



ORCS AND GOBLINS

GOBLIN - 1 609 POINTS



640 pts (40.00 %) 879 pts (55.00 %) 90 pts (6.00 %) 0 pts (0.00 %) 1609 pts (101.00 %)
Characters **Core** **Special** **Brood Rivalry** **Goblin Cunning**
 (40 Max) (25 Least) (0 NoLimit) (0 NoLimit) (0 NoLimit)

Characters

GOBLIN DEMAGOQUE #1

Goblin Demagogue - Standard - Cavalry - 25x50mm

150 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Exclusive (Goblin Cunning, Trolls), Goblin Cunning
Defensive	HP	Def	Res	Arm		
	3	4	4	0 (+1)	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Demagogue	3	4	4	2	5	Bow, Hand Weapon, Paired Weapons

MOUNT BEASTIE

Global	Adv	Mar	Dis			Model Rules
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Beastie	2	3	3	1	3	Harnessed

Options | Creepy-Crawlies • General • Paired Weapons • Shield • Bow (4+) • Beastie

GOBLIN WITCH #1

Goblin Witch - Standard - Infantry - 20x20mm

490 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Exclusive (Goblin Cunning, Trolls), Wizard Apprentice, Goblin Cunning
Defensive	HP	Def	Res	Arm		
	3	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Goblin Witch	1	2	2	0	3	Hand Weapon

Options | Wizard Master • Witchcraft • Book of Arcane Mastery • Monster Munch

Core

GOBLIN RABBLE #1

Goblin Rabble x60 - Standard - Infantry - 20x20mm

330 POINTS

Global	Adv	Mar	Dis			Model Rules
	4"	8"	6			Scoring, Goblin Cunning
Defensive	HP	Def	Res	Arm		
	1	2	3	0 (+1)	Light Armour, Shield, Shield	
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin	1	2	2	0	3	Bow

Options	Bow (4+) • Shield • Champion • Musician
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GOBLIN REAVERS #1

Goblin Reavers x11 - Standard - Cavalry - 25x50mm

294 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	6	Scoring, Goblin Cunning, Spies, Spies		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin	1	2	2	0	3	Bow
Beastie	2	3	3	1	3	Harnessed, Bow

Options	Bow (4+) and Spies • Champion • Musician • Standard Bearer • Creepy-Crawlies • Banner of Discipline
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GOBLIN REAVERS #1

Goblin Reavers x8 - Standard - Cavalry - 25x50mm

255 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	6	Scoring, Goblin Cunning, Spies, Spies		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin	1	2	2	0	3	Bow
Beastie	2	3	3	1	3	Harnessed, Bow

Options	Bow (4+) and Spies • Champion • Musician • Standard Bearer • Creepy-Crawlies • Banner of Discipline
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Special




GOBLIN ARTILLERY #1

Goblin Artillery - Standard - Construct - 75mm round

90 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	4"	6	War Machine, Goblin Cunning		
<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	2	0	3	Move or Fire

Options	Skewerer (4+)
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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.

	Casting	Range	Type	Duration
Guile And Fury				
<i>Mf</i>	7+	24"	Augment	Last one Turn
<i>Cannot be cast by Goblin Witches. The target gains +1 to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are increased by 2", up to +2".</i>				



		Casting	Range	Type	Duration	Effect
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
4	The Wheel Turns	6+ [8+]	18"	Universal	Last one Turn	Melee Attacks against the target always (hit) [wound] on 4+.
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase.
A	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	5+ [8+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

Magic items

Book of Arcane Mastery: Unless the bearer has Protean Magic, it knows one additional Learned Spell that it selects from the Learned Spells 1, 2, 3, and 4 of its chosen Path. In addition, the bearer cannot cast the Hereditary Spell.

Monster Munch: The bearer can cast Totemic Summon (Shamanism) as a Bound Spell with Power Level (4/8).

Magic banners

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.

Model Rules

Bow:

Exclusive:

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.

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.

Heavy Armour: +2 Armor

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.

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.

Spies: The model gains **Feigned Flight**, **Light Troops**, and **Vanguard** and loses Scoring.

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.

Goblin Rabble #1



Goblin Demagogue #1



Goblin Reavers #1



Goblin Reavers #1



Goblin Witch #1



Goblin Artillery #1

