

Ninja Gnoblar

35 gold crowns to hire + 10 gold crowns upkeep

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the [Ogre Stronghold](#),
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Gnoblar or Hill Goblins are the goblinoid smaller "cousins" of normal goblins and orcs. Their range in size is about halfway between goblins and Snotlings. Their coloration is slightly darker skin than other goblinoids. They do not, however, live in the orc-goblin-snotling societies, but instead they spend their lives as pets of ogres of the Ogre Kingdoms.

Though for the most part glad to be the slaves of Ogres, some Gnoblar eventually find their lives too hard in the east and mass together in massive armies that travel into the known world. Gnoblar have many sub-species, commonly known by their attributes, such as Wyrdstone Gnoblar, Lookout Gnoblar, Luck Gnoblar, Gnoblar-Blood-Gnoblar, Boglar, Toad-Gnoblar among others.

Most people simply ignore gnoblar because they have bigger problems in their hands (the least not being the Ogres!), but this little git is not to be sneered at. Having spend some time spying the Celestial Dragon Monks of far east, this Gnoblar has some muscle to add in a fight!

May be Hired: Except the ogres, any warband that doesn't include any fear causing creatures may hire the Ninja Gnoblar. If the warband gains a model that causes fear, the Ninja Gnoblar will leave immediately - he may be skilled but he is still scared.




Rating: A Ninja Gnoblar increases the warband's rating by 8 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ninja Gnoblar	4	3	3	3	3	1	4	1	6

Weapons/Armour: Ninja Robe (counts as Hardened Leathers), Shurikens (Throwing stars with Stealthy special rule) and Bo (gives an additional attack, may parry and requires both hands).

Skills: A Ninja Gnoblar may choose from shooting and speed skills when he gains a new skill. In addition he can be given a unique special skill only available to him, noted below.

Special Rules:

-  **Stealthy:** The Ninja Gnoblar can throw his shurikens while hidden without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the throwing Ninja. If the test is successful, the Gnoblar no longer counts as hidden.
-  **Rooftop to Rooftop:** The Ninja Gnoblar is skilled in jumping over streets and gaps. He doesn't deduct the distance jumped from his movement. This means he can run 8" and still jump the 3".
-  **Expert Rooftop Jumper:** The Ninja is even more skilled in jumping on the roofs. He may jump up to 4" and may re-roll a failed initiative test when jumping or making a diving charge.