



ORCS AND GOBLINS

LA BANDE A GOBLAPOIRE - 1 935 POINTS



385 pts (19.00 %) 650 pts (33.00 %) 365 pts (18.00 %) 165 pts (8.00 %) 520 pts (26.00 %)

Characters **Core** **Special** **Death from Above** **Big 'n Nasty**

(40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



GRAND CHEF

Orc Warlord - Large - Cavalry - 50x50

385 POINTS



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



MOUNT WYVERN

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	C	Fear, Towering Presence, Fly (8", 16", 8", 16"), Light Troops		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	
Wyvern	3	5	6	3	3	Harnessed, Poison Attacks, Venomous Fangs

Options | Shield • Great Weapon • Wyvern • General • Common Orc

Core



LANCIERS

Goblins x20 - Standard - Infantry - 20x20

165 POINTS



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

Options | Shield and Spear • Champion • Musician • Standard Bearer



KOUCHEKOUPE

Orcs x20 - Standard - Infantry - 25x25


190 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	

Offensive	Att	Off	Str	Ap	Agi	
Orc	1	3	3	0	2	Born to Fight


Options	Champion • Musician • Standard Bearer
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ARCHERS

Cave Goblins x30 - Standard - Infantry - 20x20

295 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	
Cave Goblin	1	2	3	0	3	Cave Goblin




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	Mad Git x1 • Bow (4+)
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Special




VAVITE

Orc Boar Chariot - Large - Construct - 50x100

145 POINTS




Global	Adv	Mar	Dis	Model Rules		
	7"	7"	7	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Eadbasher Riders (2)	1	4	4	1	2	Born to Fight, Common Orc, Lance
War Boars (2)	1	3	4	1	3	Harnessed, Devastating Charge
Chariot			5	2		Inanimate, Impact Hits (D6+1, D6+1)



TROUBLION

Grotlings x3 - Standard - Infantry - 40x40

90 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	4	Vanguard, Light Troops, Fearless, Scout, Skirmisher, Insignificant, Unstable		
Defensive	HP	Def	Res	Arm		
	5	2	2	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Grotlings	5	2	2	0	2	Throwing Weapons (5+, 5+)



OUAF
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)

Death from Above



CATA...PULTE
Catapults Splatterer - Standard - Construct - 75

165 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	4"	6	War Machine, Insignificant		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Crew	3	2	3	0	2	Move or Fire, Common Goblin, Splatterer (4+, 4+)

Big 'n Nasty



BOOM
Great Green Idol - Gigantic - Infantry - 100x100

370 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	Impact Hits (D3, D3), Crush Attack

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Bring the Pain				
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.				

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.

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 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:

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

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.

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.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank). Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

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.

Splatterer: Catapult (4x4) Artillery Weapon.

Range 12-60", Shots 1, Str 3[7], AP 0[4], [Multiple Wounds (D3, Clipped Wings)].

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.

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

Unstable:

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.

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.

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.

