



# ORCS AND GOBLINS

## CAVE GOBLIN LIST - 4 627 POINTS



Night Goblin models ...

360 pts (8.00 %) **Death from Above** (15 Max)
565 pts (13.00 %) **Big 'n Nasty** (30 Max)
1035 pts (23.00 %) **Characters** (40 Max)
1220 pts (27.00 %) **Core** (25 Least)
1447 pts (32.00 %) **Special** (0 NoLimit)

### Characters

#### HIGHLANDS MINIATURES CAVE GOBLIN LEADER

Goblin King - Large - Beast - 40x40mm

## 205 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8		
Defensive	HP	Def	Res	Arm	
	3	5	4	0 (+2)	Heavy Armour, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin King	4	5	4	1	5
Hand Weapon, Lance					

#### MOUNT CAVE GNASHER

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Fly, Light Troops, Fearless, Oi it bites!, Bouncers	
	6"	12"			
Defensive	HP	Def	Res	Arm	
	3	C	C	C+1	Hard Target
Offensive	Att	Off	Str	Ap	Agi
Cave Gnasher	3	4	6	3	3
Harnessed, Impact Hits					

**Options** | General • +1 Discipline • Cave Goblin • Heavy Armour • Lance • Cave Gnasher

#### HM PYROMANCY CAVE GOBLIN

Goblin Witch Doctor - Standard - Infantry - 20x20mm

## 415 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	2	2	3	0 (+1)	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Goblin Witch Doctor	1	2	3	0	3
Hand Weapon					

**Options** | Cave Goblin and 2 × Power 'Shroom • Light Armour • Pyromancy • Wizard Master and +1 Health Point

#### HM WITCHCRAFT CAVE GOBLIN

Goblin Witch Doctor - Standard - Infantry - 20x20mm


## 415 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Wizard Apprentice	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	3	0 (+1)	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin Witch Doctor	1	2	3	0	3 Hand Weapon

**Options** | Cave Goblin and 2 × Power 'Shroom • Light Armour • Witchcraft • Wizard Master and +1 Health Point


## Core



### GOBLIN ARCHERS #1

Goblins x20 - Standard - Infantry - 20x20mm


## 170 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 Bow
Forest Goblin	1	2	3	0	2 Bow
Cave Goblin	1	2	3	0	3 Poison Attacks, Bow


**Options** | Cave Goblin • Bow (4+) • Champion • Musician • Standard Bearer



### GOBLIN SPEARMEN #3

Goblins x48 - Standard - Infantry - 20x20mm


## 290 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 (+1)	Shield
<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 Spear
Forest Goblin	1	2	3	0	2 Spear
Cave Goblin	1	2	3	0	3 Poison Attacks, Spear


**Options** | Cave Goblin • Shield and Spear • Champion • Musician • Standard Bearer



### GOBLIN ARCHERS #2

Goblins x20 - Standard - Infantry - 20x20mm

## 170 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 Bow
Forest Goblin	1	2	3	0	2 Bow
Cave Goblin	1	2	3	0	3 Poison Attacks, Bow

**Options** | Cave Goblin • Bow (4+) • Champion • Musician • Standard Bearer



**GOBLIN SPEARMEN #2**  
Goblins **x49** - Standard - Infantry - 20x20mm

**295** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	X	<b>Scoring</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0 (+1)	<b>Shield</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Common Goblin</b>	1	2	3	0	2	<b>Spear</b>
<b>Forest Goblin</b>	1	2	3	0	2	<b>Spear</b>
<b>Cave Goblin</b>	1	2	3	0	3	<b>Poison Attacks, Spear</b>

<b>Options</b>	Cave Goblin • Shield and Spear • Champion • Musician • Standard Bearer
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**GOBLIN SPEARMEN #1**  
Goblins **x49** - Standard - Infantry - 20x20mm

**295** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	X	<b>Scoring</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0 (+1)	<b>Shield</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Common Goblin</b>	1	2	3	0	2	<b>Spear</b>
<b>Forest Goblin</b>	1	2	3	0	2	<b>Spear</b>
<b>Cave Goblin</b>	1	2	3	0	3	<b>Poison Attacks, Spear</b>

<b>Options</b>	Cave Goblin • Shield and Spear • Champion • Musician • Standard Bearer
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**Special**



**CAVE TROLLS**  
Trolls **x6** - Large - Infantry - 40x40mm

**415** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	4	<b>Fear, Fearless, Stupid</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	0	<b>Fortitude</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Troll</b>	3	3	5	2	1	<b>Troll Belch</b>

<b>Options</b>	Cave Troll
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**TROLLS #2**  
Trolls **x6** - Large - Infantry - 40x40mm

**415** POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	4	<b>Fear, Fearless, Stupid</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	0	<b>Fortitude</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Troll</b>	3	3	5	2	1 <b>Troll Belch</b>



<b>Options</b>	Cave Troll
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	<b>GNASHER DASHERS #1</b> Gnasher Dashers <b>x10</b> - <i>Standard - Cavalry - 20x20mm</i>	<b>220</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	<b>Fearless, Fly, Light Troops, Oi it bites!</b>	
	6"	12"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	1	<b>Light Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Goblin Rider</b>	1	2	3	0	3 <b>Cave Goblin</b>
<b>Gnasher Dasher</b>	2	4	5	2	4 <b>Harnessed, Rows of Teeth</b>



