



ORCS AND GOBLINS

MAKE GOBLERICA GREEN AGAIN - 4 304 POINTS



1030 pts (24.00 %) **1036 pts (24.00 %)** 1638 pts (38.00 %) 600 pts (14.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



COMMON GOBLIN KING #1 GENERAL

Goblin King - Standard - Infantry - 20x20

270 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------|-----|-----|-----|---------------|--------------|----------------------------|
| | 4" | 8" | 8 | Insignificant | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 5 | 4 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Common Goblin King | 4 | 5 | 4 | 1 | 5 | Common Goblin, Hand Weapon |

Options | May take a Bow (3+) • Shield • War Cry! • General • Maza's Zappin • Crown of the Cavern King



COMMON GOBLIN CHIEF #1

Goblin Chief - Standard - Infantry - 20x20

160 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 | Bow (3+) • Banner of Discipline x1 • Talisman of the Void



COMMON GOBLIN WITCH DOCTOR #1

Goblin Witch Doctor - Standard - Infantry - 20x20

405 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 | |
| Common Goblin Witch Doctor | 1 | 2 | 3 | 0 | 3 | Common Goblin, Hand Weapon |

Options | Thaumaturgy • Wizard Master • Magical Heirloom



COMMON GOBLIN WITCH DOCTOR #2

Goblin Witch Doctor - Standard - Infantry - 20x20

195 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 |

Options

Pyromancy • Wizard Adept

Core

**COMMON GOBLINS #1**

Goblins x40 - Standard - Infantry - 20x20

345 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 |

**MOUNT SHADY GIT**

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

Options

Shady Git x2 • Musician • Standard Bearer • Bow (4+) • Shield • Legion Standard

**COMMON GOBLINS #2**

Goblins x40 - Standard - Infantry - 20x20

345 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 |

**MOUNT SHADY GIT**

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

Options

Shady Git x2 • Musician • Standard Bearer • Bow (4+) • Shield • Legion Standard

**COMMON GOBLINS #3**

Goblins x20 - Standard - Infantry - 20x20

185 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

Musician • Standard Bearer • Bow (4+) • Shield • Legion Standard



FOREST GOBLIN RAIDERS #1
Forest Goblin Raiders **x8** - Standard - Cavalry - 25x50

161 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------------|-----|-----|-----|---|-----|
| | 7" | 14" | 6 | Strider, Feigned Flight, Vanguard, Light Troops, Scout, Insignificant | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 2 | 3 | 1 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Goblin Raider | 1 | 2 | 3 | 0 | 2 |
| Scuttler Spider | 1 | 3 | 3 | 0 | 4 |

| | |
|----------------|--------------------------------|
| Options | Shield • Throwing Weapons (5+) |
| Special | |



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 |

| 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 |

| 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 |

| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|---------------------------------|--|
| | 6" | 12" | 4 | Strider, Fear, Fearless, Stupid | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 3 | 4 | 0 | |


BRIDGE TROLLS #1
Bridge Trolls **x7** - Large - Infantry - 40x40

440 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|---------------------------------|--|
| | 6" | 12" | 4 | Strider, Fear, Fearless, Stupid | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 3 | 4 | 0 | |


| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|----------------------|------------|------------|------------|-----------|------------|--------------------|
| Common Trolls | 3 | 3 | 5 | 2 | 1 | Troll Belch |




GROTLINGS #1

Grotlings **x3** - *Standard - Infantry - 40x40*

90 POINTS




| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|---|---------------------------|----------------------------------|
| | 4" | 8" | 4 | Vanguard, Light Troops, Fearless, Scout, Skirmisher, Insignificant, Unstable | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 5 | 2 | 2 | 0 | Hard Target (1, 1) | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Grotlings | 5 | 2 | 2 | 0 | 2 | Throwing Weapons (5+, 5+) |



GROTLINGS #2

Grotlings **x3** - *Standard - Infantry - 40x40*

90 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|---|---------------------------|----------------------------------|
| | 4" | 8" | 4 | Vanguard, Light Troops, Fearless, Scout, Skirmisher, Insignificant, Unstable | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 5 | 2 | 2 | 0 | Hard Target (1, 1) | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Grotlings | 5 | 2 | 2 | 0 | 2 | Throwing Weapons (5+, 5+) |

Death from Above



CATAPULTS SPLATTERER #1

Catapults Splatterer - *Standard - Construct - 75*

165 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, Splatterer (4+, 4+) |



CATAPULTS SPLATTERER #2

Catapults Splatterer - *Standard - Construct - 75*

165 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, Splatterer (4+, 4+) |



SKEWERER #1

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 |



SKEWERER #2

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 |



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 |

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 |
| Failed to-hit rolls with Close Combat Attacks against the target must be rerolled. | | | | |



| | | Casting | Range | Type | Duration | Effect |
|---|-------------------|----------|-----------------|--------------------|----------|---|
| 6 | Enveloping Embers | 10+ | 24" | Hex Damage Direct | Instant | Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 2 | Cascading Fire | 5+ [8+] | 24" [12"] | Hex | One Turn | The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 3 | Flaming Swords | 8+ [11+] | 18" [6"Aura] | Augment | One Turn | The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier. |
| 1 | Fireball | 4+ | 36" | Hex Missile Damage | Instant | The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks. |
| A | Blaze | | 18" | Hex Missile Damage | Instant | The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks. |
| 5 | Scorching Salvo | 8+ | 24"Aura | Hex Damage | Instant | The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 4 | Pyroclastic Flow | 7+ [10+] | 24" [12"] | Hex Missile Damage | Instant | The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks. |



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.

| | | Casting | Range | Type | Duration | Effect |
|----------|----------------------|----------|--------------|-----------------------------------|-----------|--|
| 5 | 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. |
| 4 | 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.] |
| 6 | 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. |
| 2 | 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. |
| 1 | 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. |
| 3 | 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

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".

Maza's Zappin: The wielder's unit gains Quick to Fire. This Bow gains Aim (2+), and its profile is changed to: Range 24", Shots 3, Str as user, AP as user, Magical Attacks.

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

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Model Rules

Ballista: Artillery Weapon.

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

Common Goblin: The model gains Insignificant.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

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.

Forest Goblin: The model gains Insignificant and Strider (Forest).

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

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

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.

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.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout 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 entirely within a Forest, Ruins, Field, Building, 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.

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

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Splatterer: Catapult (4x4) Artillery Weapon.

Range 12-60", Shots 1, Str 3[7], AP 0[4], [Multiple Wounds (D3, Clipped Wings)].

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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 Impassible Terrain or other units.

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.

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