



ORCS AND GOBLINS

LIST ORQUES ET GOBELINS LISTEVDEF - 3 687 POINTS



585 pts (16.00 %) 1050 pts (28.00 %) 762 pts (21.00 %) 270 pts (7.00 %) 1020 pts (28.00 %)

Characters **Core** **Special** **Death from Above** **Big 'n Nasty**

(40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



SEIGNEUR DE GUERRE ORQUE EN FER #1

Orc Warlord - Standard - Infantry - 25x25mm

460 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 | Paired Weapons • General • Iron Orc • Talisman of Shielding • Potion of Swiftness • Shady Shankng • Ghostly Guard



CAID GOBELIN COMMUN #1

Goblin Chief - Standard - Infantry - 20x20mm

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Insignificant		
Defensive	HP	Def	Res	Arm		
	2	4	4	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin Chief	3	4	4	1	4	Common Goblin, Hand Weapon

Options | Battle Standard Bearer

Core



ORQUES SAUVAGES #1

Feral Orcs x36 - Standard - Infantry - 25x25mm

595 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring, Frenzy		
Defensive	HP	Def	Res	Arm		
	1	2	4	0	Aegis (6+)	
Offensive	Att	Off	Str	Ap	Agi	
Feral Orc	1	3	3	0	2	Battle Focus, Born to Fight, Feral Orc

Options | May take a Mammoth Stabber • Spear • Champion • Musician • Standard Bearer • Green Tide



GOBELINS COMMUNS #1
Goblins x20 - Standard - Infantry - 20x20mm

165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Scoring, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Common Goblin	1	2	3	0	2

Options	Musician • Standard Bearer • Shield • Banner of Discipline
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PILLARDS GOBELINS COMMUNS #1
Goblin Raiders x8 - Standard - Cavalry - 25x50mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	6	Feigned Flight, Vanguard, Light Troops, Insignificant	
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
Scuttler Spider	1	3	3	0	4

Harnessed
Harnessed, Poison Attacks



PILLARDS GOBELINS COMMUNS #2
Goblin Raiders x8 - Standard - Cavalry - 25x50mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	6	Feigned Flight, Vanguard, Light Troops, Insignificant	
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
Scuttler Spider	1	3	3	0	4

Harnessed
Harnessed, Poison Attacks

Special



ORQUES EN FER #1
Iron Orcs x23 - Standard - Infantry - 25x25mm

622 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Fearless, Bodyguard	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Iron Orcs	1	5	4	1	2

Born to Fight, Weapon Master, Iron Orc, Paired Weapons, Great Weapon

Options	Champion • Musician • Standard Bearer • Mikinok's Totem
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MEUTE DE GNIARKS #1
Gnasher Herd x10 - Standard - Beast - 20x20mm

140 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Fearless, Oi it bites!, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Gnasher	2	4	5	2	4

They're Everywhere!

Death from Above



EMBROCHEUR #1
Skewerer - Standard - Construct - 60mm round

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	4"	6	War Machine, Insignificant	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	
Offensive	Att	Off	Str	Ap	Agi
Goblin Crew	3	2	3	0	2

Move or Fire, Common Goblin, Ballista (4+, 4+)



EMBROCHEUR #2
Skewerer - Standard - Construct - 60mm round

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	4"	6	War Machine, Insignificant	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	
Offensive	Att	Off	Str	Ap	Agi
Goblin Crew	3	2	3	0	2

Move or Fire, Common Goblin, Ballista (4+, 4+)



EMBROCHEUR #3
Skewerer - Standard - Construct - 60mm round

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	4"	6	War Machine, Insignificant	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	
Offensive	Att	Off	Str	Ap	Agi
Goblin Crew	3	2	3	0	2

Move or Fire, Common Goblin, Ballista (4+, 4+)

Big 'n Nasty



GARGANTULA #1

Gargantula - Gigantic - Beast - 150x100mm

510 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Strider, Fearless, Stubborn	
Defensive	HP	Def	Res	Arm	
	8	4	6	3	
Offensive	Att	Off	Str	Ap	Agi
Goblins (8)	1	2	3	0	2
Forest Goblin, Light Lance, Bow (4+, 4+)					
Gargantula	8	4	5	2	4
Harnessed, Poison Attacks, Venomous Fangs					



GARGANTULA #2

Gargantula - Gigantic - Beast - 150x100mm

510 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Strider, Fearless, Stubborn	
Defensive	HP	Def	Res	Arm	
	8	4	6	3	
Offensive	Att	Off	Str	Ap	Agi
Goblins (8)	1	2	3	0	2
Forest Goblin, Light Lance, Bow (4+, 4+)					
Gargantula	8	4	5	2	4
Harnessed, Poison Attacks, Venomous Fangs					

Magics

Racial Trait Spell

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

Magic items

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Potion of Swiftiness: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

Shady Shanking: Attacks made with this weapon gain Lightning Reflexes, Lethal Strike, and become Magical Attacks. When fighting a Duel, failed to-wound rolls with attacks with this weapon must be rerolled.

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

Magic banners

Green Tide: 0-3 Banners per Army.

The bearer's unit gains Fight in Extra Rank.

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Mikinok's Totem: At the start of each Round of Combat, choose one of the following:

- a Special Item* carried by a Character or Champion in a single enemy unit in base contact with the bearer's unit.
- a Special Item* carried by a single model unit in base contact with the bearer's unit.
- a Banner Enchantment carried by a Standard Bearer in a single enemy unit in base contact with the bearer's unit.

The effects of this Special Item* are ignored during this Round of Combat.

*or, when fighting a Dwarven Holds army, a combination of Runic Weapon Enchantments, Runic Armour Enchantments, or Runic Artefacts

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.

Bow:

Common Goblin: The model gains Insignificant.

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.

Feral Orc: The model part gains Born to Fight and Battle Focus. The model gains Frenzy, Fearless, and Aegis (6+).

Forest Goblin: The model gains Insignificant and Strider (Forest).

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.

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

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.

Insignificant:

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

Light Armour: Armor +1

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.

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.

Oi it bites!: Units with model with Oi it bites! cannot be joined by Characters.

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.

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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

They're Everywhere!: Special Attack.

When a Gnasher Herd Breaks from Combat, it is removed as a casualty at the end of step 7 of the Round of Combat Sequence (after taking Break Tests), and all units within 6" suffer 1 hit for every 5 Gnashers in the Gnasher Herd, rounding fractions down. Hits are resolved with Strength 5 and Armour Penetration 2.

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.

Venomous Fangs: Melee.

Before rolling to hit, nominate one Close Combat Attack from a model part with Venomous Fangs. This attack gains Multiple Wounds (D3+1).

If the attack is turned into more than one hit (e.g. a hit with Battle Focus), only a single hit, chosen by the owner, gains the effect.

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.

Seigneur de guerre orque en fer #1



Caïd goblin commun #1



Orques sauvages #1



Gobelins communs #1



Orques en fer #1



Pillards gobelins communs #1



Embrocheur #1



Embrocheur #2



Embrocheur #3



Gargantula #1



Gargantula #2



Meute de gniarks #1



Pillards gobelins communs #2



