



# ORCS AND GOBLINS

## A.E.A.B ORK PRIDE - 4 500 POINTS



380 pts (8.00 %) 970 pts (22.00 %) 1630 pts (36.00 %) **1124 pts (25.00 %)** 396 pts (9.00 %)  
**Death from Above** **Big 'n Nasty** **Characters** **Core** **Special**  
 (15 Max) (30 Max) (40 Max) (25 Least) (0 NoLimit)

### Characters



#### ORC WARLORD #1

Orc Warlord - Standard - Infantry - 25x25

440 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9		
Defensive	HP	Def	Res	Arm	
	3	7	5	0	
Offensive	Att	Off	Str	Ap	Agi
Common Orc	4	7	5	2	4
<b>Hand Weapon</b>					

**Options** | General • Iron Orc • Plate Armour • Shield • Potion of Swiftiness • Eldritch Inscriptions • Death Cheater



#### ORC SHAMAN #1

Orc Shaman - Standard - Infantry - 25x25

465 POINTS



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

**Options** | Feral Orc • Wizard Master • Shamanism • Talisman of the Void



#### ORC WARLORD #2

Orc Warlord - Standard - Cavalry - 25x50

430 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9		
Defensive	HP	Def	Res	Arm	
	3	6	5	0	
Offensive	Att	Off	Str	Ap	Agi
Common Orc	4	6	5	2	4
<b>Hand Weapon</b>					



#### MOUNT WAR BOAR

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
War Boar	1	3	4	1	3
<b>Devastating Charge, Harnessed</b>					

**Options** | Common Orc • Heavy Armour • Bow (4+) • Plate Armour • Shield • War Boar • Omen of the Apocalypse • Dusk Forged



**GOBLIN KING #1**  
Goblin King - Large - Cavalry - 50x50

295 POINTS



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



**MOUNT HUNTSMEN SPIDER**

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Strider		
Defensive	HP	Def	Res	Arm		
	3	C	4	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Huntsmen Spider	3	3	4	1	4	Harnessed, Poison Attacks

**Options** | Forest Goblin and Poison Attacks • Shield • Heavy Armour • Bow (3+) • Huntsmen Spider • Troll Ale Flask • Hero's Heart

Core



**ORC 'EADBASHERS #1**  
Orc 'Eadbashers x30 - Standard - Infantry - 25x25

585 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	
Defensive	HP	Def	Res	Arm	
	1	X	4	0	
Offensive	Att	Off	Str	Ap	Agi
Orc 'Eadbasher	1	4	4	1	2

**Options** | Common Orc • Champion • Musician • Standard Bearer • Shield • Spear



**GOBLINS #1**  
Goblins x30 - Standard - Infantry - 20x20

370 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	X	Scoring		
Defensive	HP	Def	Res	Arm		
	1	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin	1	2	3	0	2	
Forest Goblin	1	2	3	0	2	
Cave Goblin	1	2	3	0	3	Poison Attacks

**Options** | Cave Goblin • Mad Git x2 • Shield and Spear • Champion • Musician • Standard Bearer • Banner of the Relentless Company



**GOBLIN RAIDERS #1**  
Goblin Raiders x8 - Standard - Cavalry - 25x50

169 POINTS



Global	Adv	Mar	Dis	Model Rules	
	X"	X"	6	Feigned Flight, Light Troops, Vanguard	
Defensive	HP	Def	Res	Arm	
	1	2	3	1	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Raider	1	2	3	0	2	
Wolf	1	3	3	0	3	Harnessed
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks

<b>Options</b>	Common Goblin • Bow (4+)
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## Special

	<b>MOUNTED 'EADBASHERS #1</b> Mounted 'Eadbashers x9 - Standard - Cavalry - 25x50	<b>396 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	8	Scoring



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	X	4	2	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mounted 'Eadbasher	1	4	4	1	2	Light Lance

War Boar	1	3	4	1	3	Devastating Charge, Harnessed
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<b>Options</b>	Common Orc • Lance • Champion • Musician • Standard Bearer • Shield • Stalker's Standard
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## Death from Above



	<b>GREENHIDE CATAPULT #1</b> Greenhide Catapult - Standard - Construct - 75	<b>170 POINTS</b>	
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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

<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

<b>Options</b>	Orc Overseer • Splatterer (4+)
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	<b>GREENHIDE CATAPULT #2</b> Greenhide Catapult - Standard - Construct - 75	<b>210 POINTS</b>	
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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

<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

<b>Options</b>	Orc Overseer • Git Launcher (4+)
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## Big 'n Nasty



**GREAT GREEN IDOL #1**  
Great Green Idol - Gigantic - Infantry - 100x100

455 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
Great Green Idol	3	2	6	3	2

Options	Battle Standard Bearer
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**GARGANTULA #1**  
Gargantula - Gigantic - Beast - 150x100

515 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Fearless, Strider, Stubborn	
Defensive	HP	Def	Res	Arm	
	8	4	6	3	
Offensive	Att	Off	Str	Ap	Agi
Goblin(8)	1	2	3	0	2
Gargantula	8	4	5	2	4

Options	Web Launcher
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**Magics**

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Bring the Pain</b>				
Mf	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

		Casting	Range	Type	Duration	Effect
5	Totemic Summon	9+ [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)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.
4	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].
6	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).

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
1	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
2	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

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

**Eldritch Inscriptions:** Failed to-wound rolls from attacks made with this weapon must be rerolled.

**Potion of Swiftiness:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

**Talisman of the Void:** The bearer gains Channel (1).

**Dusk Forged:** The bearer may choose to reroll its failed Armour Saves while using this Shield. If the reroll from Dusk Forged is failed, the bearer automatically fails any Special Save against that wound.

**Omen of the Apocalypse:** Roll a single D3 at the Initiative Step in which the wielder is attacking. During this Initiative Step, the wielder gains a modifier equal to the result of the D3 roll to its Attack Value, Strength, and Armour Penetration while using this weapon. Attacks made with this weapon become **Magical Attacks**.

**Hero's Heart:** The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

**Troll Ale Flask:** The bearer may perform a Special Attack that is made at the bearer's Agility. In the corresponding Initiative Step, choose an enemy unit that the bearer is able to attack with Close Combat Attacks. This unit suffers a hit with Strength 5 and Armour Penetration 10.

## Magic banners

**Stalker's Standard:** The bearer's unit gains Strider.

**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

**Bow:**

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

**Crush Attack:**

**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.

**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.

**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.

**Light Armour:** Armor +1

## Light Lance:

**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.

**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.

**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.

**Smash 'Em Flat:** 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.

**Stubborn:** A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

## Supernal:

**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.

**Venomous Fangs:** Before rolling to hit, nominate one Close Combat Attack from a model part with Venomous Fangs. This attack gains **Multiple Wounds (D3+1)**. If the attack is turned into more than one hit (e.g. a hit with Battle Focus), only a single hit, chosen by the owner, gains the effect.

**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.

**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.

Orc Eadbashers #1	Orc Warlord #1	Orc Shaman #1	Orc Warlord #2	Mounted Eadbashers #1	Goblins #1	Goblin Raiders #1	Great Green Idol #1	Gargantula #1	Greenhide Catapult #1	Greenhide Catapult #2	Goblin King #1