




ORCS AND GOBLINS

SEIGNEUR GOB - 4 329 POINTS



95 pts (2.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 95 pts (2.00 %)
 1415 pts (31.00 %) 900 pts (20.00 %) 2014 pts (45.00 %) 310 pts (7.00 %) 3185 pts (71.00 %)
Characters **Core** **Special** **Brood Rivalry** **Goblin Cunning**
 (40 Max) (40 Max) (25 Least) (25 Least) (0 NoLimit) (0 NoLimit) (0 NoLimit) (10 Max) (0 NoLimit) (0 NoLimit)


Characters



GOBLIN DEMAGOQUE #1


Goblin Demagogue - Standard - Infantry - 20x20

95 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin Demagogue	3	4	4	1	5


Options	General • Goblin Gardens and Darrmu • Shield
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GOBLIN DEMAGOQUE #2

Goblin Demagogue - Standard - Infantry - 20x20

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin Demagogue	3	4	4	1	5

Options	Battle Standard Bearer • Shield
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GOBLIN DEMAGOQUE #3


Goblin Demagogue - Standard - Infantry - 20x20

95 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin Demagogue	3	4	4	1	5


Options	Paired Weapons
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GOBLIN DEMAGOQUE #4

Goblin Demagogue - Standard - Infantry - 20x20

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin Demagogue	3	4	4	1	5

Options	Great Weapon
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GOBLIN DEMAGOQUE #5

Goblin Demagogue - Large - Beast - 40x40

155 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin Demagogue	3	4	4	1	5



MOUNT PET MONSTER

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	3	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Pet Monster	4	4	5	2	5


Options	Lance • Pet Monster
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GOBLIN DEMAGOQUE #5

Goblin Demagogue - Large - Beast - 40x40

155 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin Demagogue	3	4	4	1	5



MOUNT PET MONSTER

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C		
Defensive	HP	Def	Res	Arm	
	3	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Pet Monster	4	4	5	2	5

Options	Lance • Pet Monster
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GOBLIN WITCH #1

Goblin Witch - Standard - Infantry - 20x20

210 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Wizard Apprentice, Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	3	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Goblin Witch	1	2	2	0	3

Options	Wizard Adept • Witchcraft
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GOBLIN WITCH #1

Goblin Witch - Standard - Infantry - 20x20




210 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Wizard Apprentice, Goblin Cunning	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin Witch	1	2	2	0	3

Options	Wizard Adept • Witchcraft
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 	GOGTUK INITIATE #1 Gogtuk Initiate - Standard - Infantry - 20x20	50 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Attached, Exclusive (Goblin Cunning), Feigned Flight, Hidden, Light Troops , Not a Leader, Goblin Cunning, Beastie Whisperer	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	0	Distracting, Distracting, Light Armour, Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Gogtuk Initiate	2	4	4	2	4
					Paired Weapons, Paired Weapons

Options	Headhunter
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 	GOGTUK INITIATE #1 Gogtuk Initiate - Standard - Infantry - 20x20	50 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Attached, Exclusive (Goblin Cunning), Feigned Flight, Hidden, Light Troops , Not a Leader, Goblin Cunning, Beastie Whisperer	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	0	Distracting, Distracting, Light Armour, Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Gogtuk Initiate	2	4	4	2	4
					Paired Weapons, Paired Weapons

Options	Headhunter
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 	GOGTUK INITIATE #1 Gogtuk Initiate - Standard - Infantry - 20x20	50 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Attached, Exclusive (Goblin Cunning), Feigned Flight, Hidden, Light Troops , Not a Leader, Goblin Cunning, Beastie Whisperer	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	0	Distracting, Distracting, Light Armour, Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Gogtuk Initiate	2	4	4	2	4
					Paired Weapons, Paired Weapons



Options	Headhunter
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 	GOGTUK INITIATE #1 Gogtuk Initiate - Standard - Infantry - 20x20	50 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Attached, Exclusive (Goblin Cunning), Feigned Flight, Hidden, Light Troops , Not a Leader, Goblin Cunning, Beastie Whisperer	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	0	Distracting, Distracting, Light Armour, Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Gogtuk Initiate	2	4	4	2	4	Paired Weapons, Paired Weapons

Options	Headhunter
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	GOGTUK INITIATE #1 Gogtuk Initiate - Standard - Infantry - 20x20	50 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	7	Attached, Exclusive (Goblin Cunning), Feigned Flight, Hidden, Light Troops, Not a Leader, Goblin Cunning, Beastie Whisperer

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	3	0	Distracting, Distracting, Light Armour, Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Gogtuk Initiate	2	4	4	2	4	Paired Weapons, Paired Weapons

Options	Netter
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Core



	GOBLIN RABBLE #1 Goblin Rabble x60 - Standard - Infantry - 20x20	310 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	6	Scoring, Goblin Cunning

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin	1	2	2	0	3	

Options	Shield and Spear • Champion • Musician • Standard Bearer
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	GOBLIN RABBLE #1 Goblin Rabble x20 - Standard - Infantry - 20x20	150 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	6	Scoring, Goblin Cunning

