



ORCS AND GOBLINS

LIST ORQUES ET GOBELINS #3 - 3 897 POINTS



1192 pts (31.00 %) **525 pts (13.00 %)** 1300 pts (33.00 %) 930 pts (24.00 %) 400 pts (10.00 %)
Special **Core** **Characters** **Big 'n Nasty** **Death from Above**
 (0 NoLimit) (25 Least) (40 Max) (30 Max) (15 Max)

Characters

GOBLIN WITCH DOCTOR - FOREST GOBLIN #1

Goblin Witch Doctor - Forest Goblin - Standard - Infantry - 20x20

760 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Witch Doctor - Forest Goblin	4	2	3	3	3	2	2	1	6	Infantry
Forest Goblins (8)	-	2	3	3	-	-	2	1	6	
Spider	7	4	-	5	6	8	4	8	-	Monster
Model Rules	Wizard Apprentice									
Model Rules (Forest Goblins (8))	Innate Defence (4+) • Venomous Fangs • Immune to Psychology • Poisoned Attacks • Strider • Stubborn • Swiftstride • Greenhide Races - Forest Goblin • Light Lance • Bow									
Model Rules (Forest Goblins (8))	Innate Defence (4+) • Venomous Fangs • Immune to Psychology • Poisoned Attacks • Strider • Stubborn • Swiftstride • Greenhide Races - Forest Goblin • Light Lance • Bow									

Options	May become Wizard Master • Pyromancy • 3 spells • Gargantula
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LORDS OF FIGHTIN' - IRON ORC WARLORD #1

Lords of Fightin' - Iron Orc Warlord - Standard - Infantry - 25x25

540 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lords of Fightin' - Iron Orc Warlord	4	7	3	5	5	3	4	4	9	Infantry
Model Rules	Waaargh! • Plate Armor									

Options	General Must take Waaargh! • Great Weapon • Beast-Bane Halberd • Fleshrender • Razor Blade • Armour of Fortune
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Core

Core

GOBLINS - CAVE GOBLIN #1

Goblins - Cave Goblin x45 - Standard - Infantry - 20x20

525 POINTS



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

Options	Spear & Shield • Champion • Musician • Standard Bearer • 3 Gits
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Special

GOBLIN RAIDERS - SCUTTLE SPIDER #1

Goblin Raiders - Scuttler Spider x5 - Standard - Infantry - 25x50

140 POINTS




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

Options	Shield • Bow
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IRON ORCS #1

Iron Orcs **x30** - Standard - Infantry - 25x25

780 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orcs	4	5	3	4	4	1	2	1	8	Infantry
Model Rules	Scoring • Bodyguard (Iron Orc Warlord, Iron Orc Chief) • Greenhide Races - Iron Orc • Great Weapon • Paired Weapons • Plate Armor • Shield									

Options	Champion • Musician • Standard Bearer
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CAVE TROLLS #1

Cave Trolls - Standard - Infantry - 40x40

136 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
Model Rules	Fear • Stupidity • Regeneration (4+) • Magic Resistance (3) • Troll Belch • Innate Defence (4+)									

CAVE TROLLS #2

Cave Trolls - Standard - Infantry - 40x40

136 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
Model Rules	Fear • Stupidity • Regeneration (4+) • Magic Resistance (3) • Troll Belch • Innate Defence (4+)									

Death from Above

GREENHIDE CATAPULTS - SPLATTERER #1

Greenhide Catapults - Splatterer - Standard - Infantry - 75

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	5	-	-	-	War Machine
Common Goblins (3)	4	2	3	3	3	-	2	1	6	
Common Orc (1)	4	3	3	3	-	+1	2	1	7	
Model Rules	Insignificant • Greenhide Catapults - Splatterer									

Options	May take an Orc Overseer
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GREENHIDE CATAPULTS - SPLATTERER #2

Greenhide Catapults - Splatterer - Standard - Infantry - 75

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	5	-	-	-	War Machine
Common Goblins (3)	4	2	3	3	3	-	2	1	6	
Common Orc (1)	4	3	3	3	-	+1	2	1	7	
Model Rules	Insignificant • Greenhide Catapults - Splatterer									

Options	May take an Orc Overseer
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Big 'n Nasty

GREAT GREEN IDOL #1

Great Green Idol - Standard - Infantry - 100x100

480 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Great Green Idol	6	2	-	6	8	6	2	3	8	Monster
Model Rules	Innate Defence (4+) • Crush Attack - Special Attack • Magical Attacks • Immune to Psychology • Crush Attack • Impact Hits (D3) • Smash 'Em Flat • Icon of the Waaargh!									

