



1580 pts (35.00 %)   1128 pts (25.00 %)   1100 pts (24.00 %)   0 pts (0.00 %)   1050 pts (23.00 %)  
**Characters**                      **Core**                      **Special**                      **Death from Above**                      **Big 'n Nasty**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (15 Max)                      (30 Max)

## Characters

### GOBLIN KING

Goblin King - *Gigantic - Beast - 150x100*

## 610 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	
<b>Common Goblin King</b>	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	
<b>Goblin (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

**Options** | Paired Weapons • Forest Goblin • Gargantula • Shield Breaker

### GOBLIN KING

Goblin King - *Large - Cavalry - 50x50*

## 325 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	
<b>Common Goblin King</b>	4	5	4	1	5	Common Goblin, 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	
<b>Huntsmen Spider</b>	3	3	4	1	4	Harnessed, Poison Attacks

**Options** | Shield • Heavy Armour • Forest Goblin • Huntsmen Spider • Troll Ale Flask • Dusk Forged • Basalt Infusion



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

520 POINTS



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

Born to Fight, Feral Orc, Hand Weapon

**Options** | Shamanism • General • Wizard Master • Feral Orc • Crown of Autocracy • Magical Heirloom



**GOBLIN CHIEF**  
Goblin Chief - Standard - Infantry - 20x20

125 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Insignificant	
Defensive	HP	Def	Res	Arm	
	2	4	4	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Common Goblin Chief	3	4	4	1	4

Common Goblin, Hand Weapon

**Options** | Battle Standard Bearer • Common Goblin

Core



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

365 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



**ORCS**  
Orcs x20 - Standard - Infantry - 25x25


320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	<b>Aegis, Light Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Orc</b>	1	3	3	0	2 <b>Born to Fight, Feral Orc</b>


**Options** | Paired Weapons • Champion • Musician • Standard Bearer • Feral Orc • Mammoth Stabber • Aether Icon



### ORCS


Orcs **x20** - *Standard - Infantry - 25x25*

## 290 POINTS



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


**Options** | Paired Weapons • Champion • Musician • Standard Bearer • Feral Orc



### GOBLIN RAIDERS

Goblin Raiders **x8** - *Standard - Cavalry - 25x50*


## 153 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	6	<b>Strider, Feigned Flight, Vanguard, Light Troops, Scout, Insignificant</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Goblin Raider</b>	1	2	3	0	2 <b>Forest Goblin</b>
<b>Wolf</b>	1	3	3	0	3 <b>Harnessed, Forest Goblin</b>
<b>Scuttler Spider</b>	1	3	3	0	4 <b>Harnessed, Poison Attacks, Forest Goblin</b>

**Options** | Forest Goblin • Throwing Weapons (5+)


## Special



### TROLLS


Trolls **x8** - *Large - Infantry - 40x40*

## 505 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	4	<b>Strider, Fear, Fearless, Stupid</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	0	<b>Fortitude (4+), Distracting</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Common Trolls</b>	3	3	5	2	1 <b>Troll Belch</b>


**Options** | Bridge Troll



### IRON ORCS

Iron Orcs **x15** - *Standard - Infantry - 25x25*

## 365 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	

<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

<b>Options</b>	Musician • Standard Bearer • Banner of the Relentless Company
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### GOBLIN WOLF CHARIOT


Goblin Wolf Chariot x2 - Large - Construct - 50x100

## 230 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	9"	6	Light Troops, Swiftstride, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	2	4	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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)


## Big 'n Nasty



### GIANT


Giant - Gigantic - Infantry - 50x75

## 315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Giant See, Giant Do		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	7	3	5	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Giant	5	3	5	2	3	Rage


<b>Options</b>	Giant Club
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### GIANT

Giant - Gigantic - Infantry - 50x75

## 315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Giant See, Giant Do		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	7	3	5	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Giant	5	3	5	2	3	Rage

<b>Options</b>	Giant Club
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## Magics

Racial Trait Spell

Casting	Range	Type	Duration
Bring the Pain			

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<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>5</b>	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within <b>1"</b> [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>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 <b>6"</b> [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their <b>Shooting</b> [Ranged] Attacks [including effects of spells cast while affected by spell effects].
<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 <b>+1 Strength and +1 Armour Penetration</b> [+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

**Shield Breaker:** Attacks made with this enchanted weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Dusk Forged:** The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

**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.

**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".

**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

**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.

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

## Model Rules

**Aegis:**

**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.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**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.

**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).

**Fortitude:** Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

**Giant See, Giant Do:** Universal Rule.

The model gains Born to Fight.

**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 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.

**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.

**Rage:** Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**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.

**Scout:** At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

**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.

**Stupid:** Universal Rule.

At the start of each friendly Player Turn, each unengaged non-fleeing unit with one or more models with Stupid must take a Discipline Test. If the test is failed, all models in the unit become Shaken until the end of the Player Turn, and in the Movement Phase, immediately after Rallying Fleeing units, the unit must move D6" directly forward, stopping 1" before Impassible Terrain or other units.

**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.

**Troll Belch:** Special Attack.

At the model part's Initiative Step, the owner may choose an enemy unit Engaged in Combat that the model part is able to attack with Close Combat Attacks.

If so, this unit suffers a hit, which is resolved with Strength 5 and Armour Penetration 10, and the model part may not perform any Close Combat Attacks.

**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.

**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

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## 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.

