



ORCS AND GOBLINS

ASD - 560 POINTS



130 pts (23.00 %) 430 pts (77.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



ORC SHAMAN #1

Orc Shaman - Standard - Infantry - 25x25

130 POINTS



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

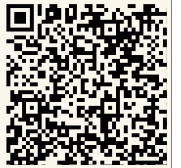
Core



ORC BOAR RIDERS #1

Orc Boar Riders x5 - Standard - Cavalry - 25x50

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	7	Scoring	
Defensive	HP	Def	Res	Arm	
	1	X	4	2	
Offensive	Att	Off	Str	Ap	Agi
Orc Boar Rider	1	3	3	0	2
Light Lance					
War Boar	1	3	4	1	3
Devastating Charge, Harnessed					



ORCS #1

Orcs x20 - Standard - Infantry - 25x25

155 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	1	3	3	0	2

Options

Common Orc



GOBLINS #1

Goblins x20 - Standard - Infantry - 20x20

140 POINTS



Global	Adv	Mar	Dis	Model Rules	
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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	Common Goblin and Light Armour • Bow (4+)
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Magics

Racial Trait Spell

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

Model Rules

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.

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.

Light Lance:

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.

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

Your 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 Shaman #1	Orc Boar Riders #1	Orcs #1	Goblins #1
