



ORCS AND GOBLINS

SHOOTY RUSHY - 3 825 POINTS



535 pts (14.00 %) **Characters** (40 Max)
 995 pts (26.00 %) **Core** (25 Least)
 1605 pts (42.00 %) **Special** (0 NoLimit)
 180 pts (5.00 %) **Death from Above** (15 Max)
 510 pts (13.00 %) **Big 'n Nasty** (30 Max)

Characters



COMMON ORC WARLORD #1

Orc Warlord - Standard - Cavalry - 25x50

410 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|-------------|--------------|----------------------------|
| | 4" | 8" | 9 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 5 | 0 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Orc Warlord | 4 | 6 | 5 | 2 | 4 | Born to Fight, Hand Weapon |



MOUNT WAR BOAR

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------|-----|-------------------------------|
| | 7" | 14" | C | | | |
| Defensive | HP | Def | Res | Arm | | |
| | C | C | C | C+2 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| War Boar | 1 | 3 | 4 | 1 | 3 | Harnessed, Devastating Charge |

Options | Shield • Paired Weapons • War Boar • General • Common Orc • Potion of Swiftiness • Omen of the Apocalypse



COMMON GOBLIN CHIEF #1

Goblin Chief - Standard - Infantry - 20x20

125 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 | Battle Standard Bearer

Core



CROSSBOW ORCS #1

Crossbow Orcs x20 - Standard - Infantry - 25x25

280 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|-------------|--------------|--|
| | 4" | 8" | 7 | Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 4 | 0 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Crossbow Orcs | 1 | 3 | 3 | 0 | 2 | Born to Fight, Common Orc, Crossbow (4+, 4+) |

Options | Shield



FERAL ORC BOAR RIDERS #1

Feral Orc Boar Riders x5 - Standard - Cavalry - 25x50

185 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|-----|-----|-----|-----------------|------------|---|
| | 7" | 14" | 7 | Scoring, Frenzy | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 4 | 2 | Aegis (6+) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Orc Boar Rider | 1 | 3 | 3 | 0 | 2 | Battle Focus, Born to Fight, Feral Orc, Devastating Charge, Light Lance |
| War Boar | 1 | 3 | 4 | 1 | 3 | Harnessed, Devastating Charge |

| | |
|----------------|------------------------------------|
| Options | Shield • Paired Weapons • Musician |
|----------------|------------------------------------|



CAVE GOBLINS #1

Cave Goblins x45 - Standard - Infantry - 20x20

530 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|------------------------|-----|-------------|
| | 4" | 8" | 5 | Scoring, Insignificant | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 3 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Cave Goblin | 1 | 2 | 3 | 0 | 3 | Cave Goblin |



MOUNT MAD GIT

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|------|-----|-----|--|--------------------|-------------|
| | 2D6" | -" | 5 | Fearless, Shambolic, Running Amok!!, Surprise!, Random Movement (2D6, 2D6), Ricochet (D6, D6), Insignificant | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 0 | 3 | 0 | Hard Target (1, 1) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Mad Git | - | 0 | 5 | 3 | 3 | Cave Goblin |

| | |
|----------------|---|
| Options | Shield and Spear • Champion • Musician • Standard Bearer • Mad Git x3 • Legion Standard |
|----------------|---|

Special



IRON ORCS #1

Iron Orcs x25 - Standard - Infantry - 25x25

670 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|------------------------------|----------------------|--|
| | 4" | 8" | 8 | Scoring, Fearless, Bodyguard | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 5 | 4 | 0 | Plate Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Iron Orcs | 1 | 5 | 4 | 1 | 2 | Born to Fight, Weapon Master, Iron Orc, Paired Weapons, Great Weapon |

| | |
|----------------|---|
| Options | Champion • Musician • Standard Bearer • Mikinok's Totem |
|----------------|---|



MOUNTED COMMON ORC 'EADBASHERS #1

Mounted 'Eadbashers x10 - Standard - Cavalry - 25x50


400 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------|-----|-----|-----|-------------|--|
|--------|-----|-----|-----|-------------|--|

| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------|-----|-----|-----|-------------|--------------|-------------------------------|
| | 7" | 14" | 8 | Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 4 | 2 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Mounted 'Eadbasher | 1 | 4 | 4 | 1 | 2 | Born to Fight, Light Lance |
| War Boar | 1 | 3 | 4 | 1 | 3 | Harnessed, Devastating Charge |


| | |
|----------------|---|
| Options | Shield • Lance • Champion • Musician • Standard Bearer • Stalker's Standard |
|----------------|---|



