



ORCS AND GOBLINS

VS GERMAN ALTO ELFOS - 3 320 POINTS



240 pts (7.00 %) Characters (40 Max)
 929 pts (28.00 %) Core (25 Least)
 611 pts (18.00 %) Special (0 NoLimit)
 370 pts (11.00 %) Death from Above (15 Max)
 1170 pts (35.00 %) Big 'n Nasty (30 Max)

Characters



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

240 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-------------------|-----|-----|-----|-------------------|-----|
| | 4" | 8" | 8 | Wizard Apprentice | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 3 | 4 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Common Orc Shaman | 2 | 3 | 4 | 1 | 2 |
| Hand Weapon | | | | | |

| | |
|--------------------|--------------------------------------|
| Options | Shamanism • Paired Weapons • General |
| Magic items | Skull Fetish |

Core



FERAL ORCS #1
 Feral Orcs x29 - Standard - Infantry - 25x25mm

509 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--|-----|-----|-----|-----------------|-----|
| | 4" | 8" | 7 | Scoring, Frenzy | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 2 | 4 | 0 | |
| Aegis (6+) | | | | | |
| Offensive | Att | Off | Str | Ap | Agi |
| Feral Orc | 1 | 3 | 3 | 0 | 2 |
| Battle Focus, Born to Fight, Feral Orc | | | | | |

| | |
|----------------------|--|
| Options | May take a Mammoth Stabber • Shield • Spear • Musician • Standard Bearer |
| Magic banners | Green Tide (Banner Enchantment) |



CAVE GOBLINS #2
 Cave Goblins x20 - Standard - Infantry - 20x20mm

235 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 |
| Cave Goblin | | | | | |



MOUNT MAD GIT

| Global | Adv | Mar | Dis | Model Rules | |
|--------|------|-----|-----|--|--|
| | 2D6" | -" | 5 | Fearless, Shambolic, Running Amok!!, Surprise!, Random Movement (2D6, 2D6), Ricochet (D6, D6), Insignificant | |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
|------------------|------------|------------|------------|------------|--------------------|----------------|
| | 1 | 0 | 3 | 0 | Hard Target (1, 1) | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Mad Git | - | 0 | 5 | 3 | 3 | Cave Goblin |

| | |
|----------------|---|
| Options | Shield and Spear • Musician • Standard Bearer • Mad Git x1 • Nets |
|----------------|---|



CAVE GOBLINS #1

Cave Goblins x30 - Standard - Infantry - 20x20mm

185 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|------------------------|------------|----------------|
| | 4" | 8" | 5 | Scoring, Insignificant | | |
| <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> | |
| Cave Goblin | 1 | 2 | 3 | 0 | 3 | Cave Goblin |

| | |
|----------------|----------|
| Options | Musician |
|----------------|----------|

Special



IRON ORCS #1

Iron Orcs x19 - Standard - Infantry - 25x25mm

466 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|------------------------------|-------------------------|--|
| | 4" | 8" | 8 | Scoring, Fearless, Bodyguard | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 5 | 4 | 0 | Plate Armour, Shield | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Iron Orcs | 1 | 5 | 4 | 1 | 2 | Born to Fight, Weapon Master, Iron Orc Weapons, Paired, Great Weapon |

| | |
|----------------------|---------------------------------|
| Options | Musician • Standard Bearer |
| Magic banners | Green Tide (Banner Enchantment) |



ORC BOAR CHARIOT #1

Orc Boar Chariot - Large - Construct - 50x100mm

145 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 Riders (2) | 1 | 4 | 4 | 1 | 2 | Born to Fight, Common Orc, Lance |
| War Boars (2) | 1 | 3 | 4 | 1 | 3 | Harnessed, Devastating Charge |
| Chariot | | | 5 | 2 | | Inanimate, Impact Hits (D6+1, D6+1) |

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 | Move or Fire, Common Goblin, Splatterer (4+, 4+) |
| Orc Overseer Splatterer | 1 | 3 | 3 | 0 | 2 | Born to Fight, Common Orc |



CATAPULTS - SPLATTERER WITH ORC OVERSEER #2

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 | Move or Fire, Common Goblin, Splatterer (4+, 4+) |
| Orc Overseer Splatterer | 1 | 3 | 3 | 0 | 2 | Born to Fight, Common Orc |

Big 'n Nasty



GARGANTULA #1

Gargantula - Gigantic - Beast - 150x100mm

510 POINTS



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



GIANT #1

Giant - Gigantic - Infantry - 50x75mm


330 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|---------------------|-----|
| | 7" | 14" | 8 | Giant See, Giant Do | |
| Defensive | HP | Def | Res | Arm | |
| | 7 | 3 | 5 | 1 | |
| Offensive | Att | Off | Str | Ap | Agi |

| | | | | | | |
|------------------|------------|------------|------------|-----------|------------|-------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Giant | 5 | 3 | 5 | 2 | 3 | Rage |


| | |
|----------------|------|
| Options | Nets |
|----------------|------|



GIANT #2

Giant - Gigantic - Infantry - 50x75mm

330 POINTS



| | | | | | | |
|------------------|------------|------------|------------|----------------------------|------------|-------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 7" | 14" | 8 | Giant See, Giant Do | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 7 | 3 | 5 | 1 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Giant | 5 | 3 | 5 | 2 | 3 | Rage |

| | |
|----------------|------|
| Options | Nets |
|----------------|------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|---|------------|------------|----------------------|
| | <h3 style="color: #DAA520;">Bring the Pain</h3> | | | |
| <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> | | | | |



Shamanism

| | | Casting | Range | Type | Duration | Effect |
|----------|------------------|---------------------|---------------------|----------------------|---------------|---|
| 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) |
| 3 | Savage Fury | 5+ [8+] | 12" [24"] | Universal | Last one Turn | The target gains Frenzy and Battle Focus. |
| 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] . |
| 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). |
| 1 | Awaken the Beast | 5+ [7+] | 18" | Augment | Last one Turn | The target gains +1 Strength and +1 Armour Penetration [+1 Resilience] . |
| 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. |

Magic items

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.

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.

Bow:

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.

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.

Giant See, Giant Do: Universal Rule.

The model gains Born to Fight.

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.

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:

Iron Orc: The model part gains Born to Fight and Weapon Master. The model gains Fearless.

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:

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.

Rage: Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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.

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

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.

Venomous Fangs: Melee.

Before rolling to hit, nominate one Close Combat Attack from a model part with Venomous Fangs. This attack gains Multiple Wounds (D3+1).

If the attack is turned into more than one hit (e.g. a hit with Battle Focus), only a single hit, chosen by the owner, gains the effect.

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:

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.

Common Orc Shaman #1



Feral Orcs #1



Cave Goblins #2



Cave Goblins #1



Iron Orcs #1



Orc Boar Chariot #1



Catapults - Splatterer with Orc Overseer #1



Catapults - Splatterer with Orc Overseer #2



Gargantula #1



Giant #1



Giant #2



