



ORCS AND GOBLINS

ORCOS PARA LA SEMANA QUE VIENE - 4 439 POINTS



1435 pts (32.00 %) 1132 pts (25.00 %) 1107 pts (25.00 %) 0 pts (0.00 %) 765 pts (17.00 %)

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

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

Characters



ORC WARLORD #1

Orc Warlord - Standard - Cavalry - 25x50mm

530 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



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	Harnessed, Devastating Charge

Options

Shield • Iron Orc • War Boar • Omen of the Apocalypse • Dusk Forged



ORC SHAMAN #1

Orc Shaman - Standard - Infantry - 25x25mm

470 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	3	2	4	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Common Orc Shaman	2	3	4	1	2	Born to Fight, Feral Orc, Hand Weapon

Options

Shamanism • General • Wizard Master • Feral Orc • Crown of Autocracy



GOBLIN KING #1

Goblin King - Large - Cavalry - 50x50mm

240 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Insignificant		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin King	4	5	4	1	5	Common Goblin, Hand Weapon



MOUNT HUNTSMEN SPIDER

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Strider		
Defensive	HP	Def	Res	Arm		
	3	C	4	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Huntsmen Spider	3	3	4	1	4	Harnessed, Poison Attacks

Options | Shield • Heavy Armour • Forest Goblin • Huntsmen Spider • Basalt Infusion



GOBLIN WITCH DOCTOR #1

Goblin Witch Doctor - Standard - Infantry - 20x20mm

195 POINTS



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

Options | Thaumaturgy • Wizard Adept • Common Goblin

Core



ORCS #1

Orcs x20 - Standard - Infantry - 25x25mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	4	0		Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Orc	1	3	3	0	2	Born to Fight, Common Orc

Options | Shield • Champion • Musician • Common Orc



ORCS #2

Orcs x32 - Standard - Infantry - 25x25mm

394 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	4	0		Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Orc	1	3	3	0	2	Born to Fight, Common Orc

Options | Shield • Spear • Champion • Musician • Standard Bearer • Common Orc



GOBLINS #1

Goblins x35 - Standard - Infantry - 20x20mm

385 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
Common Goblin	1	2	3	0	2



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 | Shield and Spear • Champion • Musician • Standard Bearer • Cave Goblin • Mad Git x2



GOBLIN RAIDERS #1

Goblin Raiders x8 - Standard - Cavalry - 25x50mm

153 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Strider, Feigned Flight, Vanguard, Light Troops, Scout, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	1	
Offensive	Att	Off	Str	Ap	Agi
Goblin Raider	1	2	3	0	2
	Forest Goblin				
Wolf	1	3	3	0	3
	Harnessed, Forest Goblin				
Scuttler Spider	1	3	3	0	4
	Harnessed, Poison Attacks, Forest Goblin				

Options | Forest Goblin • Throwing Weapons (5+)

Special



ORC BOAR CHARIOT #1

Orc Boar Chariot - Large - Construct - 50x100mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	7"	7	Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	4	5	2	
	Light Armour				
Offensive	Att	Off	Str	Ap	Agi
Eadbasher Riders (2)	1	4	4	1	2
	Born to Fight, Common Orc, Lance				
War Boars (2)	1	3	4	1	3
	Harnessed, Devastating Charge				
Chariot			5	2	
	Inanimate, Impact Hits (D6+1, D6+1)				



MOUNTED 'EADBASHERS #1
Mounted 'Eadbashers **x5** - *Standard - Cavalry - 25x50mm*

230 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	7"	14"	8			Scoring
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mounted 'Eadbasher	1	4	4	1	2	Born to Fight, Common Orc, Light Lance
War Boar	1	3	4	1	3	Harnessed, Common Orc, Devastating Charge

Options	Shield • Lance • Champion • Musician • Standard Bearer • Common Orc
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GNASHER HERD #1
Gnasher Herd **x23** - *Standard - Beast - 20x20mm*

309 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	10"	5			Fearless, Oi it bites!, Insignificant
<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>	
Gnasher	2	4	5	2	4	They're Everywhere!



TROLLS #1
Trolls **x6** - *Large - Infantry - 40x40mm*

423 POINTS



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

Options	Cave Troll
Big 'n Nasty	



GREAT GREEN IDOL #1
Great Green Idol - *Gigantic - Infantry - 100x100mm*

450 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	6"	12"	8			Fearless, Supernal, Smash 'Em Flat
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	2	8	3		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Great Green Idol	3	2	6	3	2	Impact Hits (D3, D3), Crush Attack

Options	Battle Standard Bearer
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GIANT #1

Giant - Gigantic - Infantry - 50x75mm

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>	
Giant	5	3	5	2	3	Rage

Options	Giant Club
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
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>				



Shamanism

		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.



Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled.

Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
1	Hand of Heaven	5+ [8+]	24"	Hex, Missile, Damage	Last one Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
3	Speaking in Tongues	7+ [7+]	18"	Hex	Last one Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment], Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
6	Trial of Faith	7+ [10+]	12" [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.

Magic items

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

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.

Crown of Autocracy: The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Model Rules

Aegis:

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

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.

Common Goblin: The model gains Insignificant.

Common Orc: The model part gains Born to Fight.

Crush Attack:

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

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.

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).

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.

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

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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: 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.

Magic Resistance:

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

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: 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.

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.

Smash 'Em Flat: Universal Rule.

Natural to-wound rolls of '1' with Melee Attacks from units within 6" of a friendly Great Green Idol must be rerolled.
Break Tests taken by units within 6" of one or more friendly Engaged Great Green Idols are subject to Minimised Roll.

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.

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.

Supernal:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

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.

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.

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.

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.

Orc Warlord #1



Orc Shaman #1



Goblin King #1



Goblin Witch Doctor #1



Orcs #1



Orcs #2



Goblins #1



Orc Boar Chariot #1



Mounted 'Eadbashers #1



Goblin Raiders #1



Gnasher Herd #1



Trolls #1



Great Green Idol #1



Giant #1

