

GNOLLS

VERSION 2.2

UPDATED 25/05/19

INCLUDING CORRECTIONS, REVISIONS AND ADDITIONAL NOTES

Gnolls appear to have originated in literature as a portmanteau word combining gnome and troll, but they have since evolved a character and appearance at the hands of creators of roleplaying games and miniature lines. Not really a traditional creature of folklore, they might best be described as dog-like or hyena-like beastmen. Indeed, suitable models might easily be incorporated into or used to represent a Beastman Warband. Players are welcome to use that selector instead of this one if they wish. This list is almost entirely inspired by the existence of readily available miniatures with some embellishment to provide options for players who fancy converting or adopting chariots and war machines.

Our Gnoll War Party is primarily an infantry list but Gnolls are tough warriors and capable combatants so this should not prove a hindrance. Unfortunately, they are not terribly good shots, so even though they have options for missile weapons it's not wise to rely upon their ranged abilities. Even Gnoll archers are pretty good close-quarter fighters though. As well as your basic Gnoll warriors armed with axes or swords, we've allowed for a unit of Guards who can carry a variety of nasty weapons including big axes, morning stars and halberds. There are also scouts, who have the rapid sprint and infiltrator rules, and Trackers who manage packs of ferocious hyenas.

Gnoll Chieftains are tough fighters - we figure they have to be to stay top dog - and are accompanied by bodyguards who are well armed and armoured by Gnoll standards. Those standards are pretty low on the whole, with equipment that is battered and clothes that may be little more than rags, but this matters little when Gnoll warriors close in for the kill! Similarly beragged and bedraggled we have the Gnoll Shaman who combines shabby-chic with masterful spell casting abilities.

For those who are prepared to indulge in a little modelling we have included a chariot pulled by hyenas - although players might equally wish to use boars or hounds as substitutes and we shall not quibble. Finally, a stone thrower is offered, although none is available at the time of writing any suitable model will pass muster and crew can easily be converted from any of the model ranges on offer.

ADDITIONAL NOTES

This updated version of the Gnoll Warband list includes corrections and revisions of the original published version. This list forms part of the online resource base for the Erehwon game. If you spot any errors, typos or grammatical infidelities please drop me a line via the [This Gaming Life](#) pages.

I put this list together having purchased and assembled some of North Star's excellent Gnoll models - the first new models purchased to play Warlords of Erehwon. A number of other manufacturers also make comparable - and I would say compatible - models. Most of these ranges have a roleplaying - rather than wargaming - angle on Gnolls, so they tend to lack the bells and whistles we associate with other races. No cavalry of course, but arguably Gnolls don't really need a mounted arm; a chariot was added to give them something equivalent (a conversion from any suitable chariot model). Similarly, I felt it necessary to add at least some artillery, and taken as a whole we have a very credible force.

I have not felt it necessary to expand the force at this stage, but as with all these lists are players are welcome (and encouraged) to tinker. The list is drawn broadly to facilitate different styles of play, and those who wish to introduce further restrictions - or to remove others - can easily arrange such matters with their opponents.

GNOLL CHIEFTAIN

Warlord Warrior Unit

Points Value: 112

Special: You must include one Gnoll Chieftain unit in your warband and one only.

Unit: Gnoll Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Gnoll Chieftain with axe or sword, light armour	5	4	7	7(8)	7	8	Tough, Command, Follow, 3x HtH, Wound
2 x Gnoll Guard with axes or swords, light armour	5	4	6	7(8)	7	7	-

Options

- Give unit big axes or huge swords @Free
- Give unit flails, chainmaces or morning stars @Free
- Add up to 2 Gnoll Guard @17pts per model
- Upgrade Gnoll Chieftain to Wound 2 @16pts
- Upgrade Gnoll Chieftain to Tough 2 @10pts
- Upgrade Gnoll Chieftain to Tough 3 @20pts

GNOLL SHAMAN

Warrior Unit

Points Value: 66

Special: You can include a maximum of one Gnoll Shaman unit in your warband.

Unit: Gnoll Shaman	Ag	Acc	Str	Res	Init	Co	Special
1 x Gnoll Shaman with axe or sword	5	4	6	7	7	8	Tough, Wound, Magic Level 1
0 x Totem Beasts: Dogs, Wolves or Hyenas	5	0	5	6	5	5	Savage, 1x HtH SV1
0 x Animal Spirit Guides or Familiars	5	6	6	6	3	3	Spirit, 1xHtH SV1, Exchange of Missiles SV1

Options

- Upgrade Gnoll Shaman to Magic Level 2 @25pts
- Upgrade Gnoll Shaman to Magic Level 3 @50pts
- Upgrade Gnoll Shaman to Tough 2 @10pts
- Add up to 4 Totem Beasts @ 14pts each OR
- Add up to 4 Animal Spirit Guides or Familiars @ 23pts each

GNOLL CHAMPION

Warrior Unit

Points Value: 83

Special: You can include a maximum of one Gnoll Champion unit in your warband.

Unit: Gnoll Champion	Ag	Acc	Str	Res	Init	Co	Special
1 x Gnoll Champion with axe or sword, light armour	5	4	7	7(8)	8	8	Tough 2, Hero, 3x HtH, Wound

Options

- Give Gnoll Champion big axe or huge sword @Free
- Give Gnoll Champion flail, chainmace or morning star @Free
- Upgrade Gnoll Champion to Wound 2 @16pts
- Upgrade Gnoll Champion to Wound 3 @32pts
- Upgrade Gnoll Champion to Tough 3 @10pts

GNOLL GUARD

Warrior Unit

Points Value: 87

Special: You can include a maximum of one unit of Gnoll Guard in your warband.

