Goblin Marauders

Welcome to the Goblin Marauder Specialist Pack!

This pack adds three units to your Goblinoid armies:

- A Goblin band, complete with a Goblin Band Leader (the Green Bass Drum Banner Bearer) and three Goblin drummers
- Two units of Blue Banner Hobgoblin Hyena Riders
- And two units of Green Banner Hobgoblin Ostrich Riders

The pack comes with enough banners to field all units for either camp (Pennant or Standard), the Specialist cards required to deploy your newly acquired troops using the BattleLore Call to Arms custom army deployment system, and two new, ready-to-play adventures.

A word about these units

Like all Goblinoid troops, the units introduced in this booklet share the Goblin Run trait common to all Goblinoid units, as detailed in pp. 38-39 of the BattleLore Player's Guide, namely - Goblin Run: when forced to retreat, Goblinoid units retreat 2 hexes for each flag they cannot ignore, and check for panic losses for each hex of retreat.

A Goblin band must have 1 Goblin Bass Drum Banner Bearer figure and 3 Goblin Drummer figures (see Goblin Drummers below).

In addition to battling at 2d in Melee, the Goblin band provides a Support presence to all friendly units in the same section of the battlefield. Any friendly unit located in the same section as the Goblin band receives support from the Goblin band as if the Goblin band was adjacent to the friendly unit for support purposes, regardless of how far the Goblin band may actually be from the unit it lends a support presence to.

Line of Sight is not required for support presence, and the Goblin band can be next to enemy units and still offer a support presence. All that matters is that the Goblin Bass Drum Banner Bearer be in the same section as the friendly unit it is drumming support for. Like all Banner Bearers, the Goblin Bass Drum Banner Bearer is the last figure eliminated from the unit in combat.

If the Goblin band is on a hex shared by two sections, then all friendly units in both sections benefit from the band's support presence. If two Goblin bands are fielded in the same section, then all friendly units in this section are fully supported (since 2 support presence = 1 Support) and Bold. In Reluctant Allies Epic games, players allied together both benefit from...
the support presence of the Goblin band fielded by either one of them.

The Goblin band itself is Bold, and may ignore one flag rolled against it in battle for as long as it still has a Goblin Drummer (see below) within its ranks. If it loses all three drummers and is down to its Bass Drum Banner Bearer, the band receives no support or support presence from itself (i.e. the bass drum does not boost its own morale).

In battle, the player controlling the unit is the one who decides which figure to remove, when losing figures in combat. The Banner Bearer of the unit must always be removed last however. As a result, an embedded Goblin Drummer will usually be the second to last figure to disappear, within a unit. At that point, the unit the Goblin Drummer was in no longer receives any benefit from it.

Unless explicitly specified otherwise by a unit’s description (e.g. Goblin Band) or the adventure’s Special rules, you can embed a maximum of 1 Goblin Drummer per Goblinoid foot unit (and always in replacement of, not in addition to, an existing figure from that unit).

Goblin Drummers are unique in that they can either be deployed as part of a Goblin band, as described above, or they can be embedded as a single figure, in replacement of an existing figure, in any other type of Goblinoid foot unit.

The effect of the Goblin Drummer is to make the Goblinoid unit it is embedded in Bold and able to ignore one (additional) flag, for as long as the Goblin Drummer figure remains alive within that unit.

Equipped with the same Long Swords as their Lizard-riding brethren, the Hyena Riders are even fiercer hunters! Once they have tasted blood, these Hobgoblins rarely let go of their prey. In pursuit, they push their mount two hexes beyond the just vacated hex, instead of one.

The mobility of these vicious volatiles more than makes up for the shorter range of their masters’ Reflex Bow. These riders exhibit remarkable marksmanship, shooting equally well while on the move or stationary.

In the adventures that follow, a colored footnote marker is used each time a unit cannot be differentiated from base game units through its banner symbol alone.

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Conditions of Victory
The Standard player gains 2 Victory Banners for as long as one of his units manages to hold (i.e. occupy) the bridge.

Special Rules
The entire river is impassable except at the Bridge.

Hyena Riders.

I have never seen so many mounted enemy troops. Would seem these Goblins will mount any beast and ride it into battle!
Dawn was just breaking when the woods seemed to come alive. Clucking sounds, barking and a few loud thumps were the only hint we got before the Goblin army rode into view and charged our positions.

**BRIEFING**

- **John of Gaunt I**
  - Duke of Lancaster
  - x3+ Victory Conditions
  - War Council Level 6

- **Bertrand du Guesclin**
  - x3+ Victory Conditions
  - War Council Level 6

**Special Rules**

- Hyena Riders.