



1680 pts (37.00 %) 1370 pts (30.00 %) 915 pts (20.00 %) 280 pts (6.00 %) 410 pts (9.00 %)
Characters **Core** **Special** **Death from** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) **Above** **Big 'n Nasty**
 (15 Max) (30 Max)

Characters



ORC WARLORD #1

Orc Warlord - Large - Cavalry - 50x50mm

570 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 WYVERN

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	C	Fly, Light Troops, Fear, Towering Presence		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	
Wyvern	3	5	6	3	3	Harnessed, Poison Attacks, Venomous Fangs

Options	Big Wing • General • Iron Orc • Wyvern
Magic items	Essence of Mithril (Plate Armour) • King Slayer (Hand Weapon)



ORC CHIEF #1

Orc Chief - Standard - Cavalry - 25x50mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	X	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Orc	3	X	4	1	3	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	Iron Orc • War Boar • Battle Standard Bearer
Magic items	Crown of the Wizard King



GOBLIN WITCH DOCTOR #1


Goblin Witch Doctor - Standard - Infantry - 20x20mm

285 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Wizard Apprentice	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin Witch Doctor	1	2	3	0	3


Options	Wizard Adept • Cave Goblin and 2 × Power 'Shroom • Pyromancy
Magic items	Binding Scroll



GOBLIN WITCH DOCTOR #2

Goblin Witch Doctor - Standard - Infantry - 20x20mm

230 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Wizard Apprentice	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Goblin Witch Doctor	1	2	3	0	3

Options	Wizard Adept • Cave Goblin and 2 × Power 'Shroom • Thaumaturgy
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ORC SHAMAN #1

Orc Shaman - Standard - Infantry - 25x25mm

295 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Wizard Apprentice	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	X	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Orc Shaman	2	3	4	1	2

Options	Wizard Adept • Common Orc • Pyromancy
Magic items	Skull Fetish

Special



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
War Boar	1	3	4	1	3
Chassis			5	2	



TROLLS #1

Trolls x3 - Large - Infantry - 40x40mm

160 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	4	Fear, Fearless, Stupid		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Troll	3	3	5	2	1	Troll Belch



GOBLIN RAIDERS #1

Goblin Raiders x5 - Standard - Cavalry - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	X"	X"	6	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	2	3	1		
Offensive	Att	Off	Str	Ap	Agi	
Goblin Raider	1	2	3	0	2	Harnesses
Wolf	1	3	3	0	3	
Scuttler Spider	1	3	3	0	4	Harnesses, Poison Attacks

Options

Musician • Common Goblin



MOUNTED 'EADBASHERS #1

Mounted 'Eadbashers x5 - Standard - Cavalry - 25x50mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	X	4	2		
Offensive	Att	Off	Str	Ap	Agi	
Mounted 'Eadbasher	1	4	4	1	2	Light Lance
War Boar	1	3	4	1	3	Devastating Charge, Harnesses

Options

Musician • Common Orc



GOBLIN WOLF CHARIOTS #1

Goblin Wolf Chariots x2 - Large - Construct - 50x100mm

225 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	9"	6	Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	2	4	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Goblin Crew	1	2	3	0	2	Common Goblin, Light Lance, Bow
Wolf	1	3	3	0	3	Harnesses
Chassis			5	2		Impact Hits, Inanimate



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

Big 'n Nasty



GIANT #1

Giant - Gigantic - Infantry - 50x75mm

255 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
Giant	5	3	5	2	3
Rage					

Options

Wrecking Ball

Core



ORCS #1

Orcs x25 - Standard - Infantry - 25x25mm

305 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

Options

Champion • Musician • Standard Bearer • Common Orc • Shield • Spear



GOBLINS #1

Goblins x25 - Standard - Infantry - 20x20mm

240 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	X	Scoring	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
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 • Cave Goblin • Shield and Spear • Mad Git x1



GOBLINS #2

Goblins x25 - Standard - Infantry - 20x20mm

240 POINTS



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

Options	Champion • Musician • Standard Bearer • Cave Goblin • Shield and Spear • Mad Git x1
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ORC 'EADBASHERS #1

Orc 'Eadbashers x30 - Standard - Infantry - 25x25mm

585 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 'Eadbasher	1	4	4	1	2

Options	Champion • Musician • Standard Bearer • Common Orc • Spear • Shield
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Death from Above



SKEWERER #1

Skewerer - Standard - Construct - 60mm round

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	4"	6	War Machine , Ballista	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	
				Light Armour	
Offensive	Att	Off	Str	Ap	Agi
Goblin Crew	3	2	3	0	2
				Move or Fire , Common Goblin	



GREENHIDE CATAPULT #1

Greenhide Catapult - Standard - Construct - 75mm round

190 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	4"	6	War Machine	
Defensive	HP	Def	Res	Arm	
	5	1	4	0	
				Light Armour	
Offensive	Att	Off	Str	Ap	Agi
Goblin Crew	3	2	3	0	2
				Move or Fire , Common Goblin	

Options	Git Launcher (4+)
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Bring the Pain</i>				
<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

		Casting	Range	Type	Duration	Effect
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.
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.
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.
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.
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.



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

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

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

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical

Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

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.

Model Rules

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

Bow:

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.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Giant See, Giant Do: The model gains Infernal Armour and Infernal Brand.

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 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.

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.

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).

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

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.

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.

Stupid: At the start of each friendly Player Turn, each unengaged non-Fleeing unit with one or more models with Stupid must take a Discipline Test. If the test is failed, all models in the unit become Shaken until the end of the Player Turn, with the following exception: in the Movement Phase, directly after Rallying Fleeing units, the unit must perform an Advance Move of D6" as far directly forwards as possible.

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

Troll Belch: At the model part's Initiative Step, the owner may choose an enemy unit that the model part is able to attack with Close Combat Attacks. If so, this unit suffers a hit that is resolved with Strength 5 and Armour Penetration 10, and the model part with Troll Belch may not perform any Close Combat Attacks during this Round of Combat.

Unstable:

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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 Warlord #1



Orc Chief #1



Goblin Witch Doctor #1



Orcs #1



Goblins #1



Goblins #2



Orc Boar Chariot #1



Trolls #1



Goblin Raiders #1



Skewerer #1



Greenhide Catapult #1



Mounted 'Eadbashers #1



Goblin Witch Doctor #2



Orc 'Eadbashers #1



Goblin Wolf Chariots #1



Giant #1



Scrap Wagon #1



Orc Shaman #1