



ORCS AND GOBLINS

IR2020 G TEST 3 - 3 828 POINTS



970 pts (25.00 %) 1013 pts (26.00 %) 1040 pts (27.00 %) 280 pts (7.00 %) 525 pts (14.00 %)

Characters **Core** **Special** **Death from Above** **Big 'n Nasty**

(40 Max) (25 Limit) (0 NoLimit) (15 Max) (30 Max)

Characters



MONARQUE GOBELIN COMMUN #1

Goblin King - Large - Construct - 50x100mm

390 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Insignificant		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin King	4	5	4	1	5	Common Goblin, Hand Weapon



MOUNT GOBLIN WOLF CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	9"	9"	C	Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Goblin (2)	1	2	3	0	2	Common Goblin, Light Lance, Bow (4+, 4+)
Wolf (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)

Options	Heavy Armour (Death Cheater) • Great Weapon • Goblin Wolf Chariot
Magic items	Death Cheater (Heavy Armour) • Crown of the Cavern King



CAID GOBELIN COMMUN #1

Goblin Chief - Large - Construct - 50x100mm

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Insignificant		
Defensive	HP	Def	Res	Arm		
	2	4	4	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin Chief	3	4	4	1	4	Common Goblin, Hand Weapon



MOUNT GOBLIN WOLF CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	9"	9"	C	Light Troops, Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	4	C+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>	
Goblin (2)	1	2	3	0	2	Common Goblin, Light Lance, Bow (4+, 4+)
Wolf (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)


Options	Battle Standard Bearer • Lance • Goblin Wolf Chariot
Magic items	Tuktek's Guard
Magic banners	Stalker's Standard (Battle Standard Bearer)



CAID GOBELIN COMMUN #2

Goblin Chief - Large - Construct - 50x100mm

145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	4	4	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Common Goblin Chief	3	4	4	1	4	Common Goblin, Hand Weapon



MOUNT GOBLIN WOLF CHARIOT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	9"	C	Light Troops, Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	C	4	C+1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin (2)	1	2	3	0	2	Common Goblin, Light Lance, Bow (4+, 4+)
Wolf (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)


Options	Great Weapon • Goblin Wolf Chariot
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CAID GOBELIN COMMUN #3

Goblin Chief - Large - Construct - 50x100mm

145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	4	4	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Common Goblin Chief	3	4	4	1	4	Common Goblin, Hand Weapon



MOUNT GOBLIN WOLF CHARIOT


<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	9"	C	Light Troops, Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	C	4	C+1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin (2)	1	2	3	0	2	Common Goblin, Light Lance, Bow (4+, 4+)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wolf (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)

Options	Great Weapon • Goblin Wolf Chariot
Core	

	GOBELINS DES CAVERNES #1 Cave Goblins x60 - Standard - Infantry - 20x20mm	625 POINTS	
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<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

	MOUNT MAD GIT					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	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 • Champion • Musician • Standard Bearer • Mad Git x2 • Nets
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	ORQUES SAUVAGES SUR SANGLIER #2 Feral Orc Boar Riders x14 - Standard - Cavalry - 25x50mm	388 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	7	Scoring, Frenzy		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	4	2		
	Aegis (6+)					
<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	Battle Focus, Born to Fight, Feral Orc, Devastating Charge, Light Lance
War Boar	1	3	4	1	3	Harnessed, Devastating Charge

Options	Shield • Champion • Musician • Standard Bearer
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Special

	CHAR A LOUPS GOBELIN #1 Goblin Wolf Chariot x4 - Large - Construct - 50x100mm	430 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	9"	6	Light Troops, Swiftstride, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	2	4	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Goblin Crew (3)	1	2	3	0	2	Common Goblin , Light Lance, Bow (4+, 4+)
Wolves (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)

 CHAR A LOUPS GOBELIN #2 Goblin Wolf Chariot x4 - Large - Construct - 50x100mm						430 POINTS	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	9"	9"	6	Light Troops, Swiftstride, Insignificant			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	4	2	4	1	Light Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Goblin Crew (3)	1	2	3	0	2	Common Goblin , Light Lance, Bow (4+, 4+)	
Wolves (2)	1	3	3	0	3	Harnessed	
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)	

