



ORCS AND GOBLINS

B - 1 801 POINTS



680 pts (34.00 %) 661 pts (33.00 %) 460 pts (23.00 %) 1341 pts (67.00 %) 460 pts (23.00 %)

Characters **Core** **Special** **Brood Rivalry** **Goblin Cunning**

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

Characters



ORC WARLORD #1
Orc Warlord - Standard - Cavalry - 25x50mm

285 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Exclusive (Brood Rivalry, Trolls), Fearless, Minimised (Break Tests, Fear Tests, Panic Tests), I'm The Boss, Brood Rivalry		
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Orc Warlord	4	6	5	2	4	Battle Focus, Hand Weapon



MOUNT GRUNTER

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	
Grunter	1	3	4	1	3	Devastating Charge (+1 St, +1 AP), Harnessed

Options

General • Grunter



ORC SHAMAN #1
Orc Shaman - Standard - Infantry - 25x25mm

395 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Exclusive (Brood Rivalry, Trolls), Wizard Apprentice, Minimised (Break Tests, Fear Tests, Panic Tests), Brood Rivalry		
Defensive	HP	Def	Res	Arm		
	3	3	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Orc Shaman	2	3	4	1	2	Hand Weapon

Options

Wizard Master

Core



VETERAN ORC MARAUDERS #1
Veteran Orc Marauders x12 - Standard - Cavalry - 25x50mm


381 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Scoring, Minimised (Break Tests, Fear Tests, Panic Tests), Brood Rivalry, Brood Alpha	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	2	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Veteran Orc	1	4	4	1	2 Lance
Grunter	1	3	4	1	3 Devastating Charge (+1 St, +1 AP), Harnessed


Options	Musician • Standard Bearer • Champion
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VETERAN ORCS #1

Veteran Orcs x20 - Standard - Infantry - 25x25mm

280 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Scoring, Minimised (Break Tests, Fear Tests, Panic Tests), Brood Rivalry, Brood Alpha	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Veteran Orc	1	4	4	1	2 Bow (4+)

Options	Champion • Bow (4+) • Musician • Standard Bearer
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Special



GUARDIAN BEHEMOTH #1

Guardian Behemoth - Gigantic - Beast - 50x100mm

300 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	6	Fearless, Goblin Cunning	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	3	6	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin	1	2	2	0	3 Bow (4+), Lance
Gogyag Behemoth	6	3	6	3	4 Harnessed

Magics

Racial Trait Spell

The Orcs and Goblins Hereditary Spell is divided into two versions, each of which can only be cast by a certain Wizard, as specified in the spell description.

	Casting	Range	Type	Duration
<h2 style="margin: 0;">Guile And Fury</h2>				
<i>Mf</i>	7+	24"	Augment	Last one Turn
<i>Cannot be cast by Goblin Witches. The target gains +1 to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are increased by 2", up to +2".</i>				

Model Rules

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Bow:

Brood Alpha: Units with Brood Alpha **must** buy a Champion upgrade if available. Champions with Brood Alpha gain +1 Health Point up to a maximum of 4 and +1 Attack Value, their Discipline is **set** to 7, and they gain a Great Weapon. In case of Multipart Models, the Attack Value modifier only affects a single model part without Harnessed or Inanimate. Champions with Brood Alpha can choose different Close Combat Weapons than other R&F models in

their unit.

Brood Rivalry: Model parts without Harnessed gain +1 Attack Value while both the following conditions are met: • The model's unit contains one or more R&F models. • A model with Brood Rivalry from another friendly unit is Engaged in Combat anywhere on the Battlefield.

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.

Exclusive:

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.

Goblin Cunning: Apply the following rules to any unit consisting entirely of models with Goblin Cunning: • It gains **Maximised (Flee Distance)**. • Before rolling any dice for the corresponding test, it may choose to fail any Break Test and, unless more than half its models are Fearless, any Panic Test. • If it Flees due to a voluntary Flee Charge Reaction or due to choosing to fail a Panic or Break Test, it automatically passes its next Rally Test. This does not apply if the unit is Decimated or if it Flees involuntarily.

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.

Heavy Armour: +2 Armour

I'm The Boss: Universal Rule.
The model must be the General.

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: Armour +1

Minimised:

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.

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.

Veteran Orc Marauders #1



Orc Warlord #1



Veteran Orcs #1



Guardian Behemoth #1



Orc Shaman #1

