



ORCS AND GOBLINS

LIST ORCS AND GOBLINS #1 - 1 576 POINTS



320 pts (7.00 %) **860 pts (19.00 %)** 396 pts (9.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Special **Core** **Characters** **Big 'n Nasty** **Death from Above**
 (0 NoLimit) (25 Least) (40 Max) (30 Max) (15 Max)

Characters

LORDS OF SNEAKIN' - CAVE GOBLIN KING #1
 Lords of Sneakin' - Cave Goblin King - *Standard - Infantry - 20x20*

216 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lords of Sneakin' - Cave Goblin King	4	5	4	4	4	3	5	4	8	Infantry
Cave Gnasher	5(6)	4	-	6	4	3	3	3	3	Monstrous Beast
Model Rules	Green Tide • Light Armour									
Model Rules (Cave Gnasher)	Fly (6) • Impact Hits (1) • Immune to Psychology • Hard Target • Oi, it bites! • Bouncers • Mount's Protection (6+)									
Model Rules (Cave Gnasher)	Fly (6) • Impact Hits (1) • Immune to Psychology • Hard Target • Oi, it bites! • Bouncers • Mount's Protection (6+)									

Options Heavy Armour • Great Weapon • Cave Gnasher

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

180 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Witch Doctor - Cave Goblin	4	2	3	3	3	2	3	1	5	Infantry
Model Rules	Wizard Apprentice									

Options Pyromancy • 1 spell

Core

GOBLINS - FOREST GOBLIN #1
 Goblins - Forest Goblin **x20** - *Standard - Infantry - 20x20*

280 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblins - Forest Goblin	4	2	3	3	3	1	2	1	6	Infantry
Model Rules	Scoring • Poisoned Attacks (Close combat only)									

Options Spear & Shield • Champion • Standard Bearer • Throwing Weapons • May gain Skirmish and lose Scoring (max 20 models per unit)

GOBLINS - CAVE GOBLIN #1
 Goblins - Cave Goblin **x20** - *Standard - Infantry - 20x20*

200 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblins - Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Model Rules	Scoring									

Options Spear & Shield • Champion • Musician • Standard Bearer

Core

GOBLINS - CAVE GOBLIN #2

Goblins - Cave Goblin **x20** - Standard - Infantry - 20x20

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblins - Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Model Rules	Scoring									

Options Spear & Shield • Champion • Musician • Standard Bearer

Core

GOBLINS - CAVE GOBLIN #3

Goblins - Cave Goblin **x20** - Standard - Infantry - 20x20

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblins - Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Model Rules	Scoring									

Options Bow (0-3 Choice per Army, 0-100 models per Army) • Standard Bearer

Special

GOBLIN RAIDERS - SCUTTLE SPIDER #1

Goblin Raiders - Scuttler Spider **x10** - Standard - Infantry - 25x50

320 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Scuttler Spider	7	3	-	3	3	1	4	1	2	
Model Rules	Mount's Protection (6+)									

Options Shield • Light Lance • Throwing Weapons • Champion • Musician • Standard Bearer

Magics



		Casting	Range	Type	Duration	Effect
5	Flaming Swords	10+ [13+]	18" [6"Aura]	Augment	Remains in Play	The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.
3	Scorching Salvo	7+ [10+]	24"Aura	Hex Damage	Instant	The target suffers D3 [D6] Strength 4 hits with Flaming Attacks.
4	Immolation	8+	18"	Ground	Remains in Play	Place a round 3" diameter marker with its center on the selected target point and the marker more than 1" from all units. At the end of each Phase, each unit that has been in contact with the marker during that Phase suffers an Area Attack (4) with Strength 4 and Flaming Attacks. No unit can be affected by this more than once per Player Turn.
6	Enveloping Embers	12+	24"	Hex Damage Direct	Instant	Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.
1	Pyroclastic Flow	5+ [9+] {12+}	36" [24"] {12"}]	Hex Missile Damage	Instant	The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.
7	Fireball		24"	Hex Missile Damage	Instant	The target suffers D3 Strength 4 hits with Flaming Attacks.
2	Cascading Fire	6+ [10+]	24" [6"Aura]	Augment	Remains in Play	At the Initiative 0 step of each Round of Combat involving the target, all enemy models in base contact with the target unit suffer a Strength 4 hit with Flaming Attacks. This is a Special Close Combat Attack.

Model Rules

Fast Cavalry: Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a

Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

Green Tide: Once per game, if the Goblin General has this special rule, it may declare a Green Tide at the start of any Player Turn. All model parts in the army belonging to any Goblin Greenhide Race gain Fight in Extra Rank until the end of the next Player Turn.

Greenhide Races - Forest Goblin: Insignificant
Unruly
Strider (Forest)

Light Armour:

Mount's Protection (6+):

Poisoned Attacks: If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls a successful hit with a tohit roll of an unmodified '6', this hit automatically wounds with no to wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks. If the Attack can be turned into more than one hit (such as for a hit with Penetrating or Area Attack), only a single hit (of attacker's choice) automatically wounds, all other hits must roll to wound as normal.

Poisoned Attacks (Close combat only):

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Scout: Before deploying an army that includes units with Scout, you must state which of your units with this special rule 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 whole within a Forest, Ruin, Building, Field 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.

Strider: Models with this special rule may ignore any movement effect caused by Terrain except Impassable Terrain and Buildings and never lose their Steadfast or Rank Bonus due to Terrain. Sometimes this special rule is only linked to a specific type of Terrain, stated in brackets. In this case, the Strider rule effects only applied in relation to the specified Terrain type.

Wizard Apprentice: Wizard Apprentices add +1 to their casting and dispelling rolls.

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 Raiders - Scuttler Spider #1	Goblins - Forest Goblin #1	Goblins - Cave Goblin #1	Goblins - Cave Goblin #2	Goblins - Cave Goblin #3	Lords of Sneakin' - Cave Goblin King #1	Goblin Witch Doctor - Cave Goblin #1	
							