



# ORCS AND GOBLINS

## PRIMERA LISTA - 2 996 POINTS



1150 pts (38.00 %) 1006 pts (34.00 %) 360 pts (12.00 %) 480 pts (16.00 %) 0 pts (0.00 %)  
**Special**                      **Core**                      **Characters**                      **Big 'n Nasty**                      **Death from Above**  
 (0 NoLimit)                      (25 Least)                      (40 Max)                      (30 Max)                      (15 Max)

### Characters

**LORDS OF SNEAKIN? - CAVE GOBLIN KING #1** **130 POINTS** 

Lords of Sneakin' - Cave Goblin King - *Standard - Infantry - 20x20*

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lords of Sneakin' - Cave Goblin King	4	5	4	4	4	3	5	4	8	Infantry
<b>Model Rules</b>	Green Tide • Light Armour									

<b>Options</b>	General
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**GOBLIN WITCH DOCTOR - CAVE GOBLIN #1** **230 POINTS** 

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

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Witch Doctor - Cave Goblin	4	2	3	3	3	2	3	1	5	Infantry
<b>Model Rules</b>	Wizard Apprentice									

<b>Options</b>	Witchcraft • 2 spells
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### Core

**GOBLINS - CAVE GOBLIN #1** **503 POINTS** 

Goblins - Cave Goblin **x49** - *Standard - Infantry - 20x20*

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblins - Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
<b>Model Rules</b>	Scoring									

<b>Options</b>	Spear & Shield • Champion • Musician • Standard Bearer • Take Mad Gits (0-8 Models per Army. Max one Mad Git for each 15 Cave Goblins in the unit) • 2 Gits
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**GOBLINS - CAVE GOBLIN #2** **503 POINTS** 

Goblins - Cave Goblin **x49** - *Standard - Infantry - 20x20*

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblins - Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
<b>Model Rules</b>	Scoring									

<b>Options</b>	Spear & Shield • Champion • Musician • Standard Bearer • Take Mad Gits (0-8 Models per Army. Max one Mad Git for each 15 Cave Goblins in the unit) • 2 Gits
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### Special

### CAVE TROLLS #1

Cave Trolls **x6** - Standard - Infantry - 40x40

**556** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Trolls	6	3	2	5	4	3	1	3	4	Monstrous Infantry
<b>Model Rules</b>	Fear • Stupidity • Regeneration (4+) • Magic Resistance (3) • Troll Belch • Innate Defence (4+)									

### GNASHER DASHERS #1

Gnasher Dashers **x10** - Standard - Infantry - 20x20

**270** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	-	2	3	3	3	1	3	1	5	
Gnasher Dasher	5(6)	4	-	5	3	1	4	2	5	Cavalry
<b>Model Rules</b>	Mount's Protection (6+) • Light Armour									
<b>Model Rules (Rider)</b>	Immune to Psychology • Fly (6) • Impact Hits (see Rows of Teeth) • Oi, it bites! • Rows of Teeth									
<b>Model Rules (Gnasher Dasher)</b>	Greenhide Races - Cave Goblin									

### GNASHER WRECKING TEAM #1

Gnasher Wrecking Team - Standard - Infantry - 60

**140** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Wrecking Team	3D6	-	-	6	4	3	3	2	3	Monstrous Beast
<b>Model Rules</b>	Shambolic (3D6) • Ricochet (2D6) • Hard Target • Look At 'Em Go!									

### GOBLIN RAIDERS - SCUTTLE SPIDER #1

Goblin Raiders - Scuttler Spider **x8** - Standard - Infantry - 25x50

**184** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Scuttler Spider	7	3	-	3	3	1	4	1	2	
<b>Model Rules</b>	Mount's Protection (6+)									

Options

Bow

**Big 'n Nasty**

### GARGANTULA #1

Gargantula - Standard - Infantry - 150x100

**480** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gargantula	7	4	-	5	6	8	4	8	-	Ridden Monster
Forest Goblins (8)	-	2	3	3	-	-	2	1	6	
<b>Model Rules</b>	Innate Defence (4+)									
<b>Model Rules (Gargantula)</b>	Venomous Fangs • Immune to Psychology • Poisoned Attacks (Shooting only) • Strider • Stubborn • Swiftstride									
<b>Model Rules (Forest Goblins (8))</b>	Greenhide Races - Forest Goblin									

