



ORCS AND GOBLINS

4500 PTS FULL GOBLINS (16 TROLLS) - 4 499 POINTS



1415 pts (31.00 %) 1130 pts (25.00 %) 1334 pts (30.00 %) 0 pts (0.00 %) 620 pts (14.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Death from Above** (15 Max) **Big 'n Nasty** (30 Max)

Characters



GOBLIN WITCH DOCTOR #1
Goblin Witch Doctor - Standard - Infantry - 20x20mm

480 POINTS



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

Options | Cave Goblin and 2 x Power 'Shroom • Witchcraft • Wizard Master and +1 Health Point • Skull Fetish



GOBLIN WITCH DOCTOR #2
Goblin Witch Doctor - Large - Construct - 50x100mm

140 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	2	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Goblin Witch Doctor	1	2	3	0	3
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
Wolf(2)	1	3	3	0	3
Chassis					
			5	2	Impact Hits, Inanimate

Options | Common Goblin And Light Armour • Goblin Wolf Chariot



GOBLIN WITCH DOCTOR #3
Goblin Witch Doctor - Large - Construct - 50x100mm

140 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	2	2	3	0	
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 Witch Doctor	1	2	3	0	3	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
Wolf(2)	1	3	3	0	3	Harnessed
Chassis			5	2		Impact Hits, Inanimate

Options	Common Goblin And Light Armour • Pyromancy • Goblin Wolf Chariot
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GOBLIN KING #1

Goblin King - Standard - Infantry - 20x20mm

210 POINTS



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

Options	General • Common Goblin • +1 Discipline • Crown of the Cavern King
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GOBLIN CHIEF #1

Goblin Chief - Standard - Infantry - 20x20mm

125 POINTS



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

Options	Common Goblin • Battle Standard Bearer
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GOBLIN KING #2

Goblin King - Large - Beast - 40x40mm

320 POINTS



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




MOUNT CAVE GNASHER

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

Options | Paired Weapons • Cave Goblin • Cave Gnasher • Crown of Autocracy • Essence of Mithril • Hero's Heart


Special




TROLLS #1

Trolls **x8** - Large - Infantry - 40x40mm

455 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	0	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Troll	3	3	5	2	1
Troll Belch					



TROLLS #2

Trolls **x8** - Large - Infantry - 40x40mm

455 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	0	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Troll	3	3	5	2	1
Troll Belch					



GOBLIN RAIDERS #1

Goblin Raiders **x5** - Standard - Cavalry - 25x50mm

125 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	X"	X"	6	Feigned Flight, Light Troops, Vanguard	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	1	
<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
Wolf	1	3	3	0	3
Harnessed					
Scuttler Spider	1	3	3	0	4
Harnessed, Poison Attacks					

Options	Common Goblin
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GOBLIN RAIDERS #2

Goblin Raiders **x5** - Standard - Cavalry - 25x50mm

115 POINTS



Global	Adv	Mar	Dis	Model Rules		
	X"	X"	6	Feigned Flight, Light Troops, Vanguard		
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	Harnessed
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks

Options

Forest Goblin



GNASHER DASHERS #1

Gnasher Dashers **x8** - Standard - Cavalry - 20x20mm

184 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Fly, Light Troops, Oi it bites!		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	1	2	3	1		Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Goblin Rider	1	2	3	0	3	Cave Goblin
Gnasher Dasher	2	4	5	2	4	Harnessed, Rows of Teeth

Big 'n Nasty



GIANT #1

Giant - Gigantic - Infantry - 50x75mm

310 POINTS



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

Options

Giant Club



GIANT #2

Giant - Gigantic - Infantry - 50x75mm

310 POINTS



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

Options

Giant Club

Core

**GOBLINS #1**Goblins **x50** - Standard - Infantry - 20x20mm**500** POINTS

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

Poison Attacks

Options

Champion • Musician • Standard Bearer • Forest Goblin • Shield and Spear • Green Tide

**GOBLINS #2**Goblins **x45** - Standard - Infantry - 20x20mm**470** POINTS

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

Poison Attacks

Options

Champion • Musician • Standard Bearer • Cave Goblin • Shield • Mad Git x3

**GOBLINS #3**Goblins **x20** - Standard - Infantry - 20x20mm**160** POINTS

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

Poison Attacks

Options

Champion • Musician • Common Goblin and Light Armour • Bow (4+)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Bring the Pain				
Mf	8+	18"	Hex	Last one Turn

Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.



Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	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.
3	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.
4	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.
6	Enveloping Embers	11+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Blaze		24"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball (rep)	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.



Witchcraft

		<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	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	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.
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.
4	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	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

Magic items

Skull Fetish: At the start of any friendly Magic Phase, add X Veil Tokens to your pool, where X is the number of friendly units Engaged in Combat minus the number of friendly Fleeing units. You cannot gain more than 3 Veil Tokens this way. These tokens are in addition to Veil Tokens gained from other sources. The Skull Fetish can never cause a loss of Veil Tokens.

Crown of the Cavern King: All models in the bearer's unit that have at least one model part of the Greenhide Races Common Goblin, Cave Goblin, or Forest Goblin gain **Feigned Flight** and **Vanguard**. If the bearer is a Common Goblin, Cave Goblin, or Forest Goblin, the range of its Commanding Presence and Rally Around the Flag (if available) is increased by 6";

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".

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

Magic banners

Green Tide: The bearer's unit gains **Fight in Extra Rank**.

Model Rules

Cave Goblin: The model gains Insignificant.

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.

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: The model gains Infernal Armour and **Infernal Brand**.

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.

Light Armour: Armor +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.

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: 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.

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

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.

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.

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

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.

Goblins #1



Goblins #2



Goblins #3



Trolls #1



Goblin Witch Doctor #1



Goblin Witch Doctor #2



Goblin Witch Doctor #3



Goblin King #1



Goblin Chief #1



Goblin King #2



Giant #1



Trolls #2



Goblin Raiders #1



Giant #2



Goblin Raiders #2



Gnasher Dashers #1

