ORCS AND GOBLINS
1ST WAAAAGH!!!! - 4 500 POINTS

240 pts (5.00 %)	335 pts (7.00 %)	1135 pts (25.00 %)	1175 pts (26.00 %)	1615 pts (36.00 %)
Death from Above	**Big 'n Nasty**	**Characters**	**Core**	**Special**
(15 Max)	(30 Max)	(40 Max)	(25 Least)	(0 NoLimit)

Characters

GRIMGOR
Orc Warlord - *Standard - Infantry - 25x25*

385 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	9		
Defensive	HP	Def	Res	Arm	
	3	6	5	0	
Offensive	Att	Off	Str	Ap	Agi
Common Orc	4	6	5	2	4	**Hand Weapon**

Options	General • Common Orc • Heavy Armour • Paired Weapons • Pan of Protection Pinchin' • Troll Ale Flask • Shady Shanking • Tuktek's Guard

ODDJIT
Goblin Witch Doctor - *Standard - Infantry - 20x20*

455 POINTS

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

Options	Cave Goblin and 2 × Power 'Shroom • Witchcraft • Wizard Master and +1 Health Point • Crystal Ball

BORGUT
Orc Chief - *Standard - Infantry - 25x25*

295 POINTS

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

Options	Iron Orc • Battle Standard Bearer • Shield • Touch of Greatness • Willow's Ward • Alchemist's Alloy

Core

GRIMGOR'S BOYZ
Orcs x50 - *Standard - Infantry - 25x25*

555 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		**Scoring**
Defensive	HP	Def	Res	Arm	
	1	X	4	0	
Offensive	Att	Off	Str	Ap	Agi

Offensive	Att	Off	Str	Ap	Agi
Orc	1	3	3	0	2

Options	Common Orc • Paired Weapons • Champion • Musician • Standard Bearer • Green Tide

ODDJIT'S GITS
Goblins **x60** - *Standard - Infantry - 20x20*

350 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	X		**Scoring**

Defensive	HP	Def	Res	Arm
	1	2	3	0

Offensive	Att	Off	Str	Ap	Agi	
Common Goblin	1	2	3	0	2	
Forest Goblin	1	2	3	0	2	
Cave Goblin	1	2	3	0	3	**Poison Attacks**

Options	Common Goblin and Light Armour • Shield • Champion • Musician • Standard Bearer

FAST DEATH 1
Orc Boar Riders **x5** - *Standard - Cavalry - 25x50*

135 POINTS

Global	Adv	Mar	Dis		Model Rules
	7"	14"	7		**Scoring**

Defensive	HP	Def	Res	Arm
	1	X	4	2

Offensive	Att	Off	Str	Ap	Agi	
Orc Boar Rider	1	3	3	0	2	**Light Lance**
War Boar	1	3	4	1	3	**Devastating Charge, Harnessed**

Options	Feral Orc

FAST DEATH 2
Orc Boar Riders **x5** - *Standard - Cavalry - 25x50*

135 POINTS

Global	Adv	Mar	Dis		Model Rules
	7"	14"	7		**Scoring**

Defensive	HP	Def	Res	Arm
	1	X	4	2

Offensive	Att	Off	Str	Ap	Agi	
Orc Boar Rider	1	3	3	0	2	**Light Lance**
War Boar	1	3	4	1	3	**Devastating Charge, Harnessed**

Options	Feral Orc

Special

BORGUT'S BOYZ
Iron Orcs **x35** - *Standard - Infantry - 25x25*

860 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	8		**Bodyguard, Scoring**

Defensive	HP	Def	Res	Arm	
	1	5	4	0	**Plate Armour, Shield**

Offensive	Att	Off	Str	Ap	Agi	
Iron Orc	1	5	4	1	2	**Iron Orc, Great Weapon, Paired Weapons**

Options	Champion • Musician • Standard Bearer • Green Tide

WALL OF TEETH 1
Gnasher Herd **x20** - *Standard - Beast - 20x20*

265 POINTS

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

ROLLIN GITS
Goblin Wolf Chariots **x2** - *Large - Construct - 50x100*

225 POINTS

Global	Adv	Mar	Dis		Model Rules
	9"	9"	6		**Light Troops, Swiftstride**
Defensive	HP	Def	Res	Arm	
	4	2	4	1	**Light Armour**
Offensive	Att	Off	Str	Ap	Agi	
Goblin Crew	1	2	3	0	2	**Common Goblin, Bow, Light Lance**
Wolf	1	3	3	0	3	**Harnessed**
Chassis			5	2		**Impact Hits, Inanimate**

Death from Above

ROCK LOBBA
Greenhide Catapult - *Standard - Construct - 75*

150 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	4"	6		**War Machine**
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**

Options	Splatterer (4+)

SPEAR CHUKKA
Skewerer - *Standard - Construct - 60*

90 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	4"	6		**War Machine, Ballista**

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**

Big 'n Nasty

DA BIG BOY
Giant - *Gigantic - Infantry - 50x75*

335 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	Big Brother • Giant Club

Magics

Racial Trait Spell

Casting	Range	Type	Duration

H Bring the Pain

Mf	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.

Witchcraft

		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+.

		Casting	Range	Type	Duration	Effect
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″)

Magic items

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 **Lethal Strike**, **Lightning Reflexes**, and become **Magical Attacks**. When fighting a Duel, failed to-wound rolls with attacks made 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 against the wearer's model with Lethal Strike lose this Attack Attribute.

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

Alchemist's Alloy: The wearer gains +1 Armour and suffers –2 Offensive Skill.

Touch of Greatness: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks.
Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer –2 Armour Penetration.

Magic banners

Green Tide: The bearer's unit gains **Fight in Extra Rank**.

Model Rules

Ballista: Artillery Weapon.
Range 48″, Shots 1, Str 3 [6], AP 10, Area Attack (1×5), [Multiple Wounds (D3)].

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.

Bow:

Common Goblin: The model gains Insignificant.

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.

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.

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 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:

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

Light Armour: Armor +1

Light Lance:

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.

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 models with Oi it bites! cannot be joined by Characters.

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

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.

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.

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 if 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.

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

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!: When a Gnasher Herd unit 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 models in the Gnasher Herd unit, rounding fractions down. Hits are resolved with Strength 5 and Armour Penetration 2.

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
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Qr codes of your army

Your 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.

Grimgor	Grimgor's Boyz	Oddjit	Oddjit's Gits	Borgut	Borgut's Boyz	Fast Death 1	Fast Death 2	Wall of teeth 1	Wall of teeth 1	Da Big BOY	Rock Lobba	Spear Chukka	Rollin Gits