



ORCS AND GOBLINS

A - 1 315 POINTS



440 pts (29.00 %) 605 pts (40.00 %) 270 pts (18.00 %) 650 pts (43.00 %) 0 pts (0.00 %) 665 pts (44.00 %) 0 pts (0.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Brood Rivalry** (0 NoLimit) **Big and Nasty** (1 MaxUnit) **Goblin Cunning** (0 NoLimit) **Death From Above** (25 Max)

Big 'n Nasty

Characters



ORC WARLORD #1

Orc Warlord - Large - 50x50

380 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Unruly, Disciplined, Exclusive (Orc, Troll), Light Troops	
Defensive	HP	Def	Res	Arm	
	3	6	5	3	
Offensive	Att	Off	Str	Ap	Agi
Orc Warlord	4	6	5	2	4

Metal Armour, Brood Rivalry, Hand Weapon, Orc, Fury



MOUNT WYVERN

Global	Cha	Mob	Cou	Model Rules	
	8"	8"	C"	C	Light Troops, Swiftstride, Exclusive, Fly
Defensive	HP	Def	Res	Arm	
	4	C	5	4	
Offensive	Att	Off	Str	Ap	Agi
Wyvern	4	5	6	3	4

Stomp Attacks (1)

Options

General • Wyvern



GOBLIN DEMAGOQUE #1

Goblin Demagogue - Standard - 20x20

60 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Disciplined, Exclusive (Goblin, Trolls), Light Troops, Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	3	4	4	2	
Offensive	Att	Off	Str	Ap	Agi
Goblin Demagogue	3	4	4	2	5

Metal Armour, Hand Weapon, Goblin

Options

Light Troops

Core



GOBLIN RABBLE #2

Goblin Rabble x25 - Standard - 20x20

225 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Goblin Cunning	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin	1	2	2	0	3

Light Armour, Goblin, Bow


Options	Bow (4+) • Musician • Standard Bearer
----------------	---------------------------------------




GOBLIN REAVERS #1

Goblin Reavers **x8** - Standard - 25x50

180 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Swiftstride, Goblin Cunning

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin	1	2	2	0	3
Beastie	2	3	3	1	3

Light Armour, Goblin
Mount

Options	Musician • Standard Bearer
----------------	----------------------------




GOBLIN RABBLE #1

Goblin Rabble **x25** - Standard - 20x20

200 POINTS





<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Goblin Cunning

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin	1	2	2	0	3

Light Armour, Goblin

Options	Musician • Standard Bearer
----------------	----------------------------


Special

IRON ORCS #1

Iron Orcs **x15** - Standard - 25x25

270 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Unruly, Fearless

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Iron Orc	1	5	4	2	2

Shield
Metal Armour, Paired Weapons, Great Weapon, Brood Rivalry, Orc, Weapon Master

Magics

Racial Trait Spell

The Orcs and Goblins Hereditary Spell is divided into two versions, each of which can only be cast by a certain Wizard, as specified in the spell description.

<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
----------------	--------------	-------------	-----------------

	Casting	Range	Type	Duration
Guile And Fury				
Mf	9+	24"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<p><i>Cannot be cast by Goblin Witches.</i></p> <p><i>The target gains +1 to hit, and its Charge Range, Flee Distance, and Pursuit Distance are all increased by 1".</i></p>				

Model Rules

Bow:

Brood Rivalry: Model parts without Harnessed gain +1 Attack Value while both the following conditions are met: • The model's unit contains one or more R&F models. • A model with Brood Rivalry from another friendly unit is Engaged in Combat anywhere on the Battlefield.

Disciplined:

Exclusive:

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.

Fury:

Goblin:

Goblin Cunning: Apply the following rules to any unit consisting entirely of models with Goblin Cunning: • It gains **Maximised (Flee Distance)**. • Before rolling any dice for the corresponding test, it may choose to fail any Break Test and, unless more than half its models are Fearless, any Panic Test. • If it Flees due to a voluntary Flee Charge Reaction or due to choosing to fail a Panic or Break Test, it automatically passes its next Rally Test. This does not apply if the unit is Decimated or if it Flees involuntarily.

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

Heavy Armour: +2 Armor

Light Armour: Armor +1

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.

Metal Armour:

Mount:

Orc:

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.

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.

Unruly:

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 profil with your phone.

Orc Warlord #1	Goblin Demagogue #1	Goblin Rabble #2	Goblin Reavers #1	Goblin Rabble #1	Iron Orcs #1
----------------	---------------------	------------------	-------------------	------------------	--------------

