




ORCS AND GOBLINS

LIST ORCS UND GOBLINS (v2021 BETA 2) #3 - 5 473 POINTS



1690 pts (28.00 %) 980 pts (16.00 %) 1828 pts (30.00 %) 645 pts (11.00 %) 510 pts (9.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)


Characters



ORC SHAMAN #1


Orc Shaman - Standard - Infantry - 25x25

315 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 • Wizard Adept • Common Orc • Book of Arcane Mastery



GOBLIN WITCH DOCTOR #1


Goblin Witch Doctor - Standard - Infantry - 20x20

470 POINTS



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


Options | Witchcraft • Wizard Master • Cave Goblin • Talisman of the Void • Crystal Ball





ORC WARLORD #1

Orc Warlord - Large - Cavalry - 50x50

680 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	
Orc Warlord	4	6	5	2	4	Battle Focus, 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 | Paired Weapons • Great Weapon • General • Iron Orc • Wyvern • Pan of Protection Pinchin' • Troll Ale Flask • Shady Shanking • Tuktek's Guard



GOBLIN CHIEF #1
Goblin Chief - Standard - Infantry - 20x20

225 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 • Cave Goblin • Lucky Charm • Crown of the Cavern King
Core	



ORCS #1
Orcs x20 - Standard - Infantry - 25x25

340 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	Champion • Musician • Standard Bearer • Common Orc • Heavy Armour and Crossbow (4+) • Rending Banner
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GOBLINS #1
Goblins x20 - Standard - Infantry - 20x20

115 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	
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GOBLINS #2
Goblins x20 - Standard - Infantry - 20x20

250 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 • Bow (4+) • Cave Goblin • Mad Git x1
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	GOBLIN RAIDERS #1 Goblin Raiders x12 - Standard - Cavalry - 25x50	275 POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	9"	18"	6	Feigned Flight, Vanguard, Light Troops, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	2	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Raider	1	2	3	0	2	Common Goblin
Wolf	1	3	3	0	3	Harnessed, Common Goblin
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks, Common Goblin

Options	Shield • Light Lance • Bow (4+) • Champion • Musician • Standard Bearer • Common Goblin
Special	

	SCRAP WAGON #1 Scrap Wagon - Large - Construct - 60x100	80 POINTS	
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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)

	TROLLS #1 Trolls x8 - Large - Infantry - 40x40	569 POINTS	
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Global	Adv	Mar	Dis	Model Rules		
	6"	12"	4	Fear, Fearless, Stupid		
Defensive	HP	Def	Res	Arm		
	3	3	4	3	Fortitude (4+), Magic Resistance	
Offensive	Att	Off	Str	Ap	Agi	
Common Trolls	3	3	5	2	1	Troll Belch

Options	Cave Troll
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	GNASHER WRECKING TEAM #1 Gnasher Wrecking Team - Large - Beast - 60	135 POINTS	
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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 #1 COPY
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 HERD #1
Gnasher Herd x28 - Standard - Beast - 20x20

374 POINTS



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

They're Everywhere!



GNASHER DASHERS #1
Gnasher Dashers x10 - Standard - Cavalry - 20x20

245 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
Gnasher	2	4	5	2	4

Cave Goblin
Harnessed, Rows of Teeth



ORC BOAR CHARIOT #1
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
War Boars (2)	1	3	4	1	3
Chariot			5	2	

Born to Fight, Common Orc, Lance
Harnessed, Devastating Charge
Inanimate, Impact Hits (D6+1, D6+1)



ORC BOAR CHARIOT #1 COPY
Orc Boar Chariot - Large - Construct - 50x100

145 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>		
	7"	7"	7	Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	5	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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)

Death from Above

	SKEWERER #1 COPY 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+)	


	SKEWERER #1 COPY COPY 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+)	

	SKEWERER #1 COPY COPY 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+)	

	GREENHIDE CATAPULTS #1 Greenhide Catapult - Large - Construct - 75					160 POINTS	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	4"	4"	7	War Machine			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	6	1	4	0	Light Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		

Offensive	Att	Off	Str	Ap	Agi	
Goblin Crew	3	2	3	0	2	Move or Fire, Common Goblin, Git Launcher (4+, 4+)
Orc Overseer	1	3	3	0	2	Move or Fire


Options	Orc Overseer • Splatterer (4+)
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GREENHIDE CATAPULTS #2

Greenhide Catapult - Large - Construct - 75


215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	4"	7	War Machine		
Defensive	HP	Def	Res	Arm		
	6	1	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Crew	3	2	3	0	2	Move or Fire, Common Goblin, Git Launcher (4+, 4+)
Orc Overseer	1	3	3	0	2	Move or Fire

Options	Orc Overseer • Git Launcher (4+)
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Big 'n Nasty



GIANT #1 COPY

Giant - Gigantic - Infantry - 50x75

330 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	Nets
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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
<i>Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.</i>				



		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.



