



# ORCS AND GOBLINS

## TEST ROLE - 3 746 POINTS



1350 pts (30.00 %) **1010 pts (22.00 %) Core** 646 pts (14.00 %) **Special** 0 pts (0.00 %) **Death from Above** 740 pts (16.00 %) **Big 'n Nasty**  
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

### Characters



#### SEIGNEUR DE GUERRE ORQUE SAUVAGE #1

Orc Warlord - Standard - Infantry - 25x25mm

## 395 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	9			Fearless
Defensive	HP	Def	Res	Arm		
	3	5	5	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Orc Warlord	4	6	5	2	4	Born to Fight, Weapon Master, Hand Weapon

<b>Options</b>	Feral Orc
<b>Magic items</b>	Omen of the Apocalypse (Hand Weapon)



#### SEIGNEUR DE GUERRE ORQUE EN FER #1

Orc Warlord - Standard - Infantry - 25x25mm

## 440 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	9			Fearless, Frenzy
Defensive	HP	Def	Res	Arm		
	3	7	5	0	, Plate Aegis Armour	
Offensive	Att	Off	Str	Ap	Agi	
Orc Warlord	4	6	5	2	4	Battle Focus , Born to Fight, Hand Weapon

<b>Options</b>	Paired Weapons (Shady Shanking) • General • Iron Orc
<b>Magic items</b>	Talisman of Shielding • Shady Shanking (Paired Weapons) • Ghostly Guard (Heavy Armour)



#### MONARQUE GOBELIN COMMUN #1

Goblin King - Standard - Infantry - 20x20mm

## 120 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



**CAID GOBELIN COMMUN #1**  
Goblin Chief - Standard - Infantry - 20x20mm

125 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

<b>Options</b>	Battle Standard Bearer
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**FETICHEUR GOBELIN COMMUN #1**  
Goblin Witch Doctor - Standard - Infantry - 20x20mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Wizard Apprentice, Insignificant		
Defensive	HP	Def	Res	Arm		
	2	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin Witch Doctor	1	2	3	0	3	Common Goblin, Hand Weapon

<b>Options</b>	Pyromancy • Wizard Adept
<b>Magic items</b>	Book of Arcane Mastery

Core



**ORQUES SAUVAGES #1**  
Feral Orcs x40 - Standard - Infantry - 25x25mm

635 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

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Green Tide (Banner Enchantment)



**GOBELINS COMMUNS #1**  
Goblins x40 - Standard - Infantry - 20x20mm

375 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Scoring, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Common Goblin	1	2	3	0	2



## MOUNT SHADY GIT

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Sneaky!, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Shady Git	2	4	3	0	3	Common Goblin, Paired, Lethal Strike Weapons

<b>Options</b>	Shady Git x3 • Musician • Standard Bearer • Bow (4+) • Shield
<b>Magic banners</b>	Banner of Discipline (Banner Enchantment)

**Special**



## ORQUES EN FER #1

Iron Orcs x24 - Standard - Infantry - 25x25mm

646 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Mikinok's Totem (Banner Enchantment)

**Big 'n Nasty**



## IDOLE DES DIEUX VERTS #1

Great Green Idol - Gigantic - Infantry - 100x100mm

370 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fearless, Supernal Flat, Smash 'Em		
Defensive	HP	Def	Res	Arm		
	6	2	8	3		
Offensive	Att	Off	Str	Ap	Agi	
Great Green Idol	3	2	6	3	2	Impact Hits (D3, D3), Crush Attack



## IDOLE DES DIEUX VERTS #2

Great Green Idol - Gigantic - Infantry - 100x100mm

370 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fearless, Supernal Flat, Smash 'Em		
Defensive	HP	Def	Res	Arm		
	6	2	8	3		
Offensive	Att	Off	Str	Ap	Agi	
Great Green Idol	3	2	6	3	2	Impact Hits (D3, D3), Crush Attack

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b><i>Bring the Pain</i></b>				
<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
<b>6</b>	Enveloping Embers	10+	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.
<b>2</b>	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.
<b>3</b>	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.
<b>1</b>	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<b>4</b>	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>5</b>	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.
<b>4</b>	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.

## Magic items

**Book of Arcane Mastery:** The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

**Ghostly Guard:** The wearer gains +2 Armour against non-Magical Attacks.

**Omen of the Apocalypse:** Roll a single D3 at the Initiative Step in which the wielder is attacking. During this Initiative Step, the wielder gains a modifier equal to the result of the D3 roll to its Attack Value, Strength, and Armour Penetration while using this weapon. Attacks made with this weapon become Magical Attacks.

**Shady Shanking:** Attacks made with this weapon gain Lightning Reflexes, Lethal Strike, and become Magical Attacks. When fighting a Duel, failed to-wound rolls with attacks with this weapon must be rerolled.

**Talisman of Shielding:** The bearer gains Aegis (5+).

## Magic banners

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

**Green Tide:** 0-3 Banners per Army.  
The bearer's unit gains Fight in Extra Rank.

**Mikinok's Totem:** At the start of each Round of Combat, choose one of the following:

- a Special Item\* carried by a Character or Champion in a single enemy unit in base contact with the bearer's unit.
- a Special Item\* carried by a single model unit in base contact with the bearer's unit.
- a Banner Enchantment carried by a Standard Bearer in a single enemy unit in base contact with the bearer's unit.

The effects of this Special Item\* are ignored during this Round of Combat.

\*or, when fighting a Dwarven Holds army, a combination of Runic Weapon Enchantments, Runic Armour Enchantments, or Runic Artefacts

## 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.

**Common Goblin:** The model gains Insignificant.

### **Crush Attack:**

**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+).

**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.

**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

**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.

### **Insignificant:**

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

**Light Armour:** Armor +1

**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

**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.

**Smash 'Em Flat:** Universal Rule.

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:**

#### **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.

Seigneur de guerre orque sauvage #1



Seigneur de guerre orque en fer #1



Monarque goblin commun #1



Caïd gobelin commun #1



Féticheur gobelin commun #1



Orques sauvages #1



Gobelins communs #1



Orques en fer #1



Idole des dieux verts #1



Idole des dieux verts #2

