence of the Fallen Lands. These enormous long-limbed arachnoids scout the jungle, guarding boundaries and warning of attack. Mounted with highly skilled champions referred to as Sentinels, these beasts are swift and seemingly tireless, capable of feats of astounding agility and savagery. Attacking with two vicious frontal claws, the Swamp Stalker is a tireless hunter. Its rider, the respected Sentinel is also a capable foe, knowing the secret paths of the jungle as few others. Together they make a unit the Swamp Goblins rely upon for both support and offense.

Name	AC	RA	CC	ST	T	W	CO
Sentinel	12	3	5	3	5	2	4
Stalker		-	5	4			
Weapons	Chitin Poleaxe (UC5, ST+2) Two Handed, Reach 1"						
Racial traits	Jungle Warrior						
Armour	Thoughtned Hide (AR6)						
Traits	Sting (UC4, ST5, Poisonous) Web (UC6, Special)						
Special Rules	Cavallery Mutilate Extra Attack (x2)						
Structure	Individual						
Points Cost	108 Points						



## Elder Shamans Individual

When and how a Swamp Goblin tribe will attack is ultimately decided by the Elder Shaman. These learned individuals commune with the Spirit World and guide the tribe with the wisdom they learn there. The outcome of a battle is normally decided by the wisdom or folly of these members of society and it is not uncommon for an Elder Shaman to be executed if his visions lead the tribe into disaster. It would be better that the Shamans essence be returned to the Tree of Life than be allowed to diminish the eminence of the tribe further.

Name	AC	RA	CC	ST	T	W	CO
Elder Shaman	12	4	3	3	3	2	6
Drone			2	4			
Weapons	Gourd Bombs (UC4, ST4, 2" Blast)						
Armour	None						
Racial traits	Jungle Warrior						
Traits	Flying Magic User (Level 3)						
Special Rules	Adept Evade Great Leader						
Spells	At additional points						
Structure	Army General						
Points Cost	140 Points						

## Support Units

### Netters

### Support

A Netter can be added to any foot Unit within the Swampgoblin Army. The netter supports the main host by throwing their nets before the unit charges. The sticky nets entangle their victim rendering them defenseless to the main attack.

Name	AC	RA	CC	ST	T	W	CO
Netters	12	3	3	3	3	1	4
Weapons	Net (UC5, ST4) Entangle						
Armour	Chitin Plate (AR2)						
Racial traits	Jungle Warrior						
Special Rules	Double Time						
Structure	Support						
Points Cost	40 Points						



### Webmaster

### Support

A Webmaster can be added to any foot unit within the Swampgoblin Army. The webmaster carries a staff to which a dangerous spider is attached. Once a target is in range the spider is thrown at its victim. The special thing about this is that the spider carries thousands of small spider in its womb. Once thrown the Spidermother will die on the impact and thousands of itsy bitsy spiders crawl of of the corpse devouring everything nearby.

Name	AC	RA	CC	ST	T	W	CO
Webmaster	12	3	3	3	3	1	4
Weapons	Spiderstaff (UC4, ST+1) Spider (UC4, ST4, 3" Blast, Range 4"/+1, 8"/+0, 12"/-1, Template will remain for TWO turns after which the spiders will dissapper into the undergrowth).						
Armour	Chitin Plate (AR2)						
Racial traits	Jungle Warrior						
Special Rules	Double Time						
Structure	Support						
Points Cost	46 Points						



### Novice Shaman

### Support

A novice Shaman can be added to a core or elite unit. Novice Shamans are not jet ready to communicate to the forrest spirits. They first have to prove their worth in battle

Name	AC	RA	CC	ST	T	W	CO
Novice Shaman	12	3	3	3	3	1	4
Weapons	Gourd Bombs (UC4, ST4, 2" Blast)						
Armour	Chitin Plate (AR2)						
Racial traits	Jungle Warrior						
Special Rules	Double Time						
Structure	Support						
Points Cost	40 Points						

## Magic

### **Summon Gourd Spirit 12 UC /Level 2 / 70 Points**

Gourd spirits are nature's fury projected into living matter. This spirit can take on many forms. Often it assumes the form of a large animal.

The Spirit will appear within 10" of the shaman, there can be no more than one Gourd Spirit per Shaman on the Battlefield.

