



ORCS AND GOBLINS

SPIDER N GNASHERS - 4 499 POINTS



1800 pts (40.00 %) 1227 pts (27.00 %) 652 pts (14.00 %) 0 pts (0.00 %) 1300 pts (29.00 %)

Characters **Core** **Special** **Death from Above** **Big 'n Nasty**

(40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



GOBLIN KING #1
Goblin King - Standard - Cavalry - 25x50

365 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Insignificant		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin King	4	5	4	1	5	Common Goblin, Hand Weapon



MOUNT WOLF

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Wolf	1	3	3	0	3	Harnessed

Options Shield • Heavy Armour • Lance • Wolf • War Cry! • General • Common Goblin • Crown of Autocracy • Death Cheater • Cleansing Light



GOBLIN WITCH DOCTOR #1
Goblin Witch Doctor - Gigantic - Beast - 150x100

940 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Wizard Apprentice, Insignificant		
Defensive	HP	Def	Res	Arm		
	3	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin Witch Doctor	1	2	3	0	3	Common Goblin, Forest Goblin, Hand Weapon



MOUNT GARGANTULA

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fearless, Stubborn, Strider		
Defensive	HP	Def	Res	Arm		
	8	4	6	3		
Offensive	Att	Off	Str	Ap	Agi	
Goblin (8)	1	2	3	0	2	Forest Goblin, Light Lance, Bow (4+, 4+)
Gargantula	8	4	5	2	4	Harnessed, Poison Attacks, Venomous Fangs

Options Witchcraft • Wizard Master • Forest Goblin • Gargantula • Skull Fetish • Crystal Ball



GOBLIN WITCH DOCTOR #2

Goblin Witch Doctor - Standard - Cavalry - 25x50

265 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Wizard Apprentice, Insignificant	
Defensive	HP	Def	Res	Arm	
	2	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Common Goblin Witch Doctor	1	2	3	0	3

Common Goblin, Hand Weapon



MOUNT WOLF

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C	Feigned Flight, Light Troops, Vanguard	
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Wolf	1	3	3	0	3

Harnessed

Options Pyromancy • Wolf • Wizard Adept • Common Goblin • Magical Heirloom



GOBLIN KING #2

Goblin King - Standard - Cavalry - 25x50

230 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Insignificant	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Common Goblin King	4	5	4	1	5

Common Goblin, Hand Weapon



MOUNT WOLF

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C	Feigned Flight, Light Troops, Vanguard	
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Wolf	1	3	3	0	3

Harnessed

Options Shield • Heavy Armour • Lance • Wolf • Common Goblin • Titanic Might

Core



GOBLINS #1


Goblins x49 - Standard - Infantry - 20x20

434 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	5	Scoring, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Common Goblin	1	2	3	0	2


Options	Shield and Spear • Champion • Musician • Standard Bearer • Cave Goblin • Nets • Green Tide
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GOBLINS #2

Goblins **x30** - Standard - Infantry - 20x20

445 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	5	Scoring, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Common Goblin	1	2	3	0	2



MOUNT MAD GIT

Global	Adv	Mar	Dis	Model Rules	
	2D6"	-"	5	Fearless, Shambolic, Running Amok!!, Surprise! , Random Movement (2D6, 2D6), Ricochet (D6, D6), Insignificant	
Defensive	HP	Def	Res	Arm	
	1	0	3	0	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Mad Git	-	0	5	3	3

Options	Shield and Spear • Champion • Musician • Standard Bearer • Cave Goblin • Nets • Mad Git x2 • Banner of the Relentless Company
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GOBLIN RAIDERS #1


Goblin Raiders **x8** - Standard - Cavalry - 25x50

187 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	6	Feigned Flight, Vanguard, Light Troops, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin Raider	1	2	3	0	2
Wolf	1	3	3	0	3
Scuttler Spider	1	3	3	0	4


Options	Shield • Light Lance • Standard Bearer • Common Goblin
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GOBLIN RAIDERS #2

Goblin Raiders **x8** - Standard - Cavalry - 25x50

161 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Strider, Feigned Flight, Vanguard, Light Troops, Scout, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	1	
Offensive	Att	Off	Str	Ap	Agi
Goblin Raider	1	2	3	0	2
Wolf	1	3	3	0	3
Scuttler Spider	1	3	3	0	4

Options	Shield • Forest Goblin • Throwing Weapons (5+)
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Special



