



400 pts (9.00 %) **1080 pts (24.00 %)** 1213 pts (27.00 %) 370 pts (8.00 %) 525 pts (12.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



SEIGNEUR DE GUERRE ORQUE EN FER #1

Orc Warlord - Standard - Infantry - 25x25

400 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

Options | Shield • General • Iron Orc • Pan of Protection Pinchin' • Obsidian Rock • Ghostly Guard

Core



GOBELINS COMMUNS #3

Goblins x20 - Standard - Infantry - 20x20

165 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 • Bow (4+)



BRISE-CRANES ORQUES SAUVAGES

Feral Orc 'Eadbashers x25 - Standard - Infantry - 25x25

585 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Frenzy	
Defensive	HP	Def	Res	Arm	
	1	3	4	0	Aegis (6+)
Offensive	Att	Off	Str	Ap	Agi
Feral Orc 'Eadbasher	1	4	4	1	2

Battle Focus, Born to Fight, Feral Orc

Options | Paired Weapons • Champion • Musician • Standard Bearer



GOBELINS COMMUNS #2

Goblins x20 - Standard - Infantry - 20x20


165 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	
<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	Musician • Bow (4+)
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Gobelins Communs #3
Gobelins x20 - Standard - Infantry - 20x20


165 POINTS



<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	
<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	Musician • Bow (4+)
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Special




Trolls des Cavernes #1
Cave Trolls x6 - Large - Infantry - 40x40

423 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	4	Fear, Fearless, Stupid	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	3	
<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

	Fortitude (4+), Magic Resistance (3, 3)				
	Troll Belch				



Orques en Fer #1
Iron Orcs x30 - Standard - Infantry - 25x25


790 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Scoring, Fearless, Bodyguard	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Iron Orcs	1	5	4	1	2


Options	Champion • Musician • Standard Bearer • Mikinok's Totem
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Death from Above



Catapulte Ecrabouilleur avec Hortatorque #1
Catapults - Splatterer with Orc Overseer - Large - Construct - 75

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	4"	7	War Machine, Orc Overseer		
<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>	
Goblin Crew	3	2	3	0	2	Move or Fire, Common Goblin, Splatterer (4+, 4+)
Orc Overseer Splatterer	1	3	3	0	2	Born to Fight, Common Orc



CATAPULTE ECRABOUILLEUR AVEC HORTATORQUE #2


Catapults - Splatterer with Orc Overseer - Large - Construct - 75

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	4"	7	War Machine, Orc Overseer		
<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>	
Goblin Crew	3	2	3	0	2	Move or Fire, Common Goblin, Splatterer (4+, 4+)
Orc Overseer Splatterer	1	3	3	0	2	Born to Fight, Common Orc

Big 'n Nasty



GARGANTULA AVEC LANCE-TOILE

Gargantula web launcher - Gigantic - Beast - 150x100

525 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	6	Strider, Fearless, Stubborn		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	8	4	6	3		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblins (8)	1	2	3	0	2	Forest Goblin, Light Lance, Web Launcher (4+, 4+), Bow (4+, 4+)
Gargantula	8	4	5	2	4	Harnessed, Poison Attacks, Venomous Fangs

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.				

Magic items

Ghastly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Obsidian Rock: The bearer gains Magic Resistance (2).

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.

Magic banners

Mikinok's Totem: At the start of each Round of Combat, choose one of the following:

- a Special Item* carried by a Character or Champion in a single enemy unit in base contact with the bearer's unit.
- a Special Item* carried by a single model unit in base contact with the bearer's unit.
- a Banner Enchantment carried by a Standard Bearer in a single enemy unit in base contact with the bearer's unit.

The effects of this Special Item* are ignored during this Round of Combat.

*or, when fighting a Dwarven Holds army, a combination of Runic Weapon Enchantments, Runic Armour Enchantments, or Runic Artefacts

Model Rules

Aegis:

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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.

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.

Bow:

Common Goblin: The model gains Insignificant.

Common Orc: The model part gains Born to Fight.

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.

Feral Orc: The model part gains Born to Fight and Battle Focus. The model gains Frenzy, Fearless, and Aegis (6+).

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

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.

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.

Insignificant:

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

Light Armour: Armor +1

Light Lance:

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.

Orc Overseer: Universal Rule.

The Greenhide Catapult loses Insignificant, gains +1 Health Point, its Discipline is set to 7, and its Height changed to Large. When the Greenhide Catapult rolls on the Misfire Table, it may choose to lose 1 Health Point in order to reroll the dice.

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 Armour

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.

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

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

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.

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.

Venomous Fangs: Melee.

Before rolling to hit, nominate one Close Combat Attack from a model part with Venomous Fangs. This attack gains Multiple Wounds (D3+1).

If the attack is turned into more than one hit (e.g. a hit with Battle Focus), only a single hit, chosen by the owner, gains the effect.

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.

Weapon Master:

Web Launcher: Catapult (4) Artillery Weapon

Range 6-36", Shots 1, Str 3, AP 0.

All models in a unit that is hit by one or more Web Launchers are considered Stuck until the end of the next Player Turn. Stuck models suffer -D3* Agility. In addition, they treat Dangerous Terrain (1) as Dangerous Terrain (2), and all terrain (including Open Terrain) that normally would not be Dangerous Terrain for them as Dangerous Terrain (1).

*Roll a single D3 directly when hitting with the weapon and apply the result to all models in the unit.

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.

Seigneur de guerre orque en fer #1	Gobelins communs #3	Brise-crânes orques sauvages #2	Gobelins communs #2	Gobelins communs #3	Trolls en caverne #1	Orques avec Hortatorque #1	Catapulte Écrabouilleur avec Hortatorque #2	Gargantula avec Lance-toile