### Magics



Witchcraft

Castings	Range	Type	Duration	Effect

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Bewitching Glare	8+	24"	Hex	Remains in Play	The target gains Stupidity. For each Character in the unit, the target suffers -1 Leadership.
<b>3</b>	Twisted Effigy	7+ [10+]	36" [24"]	Hex	One Turn	All Shooting Attacks made by the target [and all Spells cast by the target] have their Range halved.
<b>4</b>	Will-o'-the-Wisp	8+	18"	Universal	One Turn	The target gains Random Movement (2D6).
<b>6</b>	The Wheel Turns	9+ [11+]	24"	[Hex] [Augment]	One Turn	R&F models in the target unit will successfully roll to hit and to wound on a 4+ with their Close Combat attacks, regardless of Weapon Skill, Strength and Toughness (apply this before any other modifiers).
<b>1</b>	Deceptive Glamour	5+ [8+]	18" [36"]	Hex	One Turn	The target suffers a -1 modifier to hit.
<b>0</b>	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Movement. If this spell targets an enemy unit, the target suffers -1 Movement, to minimum of 3. A unit cannot be affected by this spell more than twice in the same Magic Phase.
<b>2</b>	Raven's Wing	6+ [9+]	18"	Augment	Instant	The target may perform a 6"[10"] Flying Magical Move. Both before and after making this move the target is allowed to Reform, which does not prevent the target from Shooting.

## Model Rules

**Fast Cavalry:** Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

**Fear:** All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

**Fly (6):** Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have Swiftstride and Light Troops.

**Giant Blowpipes:** This is a Volley Gun (8) Artillery Weapon with: Range 12", Strength 3, Quick to Fire, Poisoned Attacks.

**Green Tide:** Once per game, if the Goblin General has this special rule, it may declare a Green Tide at the start of any Player Turn. All model parts in the army belonging to any Goblin Greenhide Race gain Fight in Extra Rank until the end of the next Player Turn.

**Greenhide Races - Cave Goblin:** Insignificant  
Unruly  
Hatred (Armybook: Dwarven Holds)

**Greenhide Races - Forest Goblin:** Insignificant  
Unruly  
Strider (Forest)

**Hard Target:** Shooting Attacks targeting a unit in which more than half of models have this special rule suffer a -1 penalty when rolling to hit.

**Immune to Psychology:** If half or more of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

**Impact Hits (see Rows of Teeth):** Impact Hits are Special Close Combat Attacks which can ( and must) only be made in the first Round of Combat after a model with this rule successfully charged into combat. Impact Hits are resolved at Initiative 10 and inflict a number of hits equal to the value stated within brackets (X) to a single enemy unit in base contact, which must be the charged enemy unit. Impact Hits automatically hit and have a Strength value equal to the model's own Strength, with +1 Strength for every Full Rank after the first in the unit, provided that those ranks are comprised entirely of models with the Impact Hits special rule. Due to being Special Attacks, Impact Hits do not benefit from weapon bonuses or special rules. If a model has both Grinding Attacks and Impact Hits, it may only use one of these rule in the same Combat Round (you may choose which). If the value within brackets is preceded by a '+' sign, add the value to the already existing Impact Hits instead (if the model already had Impact Hits). If not, use the value directly.  
In Chariots, only a Chariot itself can use this Special Attack. In the other multipart models only the mounts can use it.

**Innate Defence (4+):** A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (4+): +3 to Armour Save.

**Light Armour:**

**Look At 'Em Go!:** After contacting a unit for the first time, the Gnasher Wrecking Team gains Running Amok!! for the remainder of the game.

**Magic Resistance (3):** All models in a unit with one or more models with Magic Resistance add the value within brackets (3) to any Ward Save rolls (using the same rules as for adding to Armour Saves) when rolling Ward Saves against Wounds directly caused by spell effects. Magic Resistance, like most special rules, is not cumulative. Note that Magic Resistance does not grant Ward Saves for wounds caused indirectly by Spells, such as granting models rules, where this later causes damage.

**Mount's Protection (6+):**

**Oi, it bites!:** This unit cannot be joined by Characters.

**Poisoned Attacks:** If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls a successful hit with a tohit roll of an unmodified '6', this hit automatically wounds with no to wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks. If the Attack can be turned into more than one hit (such as for a hit with Penetrating or Area Attack), only a single hit (of attacker's choice) automatically wounds, all other hits must roll to wound as normal.

**Poisoned Attacks (Shooting only):** If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls an unmodified '6' to hit, it automatically wounds with no to-wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks.

**Poisoned Javelin:** Shooting Weapon. Range 12", Strength as user, Poisoned Attacks, Quick to Fire.

**Regeneration (4+):** 4+ save, taken after failed armour saves. Cannot be combined with Ward Save (if a model has both, it must choose which one to use), taken against Flaming Attacks or Killing Blows that rolled a '6' to wound.

