



ORCS AND GOBLINS

ORCHI GOBLIN 2.0 - 2 614 POINTS



400 pts (15.00 %) 1131 pts (43.00 %) 898 pts (34.00 %) 185 pts (7.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



IRON ORC WARLORD #1
 Orc Warlord - Standard - Infantry - 25x25mm

400 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

Options | Shield • Paired Weapons • General • Iron Orc • Pan of Protection Pinchin' • Shady Shanking

Core



CAVALCA CINGHIALI FERALI #1
 Feral Orc Boar Riders x10 - Standard - Cavalry - 25x50mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Scoring, Frenzy		
Defensive	HP	Def	Res	Arm		
	1	2	4	2	Aegis (6+)	
Offensive	Att	Off	Str	Ap	Agi	
Orc Boar Rider	1	3	3	0	2	Battle Focus, Born to Fight, Feral Orc, Devastating Charge, Light Lance
War Boar	1	3	4	1	3	Harnessed, Devastating Charge

Options | Shield • Paired Weapons



CAVALCA CINGHIALI FERALI #2
 Feral Orc Boar Riders x10 - Standard - Cavalry - 25x50mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Scoring, Frenzy		
Defensive	HP	Def	Res	Arm		
	1	2	4	2	Aegis (6+)	
Offensive	Att	Off	Str	Ap	Agi	
Orc Boar Rider	1	3	3	0	2	Battle Focus, Born to Fight, Feral Orc, Devastating Charge, Light Lance
War Boar	1	3	4	1	3	Harnessed, Devastating Charge

Options | Shield • Paired Weapons



GOBLIN DELLE CAVERNE #1

Cave Goblins x48 - Standard - Infantry - 20x20mm

531 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
Cave Goblin	1	2	3	0	3



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

Options | Shield and Spear • Champion • Standard Bearer • Mad Git x3

Special



ORCHI DI FERRO #1

Iron Orcs x27 - Standard - Infantry - 25x25mm

658 POINTS



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

Options | Champion • Standard Bearer • Green Tide



RAZZIATORI GOBLIN DELLA FORESTA #1

Forest Goblin Raiders x5 - Standard - Cavalry - 25x50mm

120 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
Scuttler Spider	1	3	3	0	4

Options | Shield



RAZZIATORI GOBLIN DELLA FORESTA #2

Forest Goblin Raiders x5 - Standard - Cavalry - 25x50mm

120 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
Scuttler Spider	1	3	3	0	4

Options	Shield
Death from Above	



CATAPULTS - SPLATTERER WITH ORC OVERSEER #1

Catapults - Splatterer with Orc Overseer - Large - Construct - 75mm round

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	4"	7	War Machine, Orc Overseer	
Defensive	HP	Def	Res	Arm	
	6	1	4	0	
	Light Armour				
Offensive	Att	Off	Str	Ap	Agi
Goblin Crew	3	2	3	0	2
Orc Overseer Splatterer	1	3	3	0	2

Magics

Racial Trait Spell

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

Magic items

Pan of Protection Pinchin': When successfully wounded, the bearer may choose to use the attacker's Armour value and/or its Special Save:

- Use the Armour value that the attacking model would have against the attack that inflicted the wound (including Conditional Application, modifiers, etc.). If so, the bearer cannot use its own Armour (including any modifiers), if available.
- Use the Special Save that the attacking model would have against the attack that inflicted the wound (including Conditional Application, modifiers, etc.). If so, the bearer cannot use its own Special Save (including any modifiers), if available.

In addition, when the bearer's unit is the target of a spell, the bearer gains the same Magic Resistance as the Caster of the spell.

Shady Shankin': Attacks made with this weapon gain Lightning Reflexes, Lethal Strike, and become Magical Attacks.

When fighting a Duel, failed to-wound rolls with attacks with this weapon must be rerolled.

Magic banners

Green Tide: 0-3 Banners per Army.

The bearer's unit gains Fight in Extra Rank.

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.

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.

Cave Goblin: The model gains Insignificant.

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.

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).

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.

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.

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.

Orc Overseer: Universal Rule.

The Greenhide Catapult loses Insignificant, gains +1 Health Point, its Discipline is set to 7, and its Height changed to Large. When the Greenhide Catapult rolls on the Misfire Table, it may choose to lose 1 Health Point in order to reroll the dice.

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.

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.

Splatterer: Catapult (4x4) Artillery Weapon.

Range 12-60", Shots 1, Str 3[7], AP 0[4], [Multiple Wounds (D3, Clipped Wings)].

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.

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:

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.

Iron Orc Warlord #1



Cavalca cinghiali ferali #1



Cavalca cinghiali ferali #2



Goblin delle caverne #1



Orchi di ferro #1



Razziatori goblin della foresta #1



Razziatori goblin della foresta #2



Catapults - Splatterer with Orc Overseer #1