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin	1	2	2	0	3	

Options	Shield and Spear • Champion • Musician • Standard Bearer
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	GOBLIN RABBLE #1 Goblin Rabble x20 - Standard - Infantry - 20x20	190 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	6	Scoring, Goblin Cunning

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin	1	2	2	0	3	

Options	Bow (4+) • Shield • Champion • Musician • Standard Bearer
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GOBLIN REAVERS #1
Goblin Reavers **x10** - Standard - Cavalry - 25x50

250 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	6	Scoring, Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	1	2	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin	1	2	2	0	3
Beastie	2	3	3	1	3

Options	Bow (4+) and Spies • Champion • Musician • Standard Bearer • Creepy-Crawlies
Special	



GOBLIN CHARIOTS #1
Goblin Chariots **x2** - Large - Construct - 50x100

220 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	8"	6	Light Troops, Swiftstride, Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	4	2	4	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin	1	2	2	0	3
Beastie	2	3	3	1	3
Chassis			5	2	Impact Hits (D6+1), Inanimate



GNASHERS #1
Gnashers **x10** - Standard - Beast - 20x20

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Fearless, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Gnasher	2	4	5	2	4

Options	Gnasher Dashers
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GNASHERS #1
Gnashers **x10** - Standard - Beast - 20x20

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Fearless, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Gnasher	2	4	5	2	4

Options	Gnasher Dashers
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WRECKING TEAM #1
Wrecking Team - Large - Beast - 60

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3D6"	"	5	Fearless, Insignificant, Random Movement (3D6"), Force of Destruction (2D6)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	0	4	0	Hard Target (1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wrecking Team		0	6	3	3



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

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3D6"	"	5	Fearless, Insignificant, Random Movement (3D6"), Force of Destruction (2D6)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	0	4	0	Hard Target (1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wrecking Team		0	6	3	3



TROLLS #1
Trolls x6 - Large - Infantry - 40x40

364 POINTS



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

Options	CaveTroll • Champion
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GOBLIN ARTILLERY #1
Goblin Artillery - Standard - Construct - 75

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine, Goblin Cunning	
<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>
Goblin Crew	3	2	2	0	3 Move or Fire

Options	Skewerer (4+)
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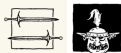
GOBLIN ARTILLERY #1
Goblin Artillery - Standard - Construct - 75

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine, Goblin Cunning	
<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>
Goblin Crew	3	2	2	0	3 Move or Fire

Options	Skewerer (4+)
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GOBLIN ARTILLERY #1

Goblin Artillery - Standard - Construct - 75

90 POINTS



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

Options	Skewerer (4+)
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GOBLIN ARTILLERY #1

Goblin Artillery - Standard - Construct - 75

190 POINTS



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

Options	Git Launcher
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GOBLIN ARTILLERY #1

Goblin Artillery - Standard - Construct - 75

190 POINTS



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

Options	Git Launcher
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GIANT #1

Giant - Gigantic - Infantry - 50x75

310 POINTS



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

Options	Giant Club
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Magics

Racial Trait Spell

The Orcs and Goblins Hereditary Spell is divided into two versions, each of which can only be cast by a certain Wizard, as specified in the spell description.

Casting	Range	Type	Duration
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	Casting	Range	Type	Duration
Guile And Fury				
Mf	8+	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
Cannot be cast by Goblin Witches. The target gains +1 to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are increased by 1".				



		Casting	Range	Type	Duration	Effect
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee (and Shooting) Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase.
3	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks (and suffers a -2 modifier to its casting rolls).
2	Deceptive Glamour	5+ [8+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
A	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
4	The Wheel Turns	6+ [8+]	18"	Universal	One Turn	Melee Attacks against the target always (hit) [wound] on 4+.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")

Model Rules

Attached:

Beastie Whisperer: Immediately before choosing a unit to join using the Hidden rule, the model may gain a Beastie mount without any upgrade for free. If the model joins a unit with at least one R&F model with Creepy-Crawlies, the model's mount gains **Creepy-Crawlies**.

Bow:

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.

Exclusive:

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.

Force of Destruction: The model cannot declare any Charges, and other units cannot declare any Charges against the model. The model and other units ignore each other regarding the Unit Spacing rule for all movement and can touch and move through one another during any movement (note that this includes Ambush). When the model touches another unit, the model is immediately removed as a casualty, and the other unit immediately suffers X hits with the model's Strength and Armour Penetration. If several units are touched simultaneously, the Active Player chooses which units suffer the hits. If the model was removed due to another unit moving into contact with it, that unit suffers an additional D6 hits.

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: The model gains **Brood Rivalry** and **Minimised (Break Tests, Fear Tests, Panic Tests)**.

Goblin Cunning: Apply the following rules to any unit consisting entirely of models with Goblin Cunning: • It gains **Maximised (Flee Distance)**. • Before rolling any dice for the corresponding test, it may choose to fail any Break Test and, unless more than half its models are Fearless, any Panic Test. • If it Flees due to a voluntary Flee Charge Reaction or due to choosing to fail a Panic or Break Test, it automatically passes its next Rally Test. This does not apply if the unit is Decimated or if it Flees involuntarily.

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

