



ORCS AND GOBLINS

ORCS - 1 990 POINTS



405 pts (20.00 %) 1094 pts (55.00 %) 181 pts (9.00 %) 0 pts (0.00 %) 310 pts (16.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



ZUK

Orc Warlord - Standard - Infantry - 25x25

405 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|-------------------|-----|-----|-----|-----|-----|--------------------|
| | 4" | 8" | 9 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 5 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Common Orc | 4 | X | 5 | 2 | 4 | Hand Weapon |

Options | General • Common Orc • Great Weapon • Talisman of Shielding • Shield Breaker • Death Cheater

Special



TROLLS #1

Trolls x3 - Large - Infantry - 40x40

181 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|--------------|-----|-----|-----|-----|------------------|-------------------------------|
| | 6" | 12" | 4 | | | Fear, Fearless, Stupid |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 4 | 0 | Fortitude | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Troll | 3 | 3 | 5 | 2 | 1 | Troll Belch |

Options | Bridge Troll

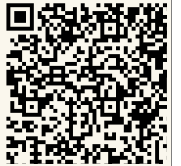
Big 'n Nasty



GIANT #1

Giant - Gigantic - Infantry - 50x75

310 POINTS



| Global | Adv | Mar | Dis | | | Model Rules |
|--------------|-----|-----|-----|-----|-----|----------------------------|
| | 7" | 14" | 8 | | | Giant See, Giant Do |
| Defensive | HP | Def | Res | Arm | | |
| | 7 | 3 | 5 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Giant | 5 | 3 | 5 | 2 | 3 | Rage |

Options | Giant Club

Core



ORCS #1

Orcs x20 - Standard - Infantry - 25x25

255 POINTS



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

| | |
|----------------|--|
| Options | Champion • Standard Bearer • Common Orc • Shield • Paired Weapons • Banner of the Relentless Company |
|----------------|--|



ORCS #1

Orcs x24 - Standard - Infantry - 25x25

299 POINTS



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

| | |
|----------------|--|
| Options | Champion • Standard Bearer • Common Orc • Shield • Paired Weapons • Banner of the Relentless Company |
|----------------|--|



ORC BOAR RIDERS #1

Orc Boar Riders x10 - Standard - Cavalry - 25x50

335 POINTS



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

| | |
|----------------|--|
| Options | Champion • Standard Bearer • Common Orc • Shield • Banner of Speed |
|----------------|--|



GOBLIN RAIDERS #1

Goblin Raiders x10 - Standard - Cavalry - 25x50

205 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|--|-----|---------------------------|
| | X" | X" | 6 | Feigned Flight, Light Troops, Vanguard | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 3 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Goblin Raider | 1 | 2 | 3 | 0 | 2 | |
| Wolf | 1 | 3 | 3 | 0 | 3 | Harnessed |
| Scuttler Spider | 1 | 3 | 3 | 0 | 4 | Harnessed, Poison Attacks |

| | |
|----------------|-------------------------------------|
| Options | Bow (4+) • Champion • Common Goblin |
|----------------|-------------------------------------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|---------|-------|--|----------|
| H Bring the Pain | | | | |
| Mf | 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

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Shield Breaker: Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

Talisman of Shielding: The bearer gains Aegis (5+).

Magic banners

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

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.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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

Giant See, Giant Do: The model gains Infernal Armour and Infernal Brand.

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.

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.

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.

Rage: Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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.

Stupid: 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, with the following exception: in the Movement Phase, directly after Rallying Fleeing units, the unit must perform and Advance Move of D6" as far directly forwards as possible.

Troll Belch: At the model part's Initiative Step, the owner may choose an enemy unit that the model part is able to attack with Close Combat Attacks. If so, this unit suffers a hit that is resolved with Strength 5 and Armour Penetration 10, and the model part with Troll Belch may not perform any Close Combat Attacks during this Round of Combat.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

