



ORCS AND GOBLINS

1500 DRAFT - 1 497 POINTS



280 pts (19.00 %) 682 pts (46.00 %) 355 pts (24.00 %) 0 pts (0.00 %) 180 pts (12.00 %)
Special **Core** **Characters** **Big 'n Nasty** **Death from Above**
 (0 NoLimit) (25 Least) (40 Max) (30 Max) (15 Max)

Characters

WAZDAKKA

Orc Shaman - Feral Orc Shaman - Standard - Infantry - 25x25

355 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Orc Shaman - Feral Orc Shaman	4	3	3	4	4	3	2	2	8	Infantry
Model Rules	Wizard Apprentice • Ward Save (5+)									
Options	Shamanism • 2 spells									

Core

FERAL ORCS #1

Feral Orcs x24 - Standard - Infantry - 25x25

312 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	3	4	1	2	1	7	Infantry
Model Rules	Scoring									
Options	Paired Weapons • Champion • Musician • Standard Bearer									

GOBLINS - COMMON GOBLIN #1

Goblins - Common Goblin x40 - Standard - Infantry - 20x20

370 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblins - Common Goblin	4	2	3	3	3	1	2	1	6	Infantry
Model Rules	Scoring • Light Armour									
Options	Spear & Shield • Champion • Musician • Standard Bearer • 3 Gits									

Special

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
Model Rules	Shambolic (3D6) • Ricochet (2D6) • Hard Target • Look At 'Em Go!									

Special

GNASHER WRECKING TEAM #2

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
Model Rules	Shambolic (3D6) • Ricochet (2D6) • Hard Target • Look At 'Em Go!									

Death from Above**SKEWERER #1**

Skewerer - Standard - Infantry - 60

90 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	5	-	-	-	War Machine
Common Goblins (3)	4	2	3	3	-	-	2	1	6	
Model Rules	Insignificant • Ballista									
Model Rules (Machine)	Throwing Weapons									

SKEWERER #2

Skewerer - Standard - Infantry - 60

90 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	5	-	-	-	War Machine
Common Goblins (3)	4	2	3	3	-	-	2	1	6	
Model Rules	Insignificant • Ballista									
Model Rules (Machine)	Throwing Weapons									

Magics**Shamanism**

		Casting	Range	Type	Duration	Effect
5	Break the Spirit	9+ [12+]	18" [36"]	Hex	One Turn	The target suffers a -1 modifier to hit, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
3	Pounding Drumbeat	5+ [9+]	18" [12"Aura]	Augment	Instant	The target performs a 2D6" Magical Move straight forward (it cannot move backwards, sidestep, Reform, Pivot or Wheel during this move), but it can choose to not move at all or to move less than the full distance. [When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]
4	Chilling Howl	6+ [9+]	18" [12"Aura]	Augment	One Turn	All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.
2	Savage Fury	5+ [9+]	6" [18"]	Universal	One Turn	The target gains Frenzy.
6	Totemic Summon	11+ [14+]	96"	Ground	Instant	Summon a Totemic Beast (statline below). It must be placed within 1"[10"] of the Board Edge. (Totemic Beast (for Totemic Summon) M: 3D6, WS: 3, BS: -, S: 5, T:5, W:3, I:3, A:4, Ld: 7, Monstrous Beast Base size 40x40mm, Special Rules: Random Movement (3D6), Immune to Psychology, Breath Weapon (Strength 3))
1	Swarm of Insects	5+ [8+]	24" [48"]	Hex Missile Damage	Permanent	Immediately after successfully casting this spell the target suffers 5D6 Strength 1 hits. If one or more unsaved Wounds are caused, the target suffers -1 Ballistic Skill. This spell is immediately ended when the target performs an Advance, March or Charge Move.
A	Scarification		Caster		One Turn	Close Combat Attacks against the target cannot wound on better than 5+.
0	Awaken the Beast	6+ [8+]	18"	Augment	One Turn	The target gains +1 Strength [Toughness].

Model Rules**Ballista:** Bolt Thrower Artillery Weapon with

Range 48", Strength 3[6], [Multiple Wounds (D3)], Armour Piercing (6)

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.

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.

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.

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.

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.

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.

Ward Save (5+): Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use).

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.

