



ORCS AND GOBLINS

CHARIOT - 4 495 POINTS



1090 pts (24.00%) **Characters** (40 Max)
 1214 pts (27.00%) **Core** (25 Least)
 1086 pts (24.00%) **Special** (0 NoLimit)
 650 pts (14.00%) **Death from Above** (15 Max)
 455 pts (10.00%) **Big 'n Nasty** (30 Max)

Characters



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

505 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

Options	General • Paired Weapons (Shield Breaker) • Wizard Master • Common Orc • Shamanism
Magic items	Destiny's Call (Light Armour) • Shield Breaker (Paired Weapons)



GOBLIN WITCH DOCTOR #1
Goblin Witch Doctor - Standard - Infantry - 20x20mm

585 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	Cave Goblin and 2 × Power 'Shroom • Thaumaturgy • Wizard Master and +1 Health Point • Light Armour (Essence of Mithril)
Magic items	Essence of Mithril (Light Armour) • Talisman of the Void • Skull Fetish

Special



SCRAP WAGON #1
Scrap Wagon - Large - Construct - 50x100mm

80 POINTS



Global	Adv	Mar	Dis			Model Rules
	3D6"	"	4			Fearless, Insignificant, Random Movement, Unstable, Shambolic, Pursuit Mode
Defensive	HP	Def	Res			Arm
	4	2	4			1
Offensive	Att	Off	Str	Ap	Agi	
Grotling Crew	5	2	2	0	2	Throwing Weapons
Chassis			4	3	Harnessed, Impact Hits	



SCRAP WAGON #1 COPY

Scrap Wagon - Large - Construct - 50x100mm

80 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	4	Fearless, Insignificant, Random Movement, Unstable, Shambolic, Pursuit Mode	
Defensive	HP	Def	Res	Arm	
	4	2	4	1	
Offensive	Att	Off	Str	Ap	Agi
Grotling Crew	5	2	2	0	2
Throwing Weapons					
Chassis			4	3	Harnessed, Impact Hits



SCRAP WAGON #1 COPY COPY

Scrap Wagon - Large - Construct - 50x100mm

80 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	4	Fearless, Insignificant, Random Movement, Unstable, Shambolic, Pursuit Mode	
Defensive	HP	Def	Res	Arm	
	4	2	4	1	
Offensive	Att	Off	Str	Ap	Agi
Grotling Crew	5	2	2	0	2
Throwing Weapons					
Chassis			4	3	Harnessed, Impact Hits



GNASHER WRECKING TEAM #1

Gnasher Wrecking Team - Large - Beast - 60mm round

130 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	3	, Look at Em Fearless, Random Movement, Ricochet, ShambolicGo!	
Defensive	HP	Def	Res	Arm	
	3	0	4	0	
Offensive	Att	Off	Str	Ap	Agi
Wrecking Team		0	6	4	3
Hard Target					



GNASHER WRECKING TEAM #1 COPY

Gnasher Wrecking Team - Large - Beast - 60mm round

130 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	3	, Look at Em Fearless, Random Movement, Ricochet, ShambolicGo!	
Defensive	HP	Def	Res	Arm	
	3	0	4	0	
Offensive	Att	Off	Str	Ap	Agi
Wrecking Team		0	6	4	3
Hard Target					



ORC BOAR CHARIOT #1

Orc Boar Chariot - Large - Construct - 50x100mm

140 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	7	Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	5	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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



ORC BOAR CHARIOT #1 COPY
Orc Boar Chariot - Large - Construct - 50x100mm

140 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	7	Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	5	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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



ORC BOAR CHARIOT #1 COPY COPY
Orc Boar Chariot - Large - Construct - 50x100mm

140 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	7	Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	5	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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



GNASHER DASHERS #1
Gnasher Dashers x7 - Standard - Cavalry - 20x20mm

166 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	, Oi it Fearless, Fly, Light Troopsbites!		
	6"	12"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Rider	1	2	3	0	3	Cave Goblin

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Gnasher Dasher	2	4	5	2	4	Harnessed, Rows of Teeth

Big 'n Nasty



GREAT GREEN IDOL #1

Great Green Idol - *Gigantic - Infantry - 100x100mm*

455 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	, Smash 'Em Fearless, SupernalFlat		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	2	8	3		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Great Green Idol	3	2	6	3	2	Crush Attack, Impact Hits

Options

Battle Standard Bearer

Core



ORCS #1

Orcs x33 - *Standard - Infantry - 25x25mm*

507 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 • Shield

Magic banners

Banner of the Relentless Company (Banner Enchantment)



ORC BOAR RIDERS #1

Orc Boar Riders x5 - *Standard - Cavalry - 25x50mm*

165 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

Musician • Feral Orc • Shield



ORC BOAR RIDERS #1 COPY

Orc Boar Riders x5 - *Standard - Cavalry - 25x50mm*


165 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>	


<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	Musician • Feral Orc • Shield
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ORC BOAR RIDERS #1 COPY COPY
Orc Boar Riders x5 - Standard - Cavalry - 25x50mm

165 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	Musician • Feral Orc • Shield
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GOBLINS #1
Goblins x27 - Standard - Infantry - 20x20mm

212 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 • Forest Goblin • Shield
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Death from Above



GREENHIDE CATAPULT #1
Greenhide Catapult - Standard - Construct - 75mm round

190 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


<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	Git Launcher (4+)
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GREENHIDE CATAPULT #1 COPY
Greenhide Catapult - Standard - Construct - 75mm round

190 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	Git Launcher (4+)
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	SKEWERER #1 Skewerer - Standard - Construct - 60mm round	90 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	4"	4"	6				War Machine, Ballista
<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

	SKEWERER #1 COPY Skewerer - Standard - Construct - 60mm round	90 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	4"	4"	6				War Machine, Ballista
<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

	SKEWERER #1 COPY COPY Skewerer - Standard - Construct - 60mm round	90 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	4"	4"	6				War Machine, Ballista
<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

Magics
Racial Trait Spell

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



Shamanism

	Casting	Range	Type	Duration	Effect	
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
4	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
5	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
4	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].



Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

	Casting	Range	Type	Duration	Effect	
1	Hand of Heaven	5+ [8+]	24"	Hex, Missile, Damage	Last one Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
3	Speaking in Tongues	7+	18"	Universal	Last one Turn	If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment], Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
6	Trial of Faith	7+ [10+]	12" [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.

Magic items

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Shield Breaker: Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

Skull Fetish: At the start of any friendly Magic Phase, add X Veil Tokens to your pool, where X is the number of friendly units Engaged in Combat minus the number of friendly Fleeing units. You cannot gain more than 3 Veil Tokens this way. These tokens are in addition to Veil Tokens gained from other sources. The Skull Fetish can never cause a loss of Veil Tokens.

Talisman of the Void: The bearer gains Channel (1).

Magic banners

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Model Rules

Ballista: Artillery Weapon.
Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1×5), [Multiple Wounds (D3)].

Cave Goblin: The model gains Insignificant.

Common Goblin: The model gains Insignificant.

Common Orc: The model part gains Born to Fight.

Crush Attack:

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.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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

Hard Target:

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 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).

Insignificant:

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.

Look at Em Go!: After contacting a unit for the first time, a Gnasher Wrecking Team gains **Running Amok!!** for the rest of the game.

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.

Oi it bites!: Units with models with Oi it bites! cannot be joined by Characters.

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.

Pursuit Mode: The roll for the distance moved with Random Movement in the Movement Phase is subject to Maximised Roll (consider only the used 3 dice for the purpose of Shambolic).

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets. In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate. Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

Ricochet: Models with Ricochet cannot Charge enemy units and can move through all units (friend and foe) as if they were Open Terrain. If its move is ended in contact with another unit, or within 1" of a unit that it has moved through, its move distance is extended; keep moving the model in the same direction (still moving through other units) until it can be placed 1" away from all other units. If, after an extended move, the model would end up within 1" of Impassable Terrain or in contact with the Board Edge, immediately remove the model as a casualty. If there is no legal position where it follows the Unit Spacing rule when backtracking the model's move (based on the rules for Random Movement), immediately remove the model as a casualty. If a unit's Unit Boundary is contacted by a Ricochet model's initial move (i.e. excluding an extension of the move distance needed to clear units), this unit suffers X hits, where X corresponds to the value given in brackets (after completing the move). For this purpose, all units Engaged in the same Combat are treated as a single unit. The owner of the model with Ricochet distributes the hits between all units Engaged in this Combat as evenly as possible (after this, follow the normal rules for distributing hits to models within each unit). Enemy units cannot Charge models with Ricochet. Units (friend and foe) ignore models with Ricochet regarding the Unit Spacing rule for all movement (including Ambush). In addition, they can move onto and through models with Ricochet. However, if a unit moves into contact with a Ricochet model, it immediately (before completing the move) suffers X+D6 hits, and the model with Ricochet is removed as a casualty. This is not triggered by moves that can move through units normally (e.g. Flying Movement), unless the move is ended in contact (note that units can move into contact with multiple Ricochet models simultaneously). Hits are resolved with the Strength and Armour Penetration of the model with Ricochet.

Rows of Teeth: The Gnasher model part can make Supporting Attacks even though it has Harnessed. The Goblin Rider model part cannot make Supporting Attacks. Gnasher Dashers gain **Impact Hits** with the following exception: instead of causing a number of hits per Charging model, a Charging unit of up to 5 Gnasher Dashers causes D3 hits to a single enemy unit in base contact with the unit's Front Facing, while a unit of 6 or more Gnasher Dashers inflicts 2D3 hits instead.

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.

Shambolic: Units with Shambolic models cannot be joined by Characters. When rolling the distance of a Random Movement move with a Shambolic unit, if all the dice show the same result, the unit loses D3 Health Points (with no saves of any kind allowed), and then moves in a random direction instead of the chosen direction. When units with Shambolic touch the Board Edge, stop 1" away from Impassable Terrain, or come into contact with or move inside any Terrain Feature other than Open Terrain or Hills, all models in the unit must take a Dangerous Terrain (2) Test.

Smash 'Em Flat: Natural to-wound rolls of '1' with Melee Attacks from units within 6" of a friendly Great Green Idol **must** be rerolled. Break Tests taken by units within 6" of one or more friendly Engaged Great Green Idols are subject to Minimised Roll.

Supernal:

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.

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

Unstable:

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



Orc Boar Riders #1 copy



Orc Boar Riders #1 copy copy



Great Green Idol #1



Scrap Wagon #1



Scrap Wagon #1 copy



Scrap Wagon #1 copy copy



Gnasher Wrecking Team #1



Gnasher Wrecking Team #1 copy



Orc Boar Chariot #1



Orc Boar Chariot #1 copy



Orc Boar Chariot #1 copy copy



Gnasher Dashers #1



Goblin Witch Doctor #1



Greenhide Catapult #1



Greenhide Catapult #1 copy



Skewerer #1



Skewerer #1 copy



Skewerer #1 copy copy



Goblins #1

