



ORCS AND GOBLINS

LIST ORCS AND GOBLINS 1 - 4 496 POINTS



1575 pts (35.00 %) 1151 pts (26.00 %) 890 pts (20.00 %) 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 - *Gigantic* - *Beast* - 150x100

725 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 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 | Paired Weapons • Forest Goblin • Gargantula • Binding Scroll x1 • Rod of Battle • Hero's Heart



ORC CHIEF #1
Orc Chief - *Standard* - *Infantry* - 25x25

275 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	5	5	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Orc Chief	3	5	4	1	3	Hand Weapon

Options | Battle Standard Bearer • Great Weapon • Common Orc • Talisman of Shielding • Essence of Mithril



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

575 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Orc Shaman	2	3	4	1	2	Born to Fight, Common Orc, Hand Weapon

Options | Shamanism • General • Wizard Master • Common Orc • Crown of Autocracy • Destiny's Call • Magical Heirloom

Core



ORC BOAR RIDERS #2

Orc Boar Riders **x5** - Standard - Cavalry - 25x50

150 POINTS



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

Options	Musician • Common Orc
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ORCS #1

Orcs **x46** - Standard - Infantry - 25x25

561 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	7			Scoring
Defensive	HP	Def	Res	Arm		
	1	3	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Orc	1	3	3	0	2	Born to Fight, Common Orc

Options	Spear • Champion • Musician • Standard Bearer • Common Orc • Green Tide
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GOBLINS #1

Goblins **x45** - Standard - Infantry - 20x20

440 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	Cave Goblin

Options	Champion • Musician • Standard Bearer • Shield • Cave Goblin • Mad Git x2 • Banner of the Relentless Company
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Special



GOBLIN WOLF CHARIOT #1

Goblin Wolf Chariot **x3** - Large - Construct - 50x100

330 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)



GNASHER WRECKING TEAM #1
Gnasher Wrecking Team - Large - Beast - 60

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	-"	3	Random Movement (3D6, 3D6), Fearless, Shambolic, Ricochet (2D6, 2D6), Look At 'Em Go!	
Defensive	HP	Def	Res	Arm	
	3	0	4	0	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Wrecking Team	-	0	6	4	3



GNASHER WRECKING TEAM #2
Gnasher Wrecking Team - Large - Beast - 60

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	-"	3	Random Movement (3D6, 3D6), Fearless, Shambolic, Ricochet (2D6, 2D6), Look At 'Em Go!	
Defensive	HP	Def	Res	Arm	
	3	0	4	0	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Wrecking Team	-	0	6	4	3



GNASHER DASHERS #1
Gnasher Dashers x5 - Standard - Cavalry - 20x20

145 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 x5 - Standard - Cavalry - 20x20


145 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	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Rider	1	2	3	0	3	Cave Goblin
Gnasher	2	4	5	2	4	Harnessed, Rows of Teeth


Big 'n Nasty




GREAT GREEN IDOL #1

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



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>	
Goblins (8)	1	2	3	0	2	Forest Goblin, Light Lance, Bow (4+, 4+)
Gargantula	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.				



		Casting	Range	Type	Duration	Effect
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].

		Casting	Range	Type	Duration	Effect
5	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)
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).
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

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

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

Talisman of Shielding: The bearer gains Aegis (5+).

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".

Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

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.

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

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:

Cave Goblin: The model gains Insignificant.

Common Goblin: The model gains Insignificant.

Common Orc: The model part gains Born to Fight.

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.

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

Hard Target:

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

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:

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.

Look At 'Em Go!: Universal Rule.

After contacting a unit for the first time, a Gnasher Wrecking Team gains Running Amok!! for the remainder of the game.

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.

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.

Ricochet: Models with Ricochet cannot Charge enemy units and can move through all units (friend and foe) as if they were Open Terrain. If its move is ended in contact with another unit, or within 1" of a unit that it has moved through, its move distance is extended; keep moving the model in the same direction (still moving through other units) until it can be placed 1" away from all other units. If, after an extended move, the model would end up within 1" of Impassable Terrain or in contact with the Board Edge, immediately remove the model as a casualty. If there is no legal position where it follows the Unit Spacing rule when backtracking the model's move (based on the rules for Random Movement), immediately remove the model as a casualty.

If a unit's Unit Boundary is contacted by a Ricochet model's initial move (i.e. excluding an extension of the move distance needed to clear units), this unit suffers X hits, where X corresponds to the value given in brackets (after completing the move). For this purpose, all units Engaged in the same Combat are treated as a single unit. The owner of the model with Ricochet distributes the hits between all units Engaged in this Combat as evenly as possible (after this follow the normal rules for distributing hits to models within each unit).

Enemy units cannot Charge models with Ricochet. Units (friend and foe) ignore models with Ricochet regarding the Unit Spacing rule for all movement (including Ambush). In addition, they can move onto and through models with Ricochet. However, if a unit moves into contact with a Ricochet model, it immediately (before completing the move) suffers X+D6 hits, and the model with Ricochet is removed as a casualty. This is not triggered by moves that can move through units normally (e.g. Flying Movement), unless the move is ended in contact (note that units can move into contact with multiple Ricochet models simultaneously).

Hits are resolved with the Strength and Armour Penetration of the model with Ricochet.

a) The Ricochet model cannot be placed 1" behind unit B, because unit A is too close. The model is thus moved through both units following its original direction. Only unit B suffers the Ricochet hits as unit A is not within the initial Shambolic move.

b) After moving through units, the Ricochet model comes into contact with Impassable Terrain and is thus removed as a casualty. The Ricochet model moves through at least one unit Engaged in the Combat, inflicting 5 hits in total, which are distributed evenly amongst all units in the combat.

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.

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.

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.

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:

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.

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.

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.