	<b>SQUIG HERD #1</b> Gnasher Herd <b>x20</b> - <i>Standard - Beast - 20x20mm</i>	<b>265</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	<b>Fearless, Insignificant, Oi it bites!</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Gnasher</b>	2	4	5	2	4 <b>They're Everywhere!</b>

	<b>SNOTLINGS #1</b> Grotlings <b>x6</b> - <i>Standard - Infantry - 40x40mm</i>	<b>132</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	4	<b>Fearless, Insignificant, Light Troops, Scout, Skirmisher, Unstable, Vanguard</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	2	2	0	<b>Hard Target (1)</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Grotling</b>	5	2	2	0	2 <b>Extra Support (3), Throwing Weapons (5+)</b>

## Death from Above

	<b>SPEAR THROWER #1</b> Skewerer - <i>Standard - Construct - 60mm round</i>	<b>90</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	<b>War Machine, Ballista</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<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



### SPEAR THROWER #2

Skewerer - Standard - Construct - 60mm round

**90 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine, Ballista	
<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



### SPEAR THROWER #3

Skewerer - Standard - Construct - 60mm round

**90 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine, Ballista	
<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



### SPEAR THROWER #4


Skewerer - Standard - Construct - 60mm round

**90 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	4"	6	War Machine, Ballista	
<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


## Big 'n Nasty



### GIANT #2

Giant - Gigantic - Infantry - 50x75mm

**255 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>	
<b>Giant</b>	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Rage</b>

<b>Options</b>	Wrecking Ball
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**GIANT #1**  
Giant - Gigantic - Infantry - 50x75mm

**310 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>7"</b>	<b>14"</b>	<b>8</b>	<b>Giant See, Giant Do</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>7</b>	<b>3</b>	<b>5</b>	<b>1</b>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Giant</b>	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Rage</b>

<b>Options</b>	Giant Club
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## Magics

Racial Trait Spell

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



		Casting	Range	Type	Duration	Effect
<b>5</b>	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>3</b>	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
<b>4</b>	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<b>6</b>	Enveloping Embers	11+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>2</b>	Cloak of Cinders	7+ [9+]	18"	Augment	Last one Turn	Melee <b>[and Ranged]</b> Attacks against the target suffer -1 to wound.
<b>A</b>	Blaze		24"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>1</b>	Fireball (rep)	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.



		Casting	Range	Type	Duration	Effect
<b>5</b>	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")
<b>3</b>	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks <b>[and suffers a -2 modifier to its casting rolls]</b> .
<b>4</b>	The Wheel Turns	6+ [8+]	18"	Universal	Last one Turn	Melee Attacks against the target always <b>(hit) [wound]</b> on 4+.

		<i> Casting Range</i>	<i> Range</i>	<i> Type</i>	<i> Duration</i>	<i> Effect</i>
<b>6</b>	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee (and Shooting) Attacks against the target must reroll failed to-wound rolls.
<b>1</b>	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.
<b>A</b>	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.
<b>2</b>	Deceptive Glamour	5+ [8+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

## Model Rules

**Ballista:** Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1x5), [Multiple Wounds (D3)].

**Bow:**

**Cave Goblin:** The model gains Insignificant.

**Common Goblin:** The model gains Insignificant.

**Extra Support:**

**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.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**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

**Giant See, Giant Do:** Universal Rule.

The model gains Born to Fight.

**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

**Hard Target:**

**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 Armour

**Insignificant:**

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**Light Armour:** Armour +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.

**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 models with Oi it bites! cannot be joined by Characters.

**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:** 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.

**Rows of Teeth:** The Gnasher model part can make Supporting Attacks even though it has Harnessed. The Goblin Rider model part cannot make Supporting Attacks. Gnasher Dashers gain **Impact Hits** with the following exception: instead of causing a number of hits per Charging model, a Charging unit of up to 5 Gnasher Dashers causes D3 hits to a single enemy unit in base contact with the unit's Front Facing, while a unit of 6 or more Gnasher Dashers inflicts 2D3 hits instead.

**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.

**Scout:** At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**Spear:**

**Stupid:** 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, with the following exception: in the Movement Phase, directly after Rallying Fleeing units, the unit must perform an Advance Move of D6" as far directly forwards as possible.

**They're Everywhere!:** When a Gnasher Herd unit 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 models in the Gnasher Herd unit, rounding fractions down. Hits are resolved with Strength 5 and Armour Penetration 2.

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

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

**Unstable:**

**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.

**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



## Qr codes of your army

Your 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.

Spear Thrower #1



Spear Thrower #2



Spear Thrower #3



Spear Thrower #4



Giant #2



Giant #1



Highlands Miniatures Cave Goblin Leader



HM Pyromancy Cave Goblin



HM Witchcraft Cave Goblin



Goblin Archers #1



Goblin Spearmen #3



Goblin Archers #2



Goblin Spearmen #2



Goblin Spearmen #1



Cave Trolls



Trolls #2



Gnasher Dashers #1



Squig Herd #1



Snotlings #1