Unit: Gnoll Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Gnoll Guard Pack Master with axe or sword	5	4	6	7	7	8	Tough
4 x Gnoll Guard with axe or sword	5	4	6	7	7	7	

Options

- Give unit big axes or huge swords instead of swords/axes @Free
- Give unit halberds instead of swords/axes @1pt per model
- Give unit flails, chainmaces or morning stars instead of swords/axes @Free
- Give unit light armour @2pts per model increasing Res to 7(8)
- Add up to 5 Gnoll Guards @15pts each

GNOLL WARRIORS

Warrior Unit

Points Value: 77

Unit: Gnoll Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Gnoll Pack Master with axe or sword	5	4	5	7	7	8	Tough
4 x Gnoll Warrior with axe or sword	5	4	5	7	7	7	-

Options

- Give unit light armour @2pts per model
- Add up to 5 Gnoll Warriors @13pts each

GNOLL ARCHERS

Warrior Unit

Points Value: 82

Unit: Gnoll Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Gnoll Pack Master with bow and dagger	5	4	5	7	7	8	Tough
4 x Gnoll Archer with bow and dagger	5	4	5	7	7	7	-

Options

- Give unit swords/axes instead of daggers @1pts per model
- Give unit crossbows instead of bows @1pts per model
- Add up to 5 Gnoll Archers @14pts each

GNOLL SCOUTS

Warrior Unit

Points Value: 92

Special: You can include a maximum of one unit of Gnoll Scouts in your warband.

Unit: Gnoll Scouts	Ag	Acc	Str	Res	Init	Co	Special
1 x Gnoll Pack Master with axe or sword	5	4	5	7	7	8	Tough, Rapid Sprint, Stealthy
4 x Gnoll Scout with axe or sword	5	4	5	7	7	7	Rapid Sprint, Stealthy

Options

- Give unit bows @2pts per model
- Give unit Dead Eye Shot rule @10pts
- Add up to 5 Gnoll Scouts @16pts each

GNOLL TRACKERS

Warriors/Beast Unit

Points Value: 104

Special: You can include a maximum of one unit of Gnoll Trackers in your warband.

Unit: Gnoll Hounds	Ag	Acc	Str	Res	Init	Co	Special
1 x Gnoll Tracker with axe or sword	5	4	5	7	7	8	Tough, Rapid Sprint, Woodsmen
4 x Hyenas	5	0	5	7	5	5	1x HtH SV1, Savage, Rapid Sprint, Woodsmen

Options

- Give Tracker light armour @2pts increasing Res to 7(8)
- Give Tracker big axe/huge sword instead of sword/axes @Free
- Give Tracker flail, chainmace or morning star instead of sword/axe @Free
- Add up to 5 Hyenas @19pts each

GNOLL CHARIOT

Chariot Unit

Points Value: 100

Unit: Gnoll Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot: Gnoll crew, pulled by two hyenas	3	-	-	10	-	-	Large, Irresistible Charge, Rapid Sprint, Fast 6
2 x Gnoll crew with sword or axe	-	4	5	-	7	8	
2 x Hyenas	-	-	5	-	-	-	1x HtH SV1

Options

- Give Gnoll crew spears @Free per crew
- Give Gnoll Chariot Savage rule @1pts per crew and hyena
- Give Gnoll crew bows @2pts per crew
- Add up to 2 Gnoll crew @5pts each
- Give Gnoll crew crossbows @3pts per crew
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge

GNOLL STONE THROWER

Artillery Unit

Points Value: 96

Unit: Gnoll Stone Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Gnoll crew with daggers, stone throwing engine	5	4	5	7	7	8	Large, Slow 3

Equipment

1 x Small Stone Thrower

Options

- Give Gnoll crew swords or axes instead of daggers @1pt per model
- Add up to 2 Gnoll crew to unit @14pts each
- Give unit Big Stone Thrower instead of Small Stone Thrower @27pts
- Give Gnoll crew light armour @2pts per model increasing Res to 7(8)

WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Crossbow	0-10"	10-30"	-	1	Fire order to shoot
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order to shoot, D6 hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order to shoot, D6 hits
Sword or Axe	Hand-to-Hand Combat			1	+1 Strength
Flail, Chainmace or Morning Star	Hand-to-Hand Combat			1	Armour +1 maximum bonus
Halberd	Hand-to-Hand Combat			2	+1 Strength
Huge Sword, Mace or Warhammer	Hand-to-Hand Combat			2	
Daggers	Hand-to-Hand Combat			1	
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Dead-Eye Shot. Can re-roll one miss.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Irresistible Charge. +D3 strike value (SV) on charge.

Large. +1 to hit shooting. Can draw LOS to body. Can draw Los over non-large models (artillery overhead only).

Rapid Sprint. Sprint 4M.

Savage. Re-roll misses in first combat of game.

Slow/Fast. Move as rate indicated.

Spirit. Can be sacrificed for a re-roll. Destroyed if wizard is slain.

Stealthy. Re-roll missile hits if in cover

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Woodsmen. Add +1 Res in woodland and ignore movement penalties.

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.