Name	AC	RA	CC	ST	T	W	CO
Gourd Spirit	9	3	6	6	6	2	7
Weapons	Natural Weapons (UC3, ST+0)						
Armour	Various (AR2)						
Racial traits	Jungle Warrior						
Special Rules	Double Time Extra Attack (x2) Dodge						
Structure	Elemental						
Points Cost	- Points						

### **Spirit Walk 6 UC /Level 3 / Point Cost 5**

The Wizard attempts to alter the flow of time and change the flow of events by communicating with the spirits of the jungle. The Shaman attempts to gain between 1 and 3 dice re-rolls. If the spell is successfully cast, roll a D10 to determine the number of re-rolls.

D10	Perception Result
1 – 2	Gain 3 re-rolls
3 – 8	Gain 2 re-rolls
9 - 10	Gain 1 re-rolls

These re-rolls may be used at any time and for any dice roll until the Wizard is next activated. These include rolls to hit, casting additional spell, initiative, armour saves etc.

### **Wasp Swarm 6 UC /Level 4 / Point Cost 8**

The Shaman can Communicate with nature itself calling the wasps to come to their aid. The target model or unit will be attacked by a great swarm of Wasps.

If successfully cast, the target model will miss its next activation. In addition, any attacks against the model will automatically hit. The Target must be in line of sight and within 20".

This spell may not be used two turns in a row on the same target model or unit.

### **Jungle Spores 4 UC /Level 5 / Point Cost 4**

Some of the rare Jungleplants are able to sprout out a deadly volley of razorsharp spores, killing its victim. Some of the Shamans can manipulate the plants to their will and direct the natural attack.

Position the small teardrop template (TTS) anywhere within 20" and line of sight (LOS) of the caster.

All models completely covered by the template take a strength 4 hit. Models partially covered take a strength 4 hit on a D10 roll of 5 or less. Armour saves are taken as normal.

### **Seed of Yukka 5 UC /Level 4 / Point Cost 25**

The Shaman causes the ground to liquify and snare his enemies. The Wizard targets an enemy unit or model within 20" and line of sight (LOS). Each time the target model or unit uses actions to move, roll a D10 for each model. On a roll of 1, the model succumbs to the Swamp and is slain. This spell remains until the Shaman is next activated and has upkeep 2.

## Equipment

### Yellow Lotus

The Yellow Lotus flower affects every aspect of Swamp Goblin life even more fundamentally. This potent flower is used in everything from cooking and medicinal remedies to the preparation of poisons and the potions used by the Swamp Goblin Shaman. While it is a truly wondrous substance with many astounding qualities, it is also a powerful toxin and only those with a deep knowledge of herb lore know how to prepare it for the many uses to which it is put.

### Yellow Lotus poison **Points Cost 3**

The Yellow Lotus Poison affects the target on a roll to hit of a natural 1. This will automatically cause one wound without having to make a strength (ST) versus toughness (T) roll. Not only is the roll to hit a masterful hit and thus negates any armour test, the target model automatically suffers one wound.

## New Traits

### Stalkers Web **16 Points**

The Stalkers are very large arachnid creatures, feared throughout the Junglelands. When they attack they can spit out of their weborgan a very sticky web. Use the medium teardroptemplate (Use Cost 6). The poor victim will have to test for strength or be caught helplessly waiting to be served as dinner. The Victim can try to brack free of the web every subsequent turn. Once caught, the target falls to ground (knocked prone) and is countetd as panicked.

## Armoury

Name	UC	CR	MR	LR	ST
Net	5	4	8	12	4
Use the 2" template					
Special	Attacks against entangled victims succeed automatically. The Victim can try to brack free of the web every subsequent turn. Models partially covered by the net can dodge out on a 6-10 on a D10. missed shots will deviate.				
Points Cost	8 Points				

Name	UC	CR	MR	LR	ST
Gourd Bomb	4	4/+1	8/+0	12/-1	4
Special	Uses 2" Blast Template Knock Prone				
Points Cost	6 Points				

Name	UC	CR	MR	LR	ST
Spiderstaff	4	Close Combat			+1
Spider	4	4/+1	8/+0	12/-1	4
Special	Uses 2 Inch Template, will remain for 2 turns				
Points Cost	14 Points				

Name	UC	CR	MR	LR	ST
Blowpipe	4	12/+1	16/+0	18/-1	4
Special	Burst Fire x3				
Points Cost	12 Points				

Name	UC	CR	MR	LR	ST
Chitin Spear	4	Close Combat			+1
Special	2 <sup>nd</sup> Ranks can Attack				
Points Cost	4 Points				

Name	UC	CR	MR	LR	ST
Chitin Poleaxe	5	Close Combat			+2
Special	Two Handed, Reach 1"				
Points Cost	9 Points				