



# ORCS AND GOBLINS

## ORQUES - 380 POINTS



0 pts (0.00 %) **380 pts (8.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Death from Above** **Big 'n Nasty**  
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

### Core



**ORQUES SUR SANGLIER #1**  
 Orc Boar Riders **x10** - Standard - Cavalry - 25x50mm

**225 POINTS**



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

#### Options

Feral Orc



**ORQUES #1**  
 Orcs **x20** - Standard - Infantry - 25x25mm

**155 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring		
Defensive	HP	Def	Res	Arm		
	1	X	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Orc	1	3	3	0	2	

### Magics

Racial Trait Spell

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

### 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.

**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.

## 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 profile with your phone.

Orques sur sanglier #1



Orques #1