		Casting	Range	Type	Duration	Effect
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. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
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	4+ [6+]	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.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls.
4	The Wheel Turns	8+ [10+]	24"	Hex	One Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Magic items

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Crystal Ball: The firsts DisPELLing Attempt in each enemy Magic Phase gains a +2 DisPELLing Modifier, provided the bearer is on the Battlefield.

Talisman of the Void: The bearer gains Channel (1).

Pan of Protection Pinchin': When successfully wounded, the bearer may choose to use the attacker's Armour value and/or its Special Save:

- Use the Armour value that the attacking model would have against the attack that inflicted the wound (including Conditional Application, modifiers, etc.). If so, the bearer cannot use its own Armour (including any modifiers), if available.
- Use the Special Save that the attacking model would have against the attack that inflicted the wound (including Conditional Application, modifiers, etc.). If so, the bearer cannot use its own Special Save (including any modifiers), if available.

In addition, when the bearer's unit is the target of a spell, the bearer gains the same Magic Resistance as the Caster of the spell.

Shady Shanking: Attacks made with this weapon gain Lightning Reflexes, Lethal Strike, and become Magical Attacks.

When fighting a Duel, failed to-wound rolls with attacks with this weapon must be rerolled.

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.

Tuktek's Guard: The wearer's model gains +1 Resilience. In addition, attacks made with Lethal Strike lose Lethal Strike when attacking the wearer's model.

Crown of the Cavern King: Cannot be taken by models with Towering Presence.

All models in the bearer's unit that have at least one model part of the Greenhide Races Common Goblin, Cave Goblin, or Forest Goblin gain Vanguard and Feigned

Flight.
If the bearer is Common Goblin, Cave Goblin, or Forest Goblin, its Commanding Presence and Rally Around the Flag range (if available) is increased by 6".

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

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.

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.

Cave Goblin: The model gains Insignificant.

Common Goblin: The model gains Insignificant.

Common Orc: The model part gains Born to Fight.

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.

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.

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.

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

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.

Git Launcher: Catapult Artillery Weapon.

Range 12-60", Shots 1, Str 5, AP 4.

This weapon follows the rules for Catapult Artillery Weapons with the following exceptions: if the weapon hits (including with a Partial Hit), instead of causing a hit with Area Attack, the unit suffers D3+1 hits with the weapon's profile. In case of a Partial Hit, neither the number of hits nor their Strength and Armour Penetration are reduced.

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.

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 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.

Magic Resistance:

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.

Oi it bites!: Units with model with Oi it bites! cannot be joined by Characters.

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.

Power 'Shroom: Universal Rule.

Each instance of Power 'Shroom is One use only. Declare usage immediately before the model rolls to cast a non-Bound Spell. Any Dispelling Attempt made against this Casting Attempt suffers -D3 to the dispelling roll. Roll this dice directly when using the Power 'Shroom. If a natural '1' is rolled for this D3, the model using the Power 'Shroom suffers 1 hit with Toxic Attacks. This is an exception to the Casting and Dispelling Modifier rule (i.e. it is allowed to modify the dispelling roll by more than -2).

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.

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.

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

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 Impassable 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.

They're Everywhere!: Special Attack.

When a Gnasher Herd Breaks from Combat, it is removed as a casualty at the end of step 7 of the Round of Combat Sequence (after taking Break Tests), and all units within 6" suffer 1 hit for every 5 Gnashers in the Gnasher Herd, rounding fractions down. Hits are resolved with Strength 5 and Armour Penetration 2.

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

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.

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.

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.

Giaske	Skewerer	Skewerer	Greenhide	Greenhide	Scraps	Gnasher	Gnasher Wrecking	Gnasher	Gnasher	Gnasher	Gnasher	Orc	Orc Boar	Orc	Orc Goblin	Orc Gob
#1	#1	#1 copy	#1 copy	Catapults	Catapults	Wagn	Wrecking	Team #1	copy	Her	Dasher #1	#1	#2	Raid	Boar	Chariot #1
copy	copy	copy	copy	#1	#2	#1	Team #1	#1	#1	#1	#1	#1	Chariot	copy	#1	Doctor
#1	#1	#1	#1	#1	#2	#1	#1	#1	#1	#1	#1	#1	#1	#1	#1	#1