



ORCS AND GOBLINS

ORC2 - 2 933 POINTS



1150 pts (38.00 %) Characters (40 Max)
 800 pts (27.00 %) Core (25 Least)
 803 pts (27.00 %) Special (0 NoLimit)
 180 pts (6.00 %) Death from Above (15 Max)
 0 pts (0.00 %) Big 'n Nasty (30 Max)

Characters



ORC WARLORD #1

Orc Warlord - Standard - Infantry - 25x25mm

415 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Fearless		
Defensive	HP	Def	Res	Arm		
	3	5	5	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Orc Warlord	4	6	5	2	4	Born to Fight, Weapon Master, Hand Weapon

Options

General • Feral Orc • Potion of Swiftiness • Omen of the Apocalypse



ORC CHIEF #1

Orc Chief - Standard - Infantry - 25x25mm

275 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	5	5	0	Plate Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Orc Chief	3	5	4	1	3	Hand Weapon

Options

Battle Standard Bearer • Shield • Iron Orc • Aether Icon x2 • Ghostly Guard



GOBLIN WITCH DOCTOR #1

Goblin Witch Doctor - Large - Construct - 50x100mm

230 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




MOUNT GOBLIN WOLF CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	9"	9"	C	Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Goblin (2)	1	2	3	0	2	Common Goblin, Light Lance, Bow (4+, 4+)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wolf (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)


Options	Witchcraft • Goblin Wolf Chariot • Wizard Adept • Common Goblin
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GOBLIN WITCH DOCTOR #2

Goblin Witch Doctor - Large - Construct - 50x100mm

230 POINTS



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




MOUNT GOBLIN WOLF CHARIOT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	9"	9"	C				Light Troops, Swiftstride
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	4	C	4	C+1			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Goblin (2)	1	2	3	0	2	Common Goblin, Light Lance, Bow (4+, 4+)	
Wolf (2)	1	3	3	0	3	Harnessed	
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)	

Options	Witchcraft • Goblin Wolf Chariot • Wizard Adept • Common Goblin
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Core



ORCS #1

Orcs x39 - Standard - Infantry - 25x25mm

478 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	3	4	0		Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Orc	1	3	3	0	2	Born to Fight, Common Orc	

Options	Shield • Spear • Champion • Musician • Standard Bearer • Common Orc
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GOBLIN RAIDERS #1

Goblin Raiders x8 - Standard - Cavalry - 25x50mm


161 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	9"	18"	6				Feigned Flight, Vanguard, Light Troops, Insignificant
<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>		

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Raider	1	2	3	0	2	Common Goblin
Wolf	1	3	3	0	3	Harnessed, Common Goblin
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks, Common Goblin

Options	Common Goblin
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GOBLIN RAIDERS #2

Goblin Raiders x8 - Standard - Cavalry - 25x50mm


161 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	6	Feigned Flight, Vanguard, Light Troops, Insignificant		
<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 Raider	1	2	3	0	2	Common Goblin
Wolf	1	3	3	0	3	Harnessed, Common Goblin
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks, Common Goblin

Options	Common Goblin
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Special



IRON ORCS RED JAWS


Iron Orcs x27 - Standard - Infantry - 25x25mm

673 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Scoring, Fearless, Bodyguard		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	0	Plate Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Iron Orcs	1	5	4	1	2	Born to Fight, Weapon Master, Iron Orc, Paired Weapons, Great Weapon


Options	Champion • Musician • Standard Bearer • Banner of Speed
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GOBLIN WOLF CHARIOT #1

Goblin Wolf Chariot - Large - Construct - 50x100mm

130 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	9"	6	Light Troops, Swiftstride, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	2	4	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Crew (3)	1	2	3	0	2	Common Goblin, Light Lance, Bow (4+, 4+)
Wolves (2)	1	3	3	0	3	Harnessed
Chassis			5	2	Inanimate, Impact Hits (D6+1, D6+1)	

Death from Above



SKEWERER #1

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, Insignificant	
<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, Ballista (4+, 4+)



SKEWERER #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, Insignificant	
<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, Ballista (4+, 4+)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>Bring the Pain</i>				
<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>				



Witchcraft

		Casting	Range	Type	Duration	Effect
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. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
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] .
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Magic items

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.

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.

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

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

Aegis:

Ballista: Artillery Weapon.

Range 48", Shots 1, Str 3[6], AP 10, [Multiple Wounds (D3)], Area Attack (5x1).

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.

Common Orc: The model part gains Born to Fight.

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.

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.

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:

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.

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.

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.

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.

Weapon Master:

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

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 Chief #1



Goblin Witch Doctor #1



Goblin Witch Doctor #2



Orcs #1



Iron Orcs Red Jaws



Goblin Raiders #1



Goblin Raiders #2



Goblin Wolf Chariot #1



Skewerer #1



Skewerer #2



