



ORCS AND GOBLINS

JULIO CESAR FERNANDES PERES - 2 745 POINTS



1415 pts (47.00 %) 810 pts (27.00 %) 520 pts (17.00 %) 0 pts (0.00 %) 460 pts (15.00 %)

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

Characters



ORC WARLORD #1

Orc Warlord - Standard - Cavalry - 25x50mm

525 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm		
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Common Orc	4	X	5	2	4	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	Devastating Charge, Harnessed

Options

General • Shield • Iron Orc • War Boar • Omen of the Apocalypse • Tuktek's Guard



GOBLIN WITCH DOCTOR #1

Goblin Witch Doctor - Gigantic - Beast - 100x100mm

890 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 GARGANTULA

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

Options

Forest Goblin • Pyromancy • Wizard Master and +1 Health Point • Gargantula • Spider Mother Shrine • Magical Heirloom

Special



MOUNTED 'EADBASHERS #1
Mounted 'Eadbashers **x15** - Standard - Cavalry - 25x50mm

520 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	X	4	2		
<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	
War Boar	1	3	4	1	3	
Light Lance						
Devastating Charge, Harnessed						

Options	Champion • Musician • Standard Bearer • Common Orc • Shield
Core	



ORC 'EADBASHERS #1
Orc 'Eadbashers **x25** - Standard - Infantry - 25x25mm

385 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 'Eadbasher	1	4	4	1	2	

Options	Champion • Musician • Standard Bearer • Common Orc
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ORCS #1
Orcs **x30** - Standard - Infantry - 25x25mm

425 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 • Feral Orc • Paired Weapons
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
H 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>				



Pyromancy

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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

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**.

Tuktek's Guard: The wearer's model gains +1 Resilience. In addition, attacks against the wearer's model with Lethal Strike lose this Attack Attribute.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Model Rules

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.

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 Lance:

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.

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

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 'Eadbashers #1



Orcs #1



Orc Warlord #1



Mounted Eadbashers #1



Goblin Witch Doctor #1

