



# ORCS AND GOBLINS

## LIST ORCS AND GOBLINS (v2020) #4 - 2 708 POINTS



405 pts (12.00 %) 1331 pts (38.00 %) 972 pts (28.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Death from Above**      **Big 'n Nasty**  
 (40 Max)      (25 Least)      (0 NoLimit)      (15 Max)      (30 Max)

### Characters



#### IRON ORC WARLORD #1

Orc Warlord - Standard - Infantry - 25x25

405 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** | Paired Weapons • General • Iron Orc • Troll Ale Flask • Dragonfire Gem • Shady Shanking

### Core



#### COMMON ORCS #1

Orcs x25 - Standard - Infantry - 25x25

260 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Orc	1	3	3	0	2

**Born to Fight**

**Options** | Shield • Champion • Musician • Standard Bearer



#### FERAL ORCS #1

Feral Orcs x29 - Standard - Infantry - 25x25

441 POINTS



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

**Battle Focus, Born to Fight, Feral Orc**

**Options** | Paired Weapons • Champion • Musician • Standard Bearer • Green Tide



### COMMON ORC BOAR RIDERS #1

Orc Boar Riders **x10** - Standard - Cavalry - 25x50

340 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Orc Boar Rider	1	3	3	0	2	Born to Fight, Common Orc, Light Lance
War Boar	1	3	4	1	3	Harnessed, Devastating Charge

<b>Options</b>	Shield • Lance • Champion • Musician • Standard Bearer
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### FERAL ORC BOAR RIDERS #1

Feral Orc Boar Riders **x10** - Standard - Cavalry - 25x50

290 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

<b>Options</b>	Paired Weapons • Champion • Musician • Standard Bearer
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Special



### IRON ORCS #1

Iron Orcs **x28** - Standard - Infantry - 25x25

692 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

<b>Options</b>	Champion • Musician • Standard Bearer • Green Tide
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### ORC BOAR CHARIOT #1


Orc Boar Chariot - Large - Construct - 50x100

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	7"	7	Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	4	5	2	Light Armour
Offensive	Att	Off	Str	Ap	Agi


Offensive	Att	Off	Str	Ap	Agi	
Eadbasher Riders (2)	1	4	4	1	2	Born to Fight, Common Orc, Lance
War Boars (2)	1	3	4	1	3	Harnessed, Devastating Charge
Chariot			5	2		Inanimate, Impact Hits (D6+1, D6+1)



### GNASHER WRECKING TEAM #1

Gnasher Wrecking Team - Large - Beast - 60

## 135 POINTS



Global	Adv	Mar	Dis	Model Rules
	3D6"	-"	3	Random Movement (3D6, 3D6), Fearless, Shambolic, Ricochet (2D6, 2D6), Look At 'Em Go!

Defensive	HP	Def	Res	Arm	
	3	0	4	0	Hard Target (1, 1)

Offensive	Att	Off	Str	Ap	Agi
Wrecking Team	-	0	6	4	3

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Bring the Pain</b>				
<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

**Dragonfire Gem:** The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

**Shady Shanking:** Attacks made with this weapon gain Lightning Reflexes, Lethal Strike, and become Magical Attacks. When fighting a Duel, failed to-wound rolls with attacks 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.

## Magic banners

**Green Tide:** 0-3 Banners per Army.  
The bearer's unit gains Fight in Extra Rank.

## 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.

**Common Orc:** The model part gains Born to Fight.

**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+).

**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

**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 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).

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

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**Light Armour:** Armor +1

**Light Lance:**

**Look At 'Em Go!:** Universal Rule.

After contacting a unit for the first time, a Gnasher Wrecking Team gains Running Amok!! for the remainder of the game.

**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

**Random Movement:** The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

**Ricochet:** Models with Ricochet cannot Charge enemy units and can move through all units (friend and foe) as if they were Open Terrain. If its move is ended in contact with another unit, or within 1" of a unit that it has moved through, its move distance is extended; keep moving the model in the same direction (still moving through other units) until it can be placed 1" away from all other units. If, after an extended move, the model would end up within 1" of Impassable Terrain or in contact with the Board Edge, immediately remove the model as a casualty. If there is no legal position where it follows the Unit Spacing rule when backtracking the model's move (based on the rules for Random Movement), immediately remove the model as a casualty.

If a unit's Unit Boundary is contacted by a Ricochet model's initial move (i.e. excluding an extension of the move distance needed to clear units), this unit suffers X hits, where X corresponds to the value given in brackets (after completing the move). For this purpose, all units Engaged in the same Combat are treated as a single unit. The owner of the model with Ricochet distributes the hits between all units Engaged in this Combat as evenly as possible (after this follow the normal rules for distributing hits to models within each unit).

Enemy units cannot Charge models with Ricochet. Units (friend and foe) ignore models with Ricochet regarding the Unit Spacing rule for all movement (including Ambush). In addition, they can move onto and through models with Ricochet. However, if a unit moves into contact with a Ricochet model, it immediately (before completing the move) suffers X+D6 hits, and the model with Ricochet is removed as a casualty. This is not triggered by moves that can move through units normally (e.g. Flying Movement), unless the move is ended in contact (note that units can move into contact with multiple Ricochet models simultaneously).

Hits are resolved with the Strength and Armour Penetration of the model with Ricochet.

a) The Ricochet model cannot be placed 1" behind unit B, because unit A is too close. The model is thus moved through both units following its original direction. Only unit B suffers the Ricochet hits as unit A is not within the initial Shambolic move.

b) After moving through units, the Ricochet model comes into contact with Impassable Terrain and is thus removed as a casualty. The Ricochet model moves through at least one unit Engaged in the Combat, inflicting 5 hits in total, which are distributed evenly amongst all units in the combat.

**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.

**Shambolic:** Units with Shambolic models cannot be joined by Characters. When rolling the distance of a Random Movement move with a Shambolic unit, if all the dice show the same result, the unit loses D3 Health Points (with no saves of any kind allowed), and then moves in a random direction instead of the chosen direction. When units with Shambolic touch the Board Edge, stop 1" away from Impassable Terrain, or come into contact with or move inside any Terrain Feature other than Open Terrain or Hills, all models in the unit must take a Dangerous Terrain (2) Test.

**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.

**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 profile with your phone.

Iron Orc Warlord #1	Common Orcs #1	Feral Orcs #1	Common Orc Boar Riders #1	Feral Orc Boar Riders #1	Iron Orcs #1	Orc Boar Chariot #1	Gnasher Wrecking Team #1
							