




ORCS AND GOBLINS

GRIMGOR - 3 000 POINTS



1045 pts (35.00 %) 860 pts (29.00 %) 570 pts (19.00 %) 190 pts (6.00 %) 515 pts (17.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)


Characters



GRIMGOR

Orc Warlord - Large - Cavalry - 50x50mm

490 POINTS




| Global | Adv | Mar | Dis | | | | Model Rules |
|-------------------|-----|-----|-----|-----|-----|--------------------|-------------|
| | 4" | 8" | 9 | | | | |
| Defensive | HP | Def | Res | Arm | | | |
| | 3 | 7 | 5 | 0 | | | |
| Offensive | Att | Off | Str | Ap | Agi | | |
| Common Orc | 4 | X | 5 | 2 | 4 | Hand Weapon | |




MOUNT WYVERN

| Global | Adv | Mar | Dis | | | | Model Rules |
|---------------|-----|-----|-----|-----|-----|--|--|
| | 4" | 8" | C | | | | Fly, Light Troops, Fear, Towering Presence |
| | 8" | 16" | | | | | |
| Defensive | HP | Def | Res | Arm | | | |
| | 4 | C | 5 | C | | | |
| Offensive | Att | Off | Str | Ap | Agi | | |
| Wyvern | 3 | 5 | 6 | 3 | 3 | Harnessed, Poison Attacks, Venomous Fangs | |

| | |
|----------------|---|
| Options | General • Shield • Iron Orc • Great Weapon • Wyvern |
|----------------|---|



CHAMANE ORQUE #1

Orc Shaman - Standard - Cavalry - 25x50mm

310 POINTS



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



MOUNT WAR BOAR

| Global | Adv | Mar | Dis | | | | Model Rules |
|-----------------|-----|-----|-----|-----|-----|--------------------------------------|-------------|
| | 7" | 14" | C | | | | |
| Defensive | HP | Def | Res | Arm | | | |
| | C | C | C | C+2 | | | |
| Offensive | Att | Off | Str | Ap | Agi | | |
| War Boar | 1 | 3 | 4 | 1 | 3 | Devastating Charge, Harnessed | |

| | |
|----------------|--|
| Options | Wizard Adept • Common Orc • War Boar • Shamanism • Binding Scroll x1 |
|----------------|--|



EL CAID

Orc Chief - Standard - Infantry - 25x25mm

245 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-------------|-----|-------------|
| | 4" | 8" | 8 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | X | 5 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Orc | 3 | X | 4 | 1 | 3 | Hand Weapon |

Options

Feral Orc • Battle Standard Bearer • Green Tide x1

Special



ORQUES EN FER #1

Iron Orcs x25 - Standard - Infantry - 25x25mm

570 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--------------------|----------------------|--|
| | 4" | 8" | 8 | Bodyguard, Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 5 | 4 | 0 | Plate Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Iron Orc | 1 | 5 | 4 | 1 | 2 | Iron Orc, Great Weapon, Paired Weapons |

Options

Champion • Musician • Standard Bearer

Big 'n Nasty



GEANT #1

Giant - Gigantic - Infantry - 50x75mm

335 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

Big Brother • Giant Club

Core



ORQUES #1

Orcs x29 - Standard - Infantry - 25x25mm

295 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 • Musician • Standard Bearer • Common Orc • Paired Weapons |
|----------------|---|



Gobelins #1
Goblins x20 - Standard - Infantry - 20x20mm

140 POINTS



| | | | | | |
|-----------------------|------------|------------|------------|--------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 8" | X | Scoring | |
| <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> |
| Common Goblin | 1 | 2 | 3 | 0 | 2 |
| Forest Goblin | 1 | 2 | 3 | 0 | 2 |
| Cave Goblin | 1 | 2 | 3 | 0 | 3 |
| Poison Attacks | | | | | |

| | |
|----------------|---|
| Options | Common Goblin and Light Armour • Bow (4+) |
|----------------|---|



Gobelins #2
Goblins x20 - Standard - Infantry - 20x20mm

120 POINTS



| | | | | | |
|-----------------------|------------|------------|------------|--------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 8" | X | Scoring | |
| <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> |
| Common Goblin | 1 | 2 | 3 | 0 | 2 |
| Forest Goblin | 1 | 2 | 3 | 0 | 2 |
| Cave Goblin | 1 | 2 | 3 | 0 | 3 |
| Poison Attacks | | | | | |

| | |
|----------------|---|
| Options | Common Goblin and Light Armour • Shield and Spear |
|----------------|---|



Orques #2
Orcs x20 - Standard - Infantry - 25x25mm

305 POINTS



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

| | |
|----------------|--|
| Options | Champion • Musician • Standard Bearer • Feral Orc • Paired Weapons • Mammoth Stabber |
|----------------|--|

Death from Above



CATAPULTE DES PEAUX-VERTES #1
Greenhide Catapult - Standard - Construct - 75mm round

190 POINTS



| | | | | | |
|------------------------------------|------------|------------|------------|--------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 4" | 6 | War Machine | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 5 | 1 | 4 | 0 | |
| <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 | | | | | |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|---------|-------|------|---------------|
| H Bring the Pain | | | | |
| <i>Mf</i> | 8+ | 18" | Hex | Last one Turn |
| <i>Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.</i> | | | | |



| | | Casting | Range | Type | Duration | Effect |
|----------|------------------|--------------|--------------|----------------------|---------------|---|
| 5 | Totemic Summon | 10+ [12+] | 96" | Ground | Instant | Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0) |
| 3 | Savage Fury | 5+ [8+] | 12" [24"] | Universal | Last one Turn | The target gains Frenzy and Battle Focus. |
| 4 | Chilling Howl | 6+ [10+] | 36" | Hex | Last one Turn | All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects]. |
| 6 | Break the Spirit | 9+ [11+] | 18" [36"] | Hex | Last one Turn | The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2). |
| 1 | Awaken the Beast | 5+ [7+] | 18" | Augment | Last one Turn | The target gains +1 Strength and +1 Armour Penetration [+1 Resilience]. |
| A | Scarification | | Caster | | Last one Turn | Melee Attacks against the target can never wound on better than 5+. |
| 2 | Swarm of Insects | 5+ [8+] | 24" [48"] | Hex, Missile, Damage | Permanent | Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move. |

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Magic banners

Green Tide: The bearer's unit gains **Fight in Extra Rank**.

Model Rules

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.

Common Goblin: The model gains Insignificant.

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

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.

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

Light Armour: Armor +1

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

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.

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

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.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

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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.

Grimgor



Géant #1



Orques en fer #1



Orques #1



Gobelins #1



Gobelins #2



Chamane orque #1



Catapulte des peaux-vertes #1



Orques #2



El Caïd

