



# ORCS AND GOBLINS

## LIST ORCS AND GOBLINS #2 - 3 765 POINTS



510 pts (14.00 %) Characters (40 Max)    1565 pts (42.00 %) Core (25 Least)    1040 pts (28.00 %) Special (0 NoLimit)    140 pts (4.00 %) Death from Above (15 Max)    510 pts (14.00 %) Big 'n Nasty (30 Max)

### Characters



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

**390 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	Fearless	
Defensive	HP	Def	Res	Arm	Aegis
	3	5	5	0	
Offensive	Att	Off	Str	Ap	Agi
Orc Warlord	4	6	5	2	4
Born to Fight, Weapon Master, Hand Weapon					

<b>Options</b>	Paired Weapons • Feral Orc • Light Armour • Shady Shanking • Tukték's Guard
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**COMMON GOBLIN WITCH DOCTOR #1**  
Goblin Witch Doctor - Standard - Infantry - 20x20

**120 POINTS**



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

<b>Options</b>	Pyromancy
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### Core



**FERAL ORC 'EADBASHERS**  
Feral Orc 'Eadbashers x30 - Standard - Infantry - 25x25

**740 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Frenzy	
Defensive	HP	Def	Res	Arm	Aegis
	1	3	4	0	Aegis (6+)
Offensive	Att	Off	Str	Ap	Agi
Feral Orc 'Eadbasher	1	4	4	1	2
Battle Focus, Born to Fight, Feral Orc					

<b>Options</b>	Paired Weapons • Champion • Standard Bearer • Green Tide
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**FOREST GOBLINS #1**  
Forest Goblins x30 - Standard - Infantry - 20x20

275 POINTS



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

<b>Options</b>	Bow (4+) • Standard Bearer
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**FOREST GOBLINS #2**  
Forest Goblins x30 - Standard - Infantry - 20x20

275 POINTS



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

<b>Options</b>	Bow (4+) • Standard Bearer
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**FOREST GOBLINS #3**  
Forest Goblins x30 - Standard - Infantry - 20x20

275 POINTS



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

<b>Options</b>	Bow (4+) • Standard Bearer
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Special



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

620 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer • Green Tide
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### GOBLIN WOLF CHARIOT #1

Goblin Wolf Chariot - Large - Construct - 50x100

130 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	9"	6	Light Troops, Swiftstride, Insignificant		
Defensive	HP	Def	Res	Arm		
	4	2	4	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Crew (3)	1	2	3	0	2	Common Goblin, Light Lance, Bow (4+, 4+)
Wolves (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)



### GOBLIN WOLF CHARIOT #2

Goblin Wolf Chariot - Large - Construct - 50x100

130 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	9"	6	Light Troops, Swiftstride, Insignificant		
Defensive	HP	Def	Res	Arm		
	4	2	4	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Crew (3)	1	2	3	0	2	Common Goblin, Light Lance, Bow (4+, 4+)
Wolves (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)



### SCRAP WAGON #1

Scrap Wagon - Large - Construct - 60x100

80 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	-"	4	Random Movement (3D6, 3D6), Fearless, Shambolic, Insignificant, Unstable, Pursuit Mode		
Defensive	HP	Def	Res	Arm		
	4	2	4	1		
Offensive	Att	Off	Str	Ap	Agi	
Grotling Crew	5	2	2	0	2	Throwing Weapons (5+, 5+)
Chassis			4	3		Harnessed, Impact Hits (2D6, 2D6)



### SCRAP WAGON #2

Scrap Wagon - Large - Construct - 60x100

80 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	-"	4	Random Movement (3D6, 3D6), Fearless, Shambolic, Insignificant, Unstable, Pursuit Mode		
Defensive	HP	Def	Res	Arm		
	4	2	4	1		
Offensive	Att	Off	Str	Ap	Agi	
Grotling Crew	5	2	2	0	2	Throwing Weapons (5+, 5+)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Chassis</b>			4	3		Harnessed, Impact Hits (2D6, 2D6)

## Death from Above



### CATAPULTS GIT LAUNCHER #1

Greenhide Catapult - Standard - Construct - 75

**140 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>	
<b>Goblin Crew</b>	3	2	3	0	2	Move or Fire, Common Goblin, Git Launcher (4+, 4+)
<b>Orc Overseer</b>	1	3	3	0	2	Move or Fire

## Big 'n Nasty



### GARGANTULA #1

Gargantula - Gigantic - Beast - 150x100

**510 POINTS**



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

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Bring the Pain				
<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.				



Pyromancy

		Casting	Range	Type	Duration	Effect
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.
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	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.
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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>2</b>	Cascading Fire	5+ [8+]	24" [12"]	Hex	One Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>A</b>	Blaze		18"	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>1</b>	Fireball	4+	36"	Hex Missile Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

## Magic items

**Shady Shanking:** Attacks made with this weapon gain Lightning Reflexes, Lethal Strike, and become Magical Attacks. When fighting a Duel, failed to-wound rolls with attacks with this weapon must be rerolled.

**Tuktek's Guard:** The wearer's model gains +1 Resilience. In addition, attacks made with Lethal Strike lose Lethal Strike when attacking the wearer's model.

## Magic banners

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

## Model Rules

### Aegis:

**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.

### Bow:

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

**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.

**Git Launcher:** Catapult Artillery Weapon.

Range 12-60", Shots 1, Str 5, AP 4.

This weapon follows the rules for Catapult Artillery Weapons with the following exceptions: if the weapon hits (including with a Partial Hit), instead of causing a hit with Area Attack, the unit suffers D3+1 hits with the weapon's profile. In case of a Partial Hit, neither the number of hits nor their Strength and Armour Penetration are reduced.

**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.

**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.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**Insignificant:**

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

**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.

**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.

**Pursuit Mode:** Universal Rule.

The roll for the distance moved with Random Movement in the Movement Phase is subject to Maximised Roll (consider only the used 3 dice for the purpose of Shambolic).

**Random Movement:** The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

**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.

**Shambolic:** Units with Shambolic models cannot be joined by Characters. When rolling the distance of a Random Movement move with a Shambolic unit, if all the dice show the same result, the unit loses D3 Health Points (with no saves of any kind allowed), and then moves in a random direction instead of the chosen direction. When units with Shambolic touch the Board Edge, stop 1" away from Impassable Terrain, or come into contact with or move inside any Terrain Feature other than Open Terrain or Hills, all models in the unit must take a Dangerous Terrain (2) Test.

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

**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.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

**Unstable:**

**Venomous Fangs:** Melee.

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.

**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.

