



# ORCS AND GOBLINS

## ORKI BESTIE - 3 775 POINTS



890 pts (24.00 %)   1195 pts (32.00 %)   860 pts (23.00 %)   270 pts (7.00 %)   560 pts (15.00 %)  
**Characters**            **Core**            **Special**            **Death from Above**            **Big 'n Nasty**  
 (40 Max)            (25 Least)            (0 NoLimit)            (15 Max)            (30 Max)

### Characters

**IRON ORC WARLORD #1**  
Orc Warlord - Standard - Infantry - 25x25

**480 POINTS**

Global	Adv	Mar	Dis			Model Rules
	4"	8"	9			Fearless, Frenzy
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Aegis, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Orc Warlord</b>	4	6	5	2	4	Battle Focus, Born to Fight, Hand Weapon

**Options** | Shield • General • Iron Orc • Omen of the Apocalypse • Dusk Forged

**COMMON GOBLIN WITCH DOCTOR #1**  
Goblin Witch Doctor - Standard - Infantry - 20x20

**410 POINTS**

Global	Adv	Mar	Dis			Model Rules
	4"	8"	6			Wizard Apprentice, Insignificant
Defensive	HP	Def	Res	Arm		
	3	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
<b>Common Goblin Witch Doctor</b>	1	2	3	0	3	Common Goblin, Hand Weapon

**Options** | Thaumaturgy • Wizard Master • Binding Scroll x1

### Core

**FERAL ORCS #1**  
Feral Orcs x25 - Standard - Infantry - 25x25

**410 POINTS**

Global	Adv	Mar	Dis			Model Rules
	4"	8"	7			Scoring, Frenzy
Defensive	HP	Def	Res	Arm		
	1	2	4	0	Aegis (6+)	
Offensive	Att	Off	Str	Ap	Agi	
<b>Feral Orc</b>	1	3	3	0	2	Battle Focus, Born to Fight, Feral Orc

**Options** | Shield • Paired Weapons • Champion • Musician • Standard Bearer • Green Tide


**FERAL ORCS #2**  
Feral Orcs x27 - Standard - Infantry - 25x25

**440 POINTS**

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

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	4	0	Aegis (6+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Feral Orc</b>	1	3	3	0	2	Battle Focus, Born to Fight, Feral Orc


<b>Options</b>	Shield • Paired Weapons • Champion • Musician • Standard Bearer • Green Tide
----------------	--




### COMMON GOBLINS #1

Goblins x40 - Standard - Infantry - 20x20

## 345 POINTS



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




### MOUNT SHADY GIT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	6	Sneaky!, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Shady Git</b>	2	4	3	0	3	Common Goblin, Lethal Strike, Paired Weapons

<b>Options</b>	Shady Git x3 • Musician • Standard Bearer • Bow (4+) • Shield
----------------	---


## Special



### IRON ORCS #1

Iron Orcs x25 - Standard - Infantry - 25x25

## 620 POINTS



<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		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Iron Orcs</b>	1	5	4	1	2	Born to Fight, Weapon Master, Iron Orc, Paired Weapons, Great Weapon

<b>Options</b>	Champion • Musician • Standard Bearer • Green Tide
----------------	--



### SCRAP WAGON #1

Scrap Wagon - Large - Construct - 60x100

## 80 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	3D6"	-"	4	Random Movement (3D6, 3D6), Fearless, Shambolic, Insignificant, Unstable, Pursuit Mode		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	2	4	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Grotling Crew</b>	5	2	2	0	2	Throwing Weapons (5+, 5+)
<b>Chassis</b>			4	3		Harnessed, Impact Hits (2D6, 2D6)