Options	Ironhide Icon • Banner of Speed x1
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Magics



		Casting	Range	Type	Duration	Effect
5	Flaming Swords	10+ [13+]	18" [6"Aura]	Augment	Remains in Play	The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.
3	Scorching Salvo	7+ [10+]	24"Aura	Hex Damage	Instant	The target suffers D3 [D6] Strength 4 hits with Flaming Attacks.
4	Immolation	8+	18"	Ground	Remains in Play	Place a round 3" diameter marker with its center on the selected target point and the marker more than 1" from all units. At the end of each Phase, each unit that has been in contact with the marker during that Phase suffers an Area Attack (4) with Strength 4 and Flaming Attacks. No unit can be affected by this more than once per Player Turn.
6	Enveloping Embers	12+	24"	Hex Damage Direct	Instant	Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.
1	Pyroclastic Flow	5+ [9+] {12+}	36" [24"] {12"}	Hex Missile Damage	Instant	The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.
7	Fireball		24"	Hex Missile Damage	Instant	The target suffers D3 Strength 4 hits with Flaming Attacks.
2	Cascading Fire	6+ [10+]	24" [6"Aura]	Augment	Remains in Play	At the Initiative 0 step of each Round of Combat involving the target, all enemy models in base contact with the target unit suffer a Strength 4 hit with Flaming Attacks. This is a Special Close Combat Attack.

Magic items

Armour of Fortune: Type: Heavy Armour. The wearer gains a Ward Save (5+)

Beast-Bane Halberd: Type: Halberd. Attacks made with this weapon have Strength 5 (regardless of modifiers) and Multiple Wounds (2, Monsters, Ridden Monsters, Monstrous Cavalry, Monstrous Infantry, Monstrous Beasts, Chariots).

Fleshrender: Type: Great Weapon. Attacks made with this weapon gain Armour Piercing (1).

Razor Blade: Type: Hand Weapon. Attacks made with this weapon gain Armour Piercing (1).

Magic banners

Banner of Speed: The bearer's unit gains +1 Movement.

Ironhide Icon: The bearer's unit gains a Ward Save (5+) against Shooting Attacks.

Model Rules

Bodyguard (Iron Orc Warlord, Iron Orc Chief): When a Character is joined to a unit in which at least one model has the Bodyguard special rule, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Crush Attack: A model part with this rule can exchange all of its normal Close Combat Attacks for a single Special Attack, which cannot be made as a Supporting Attack, is resolved at Initiative 0, has Strength 10 and Multiple Wounds (Ordnance).. The model can still make Special Attacks like Stomp or Impact Hits. Even though this is a Special Attack, the attack is Allocated as if it was a normal Close Combat Attack.

Crush Attack - Special Attack: A model part with this rule can exchange all of its normal Close Combat Attacks for a single Special Attack, which cannot be made as a Supporting Attack, is resolved at Initiative 0, has Strength 10 and Multiple Wounds (Ordnance). Crush Attacks never benefit from any equipment or special rule the model may have (since it is a Special Attack). Even though this is a Special Attack, the attack is Allocated as if it was a

normal Close Combat Attack. The model can still make other Special Attacks such as Stomp or Impact Hits.

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.

Great Weapon:

Greenhide Catapults - Splatterer: Catapult (4) Artillery Weapon with Range 12-60", Strength 3[7], [Multiple Wounds (D3, Clipped Wings)]

Greenhide Races - Forest Goblin: Insignificant

Unruly

Strider (Forest)

Greenhide Races - Iron Orc: Born to Fight

Weapon Master

Immune to Psychology

Icon of the Waaargh!: The Great Green Idol benefits from Waaargh! as if it had a Greenhide Race.

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 (D3): 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.

Insignificant: Units consisting entirely of models with this special rule do not cause Panic Tests on friendly units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

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.

Magical Attacks: Attacks with this special rule or Attacks made by model parts with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). Models with this special rule apply it to all their attacks, including Special Attacks such as Stomp, Impact Hits, and Breath Attacks (unless stated otherwise). All attacks caused by spells and Magical Items have Magical Attacks .

Mount's Protection (6+):

Paired Weapons:

Plate Armor:

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.

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

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.

Shield:

Smash 'Em Flat: At the start of each Round of Combat, if the Great Green Idol is engaged in Combat, all friendly units within 8" of one or more Great Green Idols may gain either Devastating Charge or a +1 to-wound modifier to Close Combat Attacks. Each unit may choose a different bonus. The bonus lasts until the end of the Round of Combat or until the Great Green Idol is no longer engaged in Combat, whichever comes first.

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 effects only applied in relation to the specified Terrain type.

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.

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).

Waaargh!: Once per game, if the Orc General has this special rule, it may declare a Waaargh! at the start of any Player Turn. All models with model parts belonging to any Greenhide Race gain +1 Movement and Swiftstride until the end of the Player Turn.

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 qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Goblin Raiders - Scuttler Spider #1	Iron Cave Orcs #1 #1 #2	Goblins - Trolls Cave Goblin #1	Goblin Witch Doctor - Forest Goblin #1	Lords of Fightin' - Iron Orc Warlord #1	Great Greenhide Catapults Green - Splatterer #1 Idol #1	Greenhide Catapults - Splatterer #2