



# ORCS AND GOBLINS

## TEST9 - 2 631 POINTS



905 pts (30.00 %) **711 pts (24.00 %)** 650 pts (22.00 %) 365 pts (12.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Death from Above** **Big 'n Nasty**  
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

### Characters




**COMMON ORC SHAMAN #1**  
 Orc Shaman - Standard - Infantry - 25x25

**510 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	
Offensive	Att	Off	Str	Ap	Agi
<b>Common Orc Shaman</b>	2	3	4	1	2
<b>Hand Weapon</b>					

**Options** | Shamanism • Wizard Master • Skull Fetish • Essence of Mithril



**IRON ORC WARLORD #1**  
 Orc Warlord - Standard - Infantry - 25x25


**395 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	Fearless, Frenzy	
Defensive	HP	Def	Res	Arm	
	3	7	5	0	Aegis, Plate Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Orc Warlord</b>	4	6	5	2	4
<b>Battle Focus, Born to Fight, Hand Weapon</b>					


**Options** | Shield • Paired Weapons • Great Weapon • General • Iron Orc • Crown of Autocracy

### Core




**CROSSBOW ORCS #1**  
 Crossbow Orcs x20 - Standard - Infantry - 25x25

**290 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Crossbow Orcs</b>	1	3	3	0	2
<b>Born to Fight, Common Orc, Crossbow (4+, 4+)</b>					

**Options** | Shield • Musician



**FOREST GOBLINS #1**  
 Forest Goblins x39 - Standard - Infantry - 20x20

**421 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Strider, Scoring, Insignificant	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Common Goblin	1	2	3	0	2

Poison Attacks, Forest Goblin


**Options** | Shield and Spear • Champion • Musician • Standard Bearer • Green Tide

**Special**



**IRON ORCS #1**  
Iron Orcs x15 - Standard - Infantry - 25x25

**430 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Fearless, Bodyguard	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	Plate Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Iron Orcs	1	5	4	1	2

Born to Fight, Weapon Master, Iron Orc, Paired Weapons, Great Weapon

**Options** | Champion • Musician • Standard Bearer • Mikinok's Totem



**MOUNTED FERAL ORC 'EADBASHERS #1**  
Mounted Feral Orc 'Eadbashers x6 - Standard - Infantry - 25x50

**220 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Scoring, Fearless, Frenzy	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	4	2	Aegis (6+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
'Eadbasher Rider	1	4	4	1	2
War Boar	1	3	4	1	3

Battle Focus, Born to Fight, Feral Orc, Devastating Charge, Light Lance  
Harnessed, Devastating Charge


**Options** | Shield • Paired Weapons • Champion

**Death from Above**



**CATAPULTS - SPLATTERER WITH ORC OVERSEER #1**  
Catapults - Splatterer with Orc Overseer - Large - Construct - 75

**185 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	7	War Machine, Orc Overseer	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin Crew	3	2	3	0	2
Orc Overseer Splatterer	1	3	3	0	2

Move or Fire, Common Goblin, Splatterer (4+, 4+)  
Born to Fight, Common Orc



**SKEWERER #1**  
Skewerer - Standard - Construct - 60

**90 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine, Insignificant	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin Crew	3	2	3	0	2 Move or Fire, Common Goblin, Ballista (4+, 4+)



**SKEWERER #2**  
Skewerer - Standard - Construct - 60

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine, Insignificant	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin Crew	3	2	3	0	2 Move or Fire, Common Goblin, Ballista (4+, 4+)

## Magics

### Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>Bring the Pain</b>				
<i>Mf</i>	8+	18"	Translation missing: en.magic_spell.type_target.Hex	One Turn
Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.				



Shamanism

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>3</b>	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.
<b>4</b>	Chilling Howl	6+ [10+]	36"	Hex	One Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
<b>5</b>	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.  Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
<b>6</b>	Break the Spirit	9+ [11+]	18" [36"]	Hex	One Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
<b>1</b>	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
<b>A</b>	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
<b>2</b>	Swarm of Insects	5+ [8+]	24" [48"]	Hex Missile Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

## Magic items

**Essence of Mithril:** The wearer's Armour is set to 5 and can never be improved beyond this.

**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.

**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".

## Magic banners

**Green Tide:** 0-3 Banners per Army.  
The bearer's unit gains Fight in Extra Rank.

**Mikinok's Totem:** At the start of each Round of Combat, choose one of the following:

- a Special Item\* carried by a Character or Champion in a single enemy unit in base contact with the bearer's unit.
  - a Special Item\* carried by a single model unit in base contact with the bearer's unit.
  - a Banner Enchantment carried by a Standard Bearer in a single enemy unit in base contact with the bearer's unit.
- The effects of this Special Item\* are ignored during this Round of Combat.

\*or, when fighting a Dwarven Holds army, a combination of Runic Weapon Enchantments, Runic Armour Enchantments, or Runic Artefacts

## Model Rules

**Aegis:**

**Ballista:** Artillery Weapon.  
Range 48", Shots 1, Str 3[6], AP 10, [Multiple Wounds (D3)], Area Attack (5x1).

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Born to Fight:** Close Combat.  
The model part's Close Combat Attacks gain +1 Strength and +1 Armour Penetration during a Round of Combat

- If it is the First Round of Combat.
- Or if the model part's unit is Steadfast at the start of the Round of Combat.

**Common Goblin:** The model gains Insignificant.

**Common Orc:** The model part gains Born to Fight.

**Crossbow:** Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

**Devastating Charge:** Attacks & Weapons, Melee  
A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**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.

**Feral Orc:** The model part gains Born to Fight and Battle Focus. The model gains Frenzy, Fearless, and Aegis (6+).

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

**Frenzy:** A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is anyother Discipline Test, the unit suffers -2Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**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.

**Heavy Armour:** +2 Armor

**Insignificant:**

**Iron Orc:** The model part gains Born to Fight and Weapon Master. The model gains Fearless.

**Light Armour:** Armor +1

**Light Lance:**

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**Orc Overseer:** Universal Rule.

The Greenhide Catapult loses Insignificant, gains +1 Health Point, its Discipline is set to 7, and its Height changed to Large. When the Greenhide Catapult rolls on the Misfire Table, it may choose to lose 1 Health Point in order to reroll the dice.

**Paired Weapons:** The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**Plate Armour:** +3 Armor

**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.

**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.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Splatterer:** Catapult (4x4) Artillery Weapon.

Range 12-60", Shots 1, Str 3[7], AP 0[4], [Multiple Wounds (D3, Clipped Wings)].

**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.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**Weapon Master:**

**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

## 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.

Common Orc Shaman #1	Iron Orc Warlord #1	Crossbow Orcs #1	Forest Goblins #1	Iron Orcs #1	Mounted Feral Orc 'Eadbashers #1	Catapults - Splatterer with Orc Overseer #1	Skewerer #1	Skewerer #2