**SCRAP WAGON #2**  
Scrap Wagon - Large - Construct - 60x100

80 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	-"	4	Random Movement (3D6, 3D6), Fearless, Shambolic, Insignificant, Unstable, Pursuit Mode		
Defensive	HP	Def	Res	Arm		
	4	2	4	1		
Offensive	Att	Off	Str	Ap	Agi	
Grotling Crew	5	2	2	0	2	Throwing Weapons (5+, 5+)
Chassis			4	3		Harnessed, Impact Hits (2D6, 2D6)



**SCRAP WAGON #3**  
Scrap Wagon - Large - Construct - 60x100

80 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	-"	4	Random Movement (3D6, 3D6), Fearless, Shambolic, Insignificant, Unstable, Pursuit Mode		
Defensive	HP	Def	Res	Arm		
	4	2	4	1		
Offensive	Att	Off	Str	Ap	Agi	
Grotling Crew	5	2	2	0	2	Throwing Weapons (5+, 5+)
Chassis			4	3		Harnessed, Impact Hits (2D6, 2D6)

Death from Above



**SKEWERER #1**  
Skewerer - Standard - Construct - 60

90 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, Ballista (4+, 4+)



**SKEWERER #2**  
Skewerer - Standard - Construct - 60

90 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, Ballista (4+, 4+)



### SKEWERER #3

Skewerer - Standard - Construct - 60

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine, Insignificant	
<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	3	0	2
Move or Fire, Common Goblin, Ballista (4+, 4+)					

## Big 'n Nasty



### GIANT #1

Giant - Gigantic - Infantry - 50x75

280 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					

Options

Wrecking Ball



### GIANT #2

Giant - Gigantic - Infantry - 50x75

280 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					

Options

Wrecking Ball

## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>Bring the Pain</b>				
<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.				



Thaumaturgy

**Judgement on High:** When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
--	----------------	--------------	-------------	-----------------	---------------

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
<b>4</b>	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment] Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
<b>6</b>	Trial of Faith	7+ [10+]	12" [18"]	Hex Missile Damage Focused Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
<b>2</b>	Smite the Unbeliever	6+ [9+]	24"	Hex	One Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
<b>1</b>	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
<b>3</b>	Speaking in Tongues	7+ [7+]	18"	Hex	One Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

## Magic items

**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.

**Omen of the Apocalypse:** Roll a single D3 at the Initiative Step in which the wielder is attacking. During this Initiative Step, the wielder gains a modifier equal to the result of the D3 roll to its Attack Value, Strength, and Armour Penetration while using this weapon. Attacks made with this weapon become Magical Attacks.

**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.

## Magic banners

**Green Tide:** 0-3 Banners per Army.

The bearer's unit gains Fight in Extra Rank.

## Model Rules

**Aegis:**

**Ballista:** Artillery Weapon.

Range 48", Shots 1, Str 3[6], AP 10, [Multiple Wounds (D3)], Area Attack (5x1).

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**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.

**Common Goblin:** The model gains Insignificant.

**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.

**Feral Orc:** The model part gains Born to Fight and Battle Focus. The model gains Frenzy, Fearless, and Aegis (6+).

**Frenzy:** A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is anyother Discipline Test, the unit suffers -2Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

**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.

**Insignificant:**

**Iron Orc:** The model part gains Born to Fight and Weapon Master. The model gains Fearless.

**Light Armour:** Armor +1

**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.

**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

**Pursuit Mode:** Universal Rule.

The roll for the distance moved with Random Movement in the Movement Phase is subject to Maximised Roll (consider only the used 3 dice for the purpose of Shambolic).

**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.

**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.

**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.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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

**Unstable:**

**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.

**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

.

## QR codes of your army

You can print this page to have all your army's units QR code and cut them to stick them on your units, with them you can directly access to the unit's profile with your phone.

Iron Orc Warlord #1	Common Goblin Doctor #1	Witch	Giant #1	Giant #2	Feral Orcs #1	Feral Orcs #2	Common Goblins #1	Iron Orcs #1	Scrap Wagon #1	Scrap Wagon #2	Scrap Wagon #3	Skewer #1	Skewer #2	Skewer #3