GOBLIN WOLF CHARIOT #1

Goblin Wolf Chariot x2 - Large - Construct - 50x100

230 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|--|--------------|--|
| | 9" | 9" | 6 | Light Troops, Swiftstride, Insignificant | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 2 | 4 | 1 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Goblin Crew (3) | 1 | 2 | 3 | 0 | 2 | Common Goblin, Light Lance, Bow (4+, 4+) |
| Wolves (2) | 1 | 3 | 3 | 0 | 3 | Harnessed |
| Chassis | | | 5 | 2 | | Inanimate, Impact Hits (D6+1, D6+1) |




GNASHER DASHERS #1

Gnasher Dashers x6 - Standard - Cavalry - 20x20

165 POINTS




| Global | Adv | Mar | Dis | Model Rules | | |
|--------------|-----|-----|-----|---|--------------|--------------------------|
| | 5" | 10" | 5 | Light Troops, Fearless, Oi it bites!, Insignificant, Fly (6", 12", 6", 12") | | |
| | 6" | 12" | | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 3 | 1 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Goblin Rider | 1 | 2 | 3 | 0 | 3 | Cave Goblin |
| Gnasher | 2 | 4 | 5 | 2 | 4 | Harnessed, Rows of Teeth |



GNASHER HERD #1

Gnasher Herd x10 - Standard - Beast - 20x20

140 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 | They're Everywhere! |

Death from Above



SKEWERER #1

Skewerer - Standard - Construct - 60

90 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------|-----|-----|-----|-------------|--|
|--------|-----|-----|-----|-------------|--|

| | | | | | |
|--|------------|------------|------------|----------------------------|--------------|
| <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, Ballista (4+, 4+) | | | | | |



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 |
| Move or Fire, Common Goblin, Ballista (4+, 4+) | | | | | |


Big 'n Nasty



GARGANTULA #1

Gargantula - Gigantic - Beast - 150x100

510 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, 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 |
| <i>Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.</i> | | | | |

Magic items

Omen of the Apocalypse: Roll a single D3 at the Initiative Step in which the wielder is attacking. During this Initiative Step, the wielder gains a modifier equal to the result of the D3 roll to its Attack Value, Strength, and Armour Penetration while using this weapon. Attacks made with this weapon become Magical Attacks.

Potion of Swiftmess: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

Magic banners

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.

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

Stalker's Standard: The bearer's unit gains Strider.

Model Rules

Aegis:

Ballista: Artillery Weapon.

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

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:

Cave Goblin: The model gains Insignificant.

Common Goblin: The model gains Insignificant.

Common Orc: The model part gains Born to Fight.

Crossbow: Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

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.

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

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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

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 any other Discipline Test, the unit suffers -2 Discipline.

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.

Heavy Armour: +2 Armor

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 model 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.

Rows of Teeth: Gnashers can make Supporting Attacks even though they have Harnessed. Their Goblin Riders cannot make Supporting Attacks. Gnasher Dashers gain Impact Hits with the following exception instead of causing a number of hits per charging model, a charging Gnasher Dasher unit of up to 5 models causes D3 hits to a single enemy unit in base contact with the unit's Front Facing, while a unit of 6 or more Gnasher Dashers inflicts 2D3 hits instead.

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.

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.

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!: 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.

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:

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.

| | | | | | | | | | | | | |
|-----------------------|------------------------|------------------|--------------------------|-----------------|--------------|-----------------------------------|------------------------|--------------------|-----------------|-----------|-----------|-----------|
| Common Orc Warlord #1 | Common Goblin Chief #1 | Crossbow Orcs #1 | Feral Orc Boar Riders #1 | Cave Goblins #1 | Iron Orcs #1 | Mounted Common Orc 'Eadbashers #1 | Goblin Wolf Chariot #1 | Gnasher Dashers #1 | Gnasher Herd #1 | Skewer #1 | Skewer #2 | Gorgan #1 |
| | | | | | | | | | | | | |