**Ricochet (2D6):** Models with Ricochet ignore the 1" Unit Spacing rule to other units. If a Ricochet model contacts another unit (friend or foe), instead of charging, it continues to move in the same direction until it is 1" clear of this unit (and has reached at least its move distance). If this would cause it to contact or be within 1" of another unit, the Ricochet model keeps moving in the same direction, until it can be placed 1" away from all other units (and has reached at least its move distance). If a Ricochet model moved in this way ends its move within 1" of Impassable Terrain or outside the board edge, remove it as a casualty.

Any unit passed through by a Ricochet model and within the movement distance it rolled is hit by a Special Ranged Attack: it suffers X hits, where X is given in brackets. Units engaged in the same Combat are treated as a single unit for hit purposes. The owner of the Ricochet model distributes hits as evenly as possible between all units in the combat, then follows normal rules for distributing hits to models within each unit.

Other units cannot charge Ricochet models, but may charge, flee, pursue or move through them. Units that do so take X hits plus an additional D6 hits, and the Ricochet model is removed as a casualty.

All hits inflicted by Ricochet models are at the Strength of the model and gain Armour Piercing (1).

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

b) After moving through units, the Ricochet model is placed within 1" of Impassable Terrain, and is thus removed as a casualty. The Ricochet model moves through at least one unit engaged in the Close Combat, inflicting X hits in total, which have to be evenly distributed among all units taking part in it.

**Rows of Teeth:** Gnasher Dashers make Supporting Attacks instead of their Cave Goblin riders.

Gnasher Dashers gain Impact Hits with the following exception from the normal rules: instead of causing one Impact Hit per (charging) Gnasher Dasher model in base contact with an enemy model, the (charging) Gnasher Dasher unit causes D3 Impact Hits for each 5 Gnasher Dashers in the unit, rounding fractions up, to a single enemy unit in base contact with the unit. For example, a unit of 1 to 5 Gnasher Dashers would inflict D3 Impact Hits, while a unit of 6 to 10 Gnasher Dashers would inflict 2D3 Impact Hits.

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Scout:** Before deploying an army that includes units with Scout, you must state which of your units with this special rule 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 whole within a Forest, Ruin, Building, Field 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.

**Shambolic (3D6):** Units with this special rule follow the Random Movement (2D) special rule. Shambolic units are Immune to Psychology and cannot be joined by Characters. If this unit rolls for its Random Movement and all the dice show the same result, it suffers D3 wounds with no saves of any kind allowed and then moves in a random direction. When units with this special rule come into contact with any Terrain Feature except Open Terrain or Hills, touch the board edge or stop 1" away from Impassable Terrain, they must take a Dangerous Terrain (2) Test.

**Strider:** Models with this special rule may ignore any movement effect caused by Terrain except Impassable Terrain and Buildings and never lose their Steadfast or Rank Bonus due to Terrain. Sometimes this special rule is only linked to a specific type of Terrain, stated in brackets. In this case, the Strider rule effect is only applied in relation to the specified Terrain type.

**Stubborn:** A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.

**Stupidity:** At the start of a Player Turn, each of the Active Player's unengaged nonfleeing units with one or more models (or a part of them) with this special rule must take a Leadership Test. If the test is failed, the unit must move D6" directly forward (stopping 1" before Impassable Terrain or other units) in the Compulsory Moves subphase and may not perform any other voluntary actions this Player Turn (such as charging, moving, shooting, casting spells and so on). If the model has no front (i.e. the model is on a round base), randomize which direction to move in. All models with the Stupidity special rule are also Immune to Psychology.

**Swiftstride:** When a unit composed entirely of models with this special rule 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 dice.

**Troll Belch:** Instead of making its normal Close Combat Attacks, any Troll model may choose to make a single special Close Combat Attack instead. This attack hits automatically and has Strength 5 and Armour Piercing (6).

**Venomous Fangs:** Nominate one non-special Close Combat Attack from a model part with this special rule before rolling to hit. This attack has Multiple Wounds (D3+1).

**Wizard Apprentice:** Wizard Apprentices add +1 to their casting and dispelling rolls.

## Qr codes of your army

You can print this page to have all your army's units qr code and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Lords of Sneakin' - Cave

Goblin Witch Doctor -

Goblins -

Goblins -

Cave Gnasher

Gnasher

Goblin Raiders -

Gargar

Goblin King #1



Cave Goblin #1



Cave Goblin  
#1

Cave Goblin  
#2

Trolls  
#1

Dashers  
#1

Wrecking Team  
#1



Scuttler Spider #1



#1

