



ORCS AND GOBLINS

2 - 3 571 POINTS



425 pts (9.00 %) **1047 pts (23.00 %)** 1514 pts (34.00 %) 270 pts (6.00 %) 315 pts (7.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



IRON ORC WARLORD #1

Orc Warlord - Standard - Infantry - 25x25

425 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Fearless, Frenzy		
Defensive	HP	Def	Res	Arm		
	3	7	5	0	Aegis, Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Orc Warlord	4	6	5	2	4	Battle Focus, Born to Fight, Hand Weapon

Options | Shield • General • Iron Orc • Omen of the Apocalypse

Core



GOBELINS DES CAVERNES #1

Cave Goblins x30 - Standard - Infantry - 20x20

375 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	5	Scoring, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Cave Goblin	1	2	3	0	3	Cave Goblin



MOUNT MAD GIT

Global	Adv	Mar	Dis	Model Rules		
	2D6"	-"	5	Fearless, Shambolic, Running Amok!!, Surprise! , Random Movement (2D6, 2D6), Ricochet (D6, D6), Insignificant		
Defensive	HP	Def	Res	Arm		
	1	0	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Mad Git	-	0	5	3	3	Cave Goblin

Options | Champion • Musician • Mad Git x2 • Bow (4+)



GOBELINS DES CAVERNES #2

Cave Goblins x30 - Standard - Infantry - 20x20

375 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	5	Scoring, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Cave Goblin	1	2	3	0	3	Cave Goblin



MOUNT MAD GIT

Global	Adv	Mar	Dis	Model Rules		
	2D6"	-"	5	Fearless, Shamolic, Running Amok!!, Surprise! , Random Movement (2D6, 2D6), Ricochet (D6, D6), Insignificant		
Defensive	HP	Def	Res	Arm		
	1	0	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Mad Git	-	0	5	3	3	Cave Goblin

Options

Champion • Musician • Mad Git x2 • Bow (4+)



GOBELINS DES CAVERNES #3

Cave Goblins x34 - Standard - Infantry - 20x20

297 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	5	Scoring, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Cave Goblin	1	2	3	0	3	Cave Goblin

Options

Shield and Spear • Champion • Musician • Standard Bearer • Nets

Special



TROLLS DES CAVERNES #1

Cave Trolls x6 - Large - Infantry - 40x40

423 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	4	Fear, Fearless, Stupid		
Defensive	HP	Def	Res	Arm		
	3	3	4	3	Fortitude (4+), Magic Resistance (3, 3)	
Offensive	Att	Off	Str	Ap	Agi	
Common Trolls	3	3	5	2	1	Troll Belch



TROLLS DES CAVERNES #2

Cave Trolls x6 - Large - Infantry - 40x40

423 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	4	Fear, Fearless, Stupid		
Defensive	HP	Def	Res	Arm		
	3	3	4	3	Fortitude (4+), Magic Resistance (3, 3)	
Offensive	Att	Off	Str	Ap	Agi	
Common Trolls	3	3	5	2	1	Troll Belch



ORQUES EN FER #1

Iron Orcs x27 - Standard - Infantry - 25x25

668 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Fearless, Bodyguard	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	0	Plate Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Iron Orcs	1	5	4	1	2	Born to Fight, Weapon Master, Iron Orc, Paired Weapons, Great Weapon

Options | Champion • Musician • Standard Bearer • Green Tide

Death from Above



EMBROCHEUR #1
Skewerer - Standard - Construct - 60

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	4"	6	War Machine, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Crew	3	2	3	0	2	Move or Fire, Common Goblin, Ballista (4+, 4+)



EMBROCHEUR #2
Skewerer - Standard - Construct - 60

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	4"	6	War Machine, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Crew	3	2	3	0	2	Move or Fire, Common Goblin, Ballista (4+, 4+)



EMBROCHEUR #3
Skewerer - Standard - Construct - 60

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	4"	6	War Machine, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	1	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Crew	3	2	3	0	2	Move or Fire, Common Goblin, Ballista (4+, 4+)

Big 'n Nasty



GEANT #1
Giant - Gigantic - Infantry - 50x75

315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant Do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Giant	5	3	5	2	3	Rage

Options	Giant Club
----------------	------------

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Bring the Pain				
<i>Mf</i>	8+	18"	Translation missing: en.magic_spell_type_target.Hex	One Turn
<i>Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.</i>				

Magic items

Omen of the Apocalypse: Roll a single D3 at the Initiative Step in which the wielder is attacking. During this Initiative Step, the wielder gains a modifier equal to the result of the D3 roll to its Attack Value, Strength, and Armour Penetration while using this weapon. Attacks made with this weapon become Magical Attacks.

Magic banners

Green Tide: 0-3 Banners per Army.
The bearer's unit gains Fight in Extra Rank.

Model Rules

Aegis:

Ballista: Artillery Weapon.
Range 48", Shots 1, Str 3[6], AP 10, [Multiple Wounds (D3)], Area Attack (5x1).

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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

Born to Fight: Close Combat.
The model part's Close Combat Attacks gain +1 Strength and +1 Armour Penetration during a Round of Combat

- If it is the First Round of Combat.
- Or if the model part's unit is Steadfast at the start of the Round of Combat.

Cave Goblin: The model gains Insignificant.

Common Goblin: The model gains Insignificant.

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.

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

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is anyother Discipline Test, the unit suffers -2Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

Giant See, Giant Do: Universal Rule.
The model gains Born to Fight.

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

Insignificant:

Iron Orc: The model part gains Born to Fight and Weapon Master. The model gains Fearless.

Light Armour: Armor +1

Magic Resistance:

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

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.

Plate Armour: +3 Armor

Rage: Attack Attribute - Close Combat.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Stupid: Universal Rule.

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, and in the Movement Phase, immediately after Rallying Fleeing units, the unit must move D6" directly forward, stopping 1" before Impassible Terrain or other units.

Troll Belch: Special Attack.

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

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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.

Iron Orc Warlord #1	Gobelins des cavernes #1	Gobelins des cavernes #2	Gobelins des cavernes #3	Trolls des cavernes #1	Trolls des cavernes #2	Orques en fer #1	Embroche #1	Embroche #2	Embroche #3	Geant #1
										