GNASHER DASHERS #1

Gnasher Dashers x6 - Standard - Cavalry - 20x20

165 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			Light Troops, Fearless, Oi it bites!, Insignificant, Fly (6", 12", 6", 12")
	6"	12"				
Defensive	HP	Def	Res	Arm		
	1	2	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Rider	1	2	3	0	3	Cave Goblin
Gnasher	2	4	5	2	4	Harnessed, Rows of Teeth



GNASHER DASHERS #2

Gnasher Dashers x6 - Standard - Cavalry - 20x20

165 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			Light Troops, Fearless, Oi it bites!, Insignificant, Fly (6", 12", 6", 12")
	6"	12"				
Defensive	HP	Def	Res	Arm		
	1	2	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Rider	1	2	3	0	3	Cave Goblin
Gnasher	2	4	5	2	4	Harnessed, Rows of Teeth



GNASHER HERD #1

Gnasher Herd x24 - Standard - Beast - 20x20

322 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			Fearless, Oi it bites!, Insignificant
Defensive	HP	Def	Res	Arm		
	1	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Gnasher	2	4	5	2	4	They're Everywhere!

Big 'n Nasty



GREAT GREEN IDOL #2

Great Green Idol - Gigantic - Infantry - 100x100


450 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	8			Fearless, Supernal, Smash 'Em Flat
Defensive	HP	Def	Res	Arm		
	6	2	8	3		
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Great Green Idol	3	2	6	3	2	Impact Hits (D3, D3), Crush Attack


Options	Battle Standard Bearer
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GREAT GREEN IDOL #2

Great Green Idol - Gigantic - Infantry - 100x100

370 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Fearless, Supernal, Smash 'Em Flat		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	2	8	3		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Great Green Idol	3	2	6	3	2	Impact Hits (D3, D3), Crush Attack

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Bring the Pain				
<i>Mf</i>	8+	18"	Hex	Last one Turn
<i>Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.</i>				



		Casting	Range	Type	Duration	Effect
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
5	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
6	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.



		Casting	Range	Type	Duration	Effect
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee (and Shooting) Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

		Casting Range	Type	Duration	Effect	
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
A	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])

Magic items

Cleansing Light: At the start of each Round of Combat, the wielder may choose to have attacks made with this enchanted weapon become Flaming Attacks and Magical Attacks.

Crown of Autocracy: The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

Skull Fetish: At the start of any friendly Magic Phase, add X Veil Tokens to your pool, where X is the number of friendly units Engaged in Combat minus the number of friendly Fleeing units. You cannot gain more than 3 Veil Tokens this way. These tokens are in addition to Veil Tokens gained from other sources. The Skull Fetish can never cause a loss of Veil Tokens.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Titanic Might: Attacks made with this enchanted weapon gain +3 Strength and become Magical Attacks.

Magic banners

Green Tide: 0-3 Banners per Army.

The bearer's unit gains Fight in Extra Rank.

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Model Rules

Cave Goblin: The model gains Insignificant.

Common Goblin: The model gains Insignificant.

Crush Attack:

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Forest Goblin: The model gains Insignificant and Strider (Forest).

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Insignificant:

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Oi it bites!: Units with model with Oi it bites! cannot be joined by Characters.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Rows of Teeth: Gnashers can make Supporting Attacks even though they have Harnessed. Their Goblin Riders cannot make Supporting Attacks. Gnasher Dashers gain Impact Hits with the following exception instead of causing a number of hits per charging model, a charging Gnasher Dasher unit of up to 5 models causes D3 hits to a single enemy unit in base contact with the unit's Front Facing, while a unit of 6 or more Gnasher Dashers inflicts 2D3 hits instead.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Smash 'Em Flat: Universal Rule.

Natural to-wound rolls of '1' with Melee Attacks from units within 6" of a friendly Great Green Idol must be rerolled.

Break Tests taken by units within 6" of one or more friendly Engaged Great Green Idols are subject to Minimised Roll.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Supernal:

They're Everywhere!: Special Attack.

When a Gnasher Herd Breaks from Combat, it is removed as a casualty at the end of step 7 of the Round of Combat Sequence (after taking Break Tests), and all units within 6" suffer 1 hit for every 5 Gnashers in the Gnasher Herd, rounding fractions down. Hits are resolved with Strength 5 and Armour Penetration 2.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

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Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Goblin King #1



Goblin Witch Doctor #1



Goblin Witch Doctor #2



Goblin King #2



Goblins #1



Goblins #2



Goblin Raiders #1



Goblin Raiders #2



Gnasher Dashers #1



Gnasher Dashers #2



Gnasher Herd #1



Great Green Idol #2



Great Green Idol #2