 MORVEUX #1 Grotlings x3 - Standard - Infantry - 40x40mm						90 POINTS	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	4"	8"	4	Vanguard, Light Troops, Fearless, Scout, Skirmisher, Insignificant, Unstable			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	5	2	2	0	Hard Target (1, 1)		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Grotlings	5	2	2	0	2	Throwing Weapons (5+, 5+)	

 MORVEUX #2 Grotlings x3 - Standard - Infantry - 40x40mm						90 POINTS	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	4"	8"	4	Vanguard, Light Troops, Fearless, Scout, Skirmisher, Insignificant, Unstable			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	5	2	2	0	Hard Target (1, 1)		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Grotlings	5	2	2	0	2	Throwing Weapons (5+, 5+)	



CATAPULTE LANCE-KAMIKAZE #1

Greenhide Catapult - Standard - Construct - 75mm round

140 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	4"	6	War Machine, Insignificant		
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, Git Launcher (4+, 4+)
Orc Overseer	1	3	3	0	2	Move or Fire



CATAPULTE LANCE-KAMIKAZE #2

Greenhide Catapult - Standard - Construct - 75mm round

140 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	4"	6	War Machine, Insignificant		
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, Git Launcher (4+, 4+)
Orc Overseer	1	3	3	0	2	Move or Fire

Big 'n Nasty



GARGANTULA AVEC LANCE-TOÏLE

Gargantula web launcher - Gigantic - Beast - 150x100mm

525 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, Web Launcher (4+, 4+), Bow (4+, 4+)
Gargantula	8	4	5	2	4	Harnessed, Poison Attacks, Venomous Fangs

Magics

Racial Trait Spell

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

Magic items

Crown of the Cavern King: Cannot be taken by models with Towering Presence.

All models in the bearer's unit that have at least one model part of the Greenhide Races Common Goblin, Cave Goblin, or Forest Goblin gain Vanguard and Feigned Flight.

If the bearer is Common Goblin, Cave Goblin, or Forest Goblin, its Commanding Presence and Rally Around the Flag range (if available) is increased by 6".

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Tuktek's Guard: The wearer's model gains +1 Resilience. In addition, attacks made with Lethal Strike lose Lethal Strike when attacking the wearer's model.

Magic banners

Stalker's Standard: The bearer's unit gains Strider.

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.

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.

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.

Git Launcher: Catapult Artillery Weapon.

Range 12-60", Shots 1, Str 5, AP 4.

This weapon follows the rules for Catapult Artillery Weapons with the following exceptions: if the weapon hits (including with a Partial Hit), instead of causing a hit with Area Attack, the unit suffers D3+1 hits with the weapon's profile. In case of a Partial Hit, neither the number of hits nor their Strength and Armour Penetration are reduced.

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 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:

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.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

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.

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

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.

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.

Web Launcher: Catapult (4) Artillery Weapon

Range 6-36", Shots 1, Str 3, AP 0.

All models in a unit that is hit by one or more Web Launchers are considered Stuck until the end of the next Player Turn. Stuck models suffer -D3* Agility. In addition, they treat Dangerous Terrain (1) as Dangerous Terrain (2), and all terrain (including Open Terrain) that normally would not be Dangerous Terrain for them as Dangerous Terrain (1).

*Roll a single D3 directly when hitting with the weapon and apply the result to all models in the unit.

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.

Monarque gobelin commun #1



Caïd gobelin commun #1



Caïd gobelin commun #2



Caïd gobelin commun #3



Gobelins des cavernes #1



Orques sauvages sur sanglier #2



Char à loups gobelin #1



Char à loups gobelin #2



Morveux #1



Morveux #2



Catapulte Lance-kamikaze #1



Catapulte Lance-kamikaze #2



Gargantula avec Lance-toile

