



ORCS AND GOBLINS

ORCS VS DWARVES - 4 500 POINTS



840 pts (19.00 %) 1635 pts (36.00 %) 1005 pts (22.00 %) 170 pts (4.00 %) 925 pts (21.00 %)

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

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

Characters



ORC SHAMAN #1

Orc Shaman - Large - Cavalry - 50x50mm

470 POINTS



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



MOUNT WYVERN

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	C	Fly, Light Troops, Fear, Towering Presence	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	4	C	5	C	
Offensive	Att	Off	Str	Ap	Agi
Wyvern	3	5	6	3	3
Harnessed, Poison Attacks, Venomous Fangs					

Options | General • Wizard Master • Common Orc • Wyvern • Pyromancy



GOBLIN CHIEF #1

Goblin Chief - Standard - Infantry - 20x20mm

130 POINTS



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

Options | Great Weapon • Cave Goblin • Touch of Greatness



GOBLIN WITCH DOCTOR #1

Goblin Witch Doctor - Standard - Infantry - 20x20mm

240 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 Wizard Adept • Common Goblin And Light Armour • Pyromancy • Basalt Infusion

Special



IRON ORCS #1

Iron Orcs x20 - Standard - Infantry - 25x25mm

450 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Bodyguard, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Plate Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Iron Orc	1	5	4	1	2	Iron Orc, Great Weapon, Paired Weapons

Options Champion • Musician • Standard Bearer



TROLLS #1

Trolls x6 - Large - Infantry - 40x40mm

415 POINTS



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

Options Cave Troll



ORC BOAR CHARIOT #1

Orc Boar Chariot - Large - Construct - 50x100mm

140 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 Crew	1	4	4	1	2	Common Orc, Lance
War Boar	1	3	4	1	3	Devastating Charge, Harnessed
Chassis			5	2		Impact Hits, Inanimate

Big 'n Nasty



GIANT #1

Giant - Gigantic - Infantry - 50x75mm


335 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Giant See, Giant Do, Giant See, Giant Do	
Defensive	HP	Def	Res	Arm	

<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, Rage


Options	Big Brother • Giant Club
----------------	--------------------------



GARGANTULA #1

Gargantula - Gigantic - Beast - 150x100mm


515 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	6	Fearless, Strider, Stubborn	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	8	4	6	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin(8)	1	2	3	0	2 Forest Goblin, Light Lance, Bow
Gargantula	8	4	5	2	4 Harnessed, Poison Attacks, Venomous Fangs

Options	Web Launcher
----------------	--------------


Core



ORCS #1


Orcs x35 - Standard - Infantry - 25x25mm

320 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	X	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Orc	1	3	3	0	2


Options	Champion • Musician • Standard Bearer • Common Orc
----------------	--



ORC BOAR RIDERS #1


Orc Boar Riders x10 - Standard - Cavalry - 25x50mm

275 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	7	Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	X	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Orc Boar Rider	1	3	3	0	2 Light Lance
War Boar	1	3	4	1	3 Devastating Charge, Harnessed


Options	Champion • Common Orc • Lance
----------------	-------------------------------



GOBLINS #1

Goblins x50 - Standard - Infantry - 20x20mm


350 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	
Forest Goblin	1	2	3	0	2	
Cave Goblin	1	2	3	0	3	Poison Attacks


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



ORCS #2


Orcs x30 - Standard - Infantry - 25x25mm

335 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	X	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Orc	1	3	3	0	2


Options	Champion • Musician • Standard Bearer • Common Orc • Spear
----------------	--



GOBLIN RAIDERS #1

Goblin Raiders x20 - Standard - Cavalry - 25x50mm


355 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	Light Lance • Champion • Musician • Standard Bearer • Common Goblin
----------------	---


Death from Above



GREENHIDE CATAPULT #1

Greenhide Catapult - Standard - Construct - 75mm round

170 POINTS



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

Options	Orc Overseer • Splatterer (4+)
----------------	--------------------------------

Magics

Racial Trait Spell

Casting	Range	Type	Duration
H Bring the Pain			

	Casting	Range	Type	Duration
Mf	8+	18"	Hex	Last one Turn
Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.				



Pyromancy

		Casting	Range	Type	Duration	Effect
A	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.
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.
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.
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.
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.

Magic items

Touch of Greatness: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks. Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

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

Model Rules

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.

Bow:

Common Goblin: The model gains Insignificant.

Common Orc: The model part gains Born to Fight.

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.

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

Giant See, Giant Do: Universal Rule.
The model gains Born to Fight.

Giant See, Giant Do: The model gains Infernal Armour and **Infernal Brand**.

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).

Iron Orc: The model part gains Born to Fight and Weapon Master. The model gains Fearless.

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.

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.

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.

Rage: 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.

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

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

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.

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.

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.

Venomous Fangs: Before rolling to hit, nominate one Close Combat Attack from a model part with Venomous Fangs. This attack gains **Multiple Wounds (D3+1)**. If the attack is turned into more than one hit (e.g. a hit with Battle Focus), only a single hit, chosen by the owner, gains the effect.

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

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.

Orc Shaman #1



Orcs #1



Orc Boar Riders #1



Goblins #1



Orcs #2



Iron Orcs #1



Greenhide Catapult #1



Trolls #1



Giant #1



Gargantula #1



Orc Boar Chariot #1



Goblin Raiders #1



Goblin Chief #1



Goblin Witch Doctor #1

