



ORCS AND GOBLINS

LIST ORCS AND GOBLINS (v2021 BETA 2) #3 - 774 POINTS



240 pts (24.00 %) 409 pts (41.00 %) 125 pts (13.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



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

120 POINTS



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



ORC CHIEF #1
 Orc Chief - Standard - Infantry - 25x25

120 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8		
Defensive	HP	Def	Res	Arm	
	3	5	5	0	
Heavy Armour					
Offensive	Att	Off	Str	Ap	Agi
Common Orc Chief	3	5	4	1	3
Hand Weapon					

Options

Shield • General • Common Orc

Core



ORC 'EADBASHERS
 Orc 'Eadbashers x18 - Standard - Infantry - 25x25

294 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	
Defensive	HP	Def	Res	Arm	
	1	4	4	0	
Light Armour					
Offensive	Att	Off	Str	Ap	Agi
Common Orc 'Eadbasher	1	4	4	1	2
Born to Fight, Common Orc					

Options

Paired Weapons • Common Orc



GOBLINS #1
 Goblins x20 - Standard - Infantry - 20x20

115 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"	6	Scoring, Insignificant	
<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>
Common Goblin	1	2	3	0	2

Options	Shield • Common Goblin
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Special

	GOBLIN RAIDERS #1 Goblin Raiders x5 - Standard - Cavalry - 25x50	125 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	6	Feigned Flight, Vanguard, Light Troops, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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	Common Goblin
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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>				

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.

Common Goblin: The model gains Insignificant.

Common Orc: The model part gains Born to Fight.

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.

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 with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Insignificant:

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.

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.

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.

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.

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.

Goblin Witch Doctor #1



Orc Chief #1



Orc 'Eadbashers



Goblins #1



Goblin Raiders #1

