



ORCS AND GOBLINS

RUELPS - 2 246 POINTS



710 pts (32.00 %) 820 pts (36.00 %) 716 pts (32.00 %) 0 pts (0.00 %) 160 pts (7.00 %)
Characters **Core** **Special** **Death from** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) **Above** (30 Max)
 (15 Max)

Characters



CHEFOBERBOLK AUF WILDSAU, LANZE, SCHILD (NICHT WAHLBAR)

Orc Warlord - Standard - Cavalry - 25x50mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9		
Defensive	HP	Def	Res	Arm	
	3	6	5	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Orc Warlord	4	6	5	2	4
Born to Fight, 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
Harnessed, Devastating Charge					

Options

Lance • War Boar • General • Common Orc



BOLKMAR AUF LINDA, LANZE, SCHILD

Orc Chief - Large - Cavalry - 50x50mm

290 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8		
Defensive	HP	Def	Res	Arm	
	3	5	5	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Common Orc Chief	3	5	4	1	3
Hand Weapon					



MOUNT WYVERN

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	C	, Fly (8", 16", 8", Fear, Towering Presence(16") , Light Troops	
	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

Shield • Lance • Wyvern • Common Orc



KRACHBOING, LANZE, SCHILD

Goblin Chief - Large - Beast - 40x40mm

150 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 CAVE GNASHER

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Fearlessbites!, Fly (6", 12", 6"), Bouncers12"), Light Troops		
	6"	12"				
Defensive	HP	Def	Res	Arm		
	3	C	C	C+1	Hard Target	
Offensive	Att	Off	Str	Ap	Agi	
Cave Gnasher	3	4	6	3	3	Harnessed, Impact Hits (1, 1)

Options

Lance • Cave Goblin • Cave Gnasher

Core



ORKS (CH/ST), W.PAAR, LEGIONSSTANDARTE

Orcs x40 - Standard - Infantry - 25x25mm

410 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Orc	1	3	3	0	2	Born to Fight, Common Orc

Options

Paired Weapons • Champion • Standard Bearer • Common Orc

Magic banners

Legion Standard (Banner Enchantment)



ORKS (CH/ST), SCHILD, LEGIONSSTANDARTE

Orcs x40 - Standard - Infantry - 25x25mm

410 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Orc	1	3	3	0	2	Born to Fight, Common Orc

Options

Shield • Champion • Standard Bearer • Common Orc

Magic banners

Legion Standard (Banner Enchantment)

Special



WILDSAU-MOSCHAS (CH/MU/ST), LANZE, SCHILD, GR. TIDE

Mounted 'Eadbashers x14 - Standard - Cavalry - 25x50mm

581 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	4	2	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mounted 'Eadbasher	1	4	4	1	2	Born to Fight, Common Orc, Light Lance
War Boar	1	3	4	1	3	Harnessed, Common Orc, Devastating Charge

Options	Shield • Lance • Champion • Musician • Standard Bearer • Common Orc
Magic banners	Green Tide (Banner Enchantment)



KETTENSQUIGS

Gnasher Wrecking Team - Large - Beast - 60mm round

135 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	3D6"	-	3	Random Movement (3D6, 3D6), Fearless, Shambolic, Ricochet (2D6, 2D6), Look At 'Em Go!	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	0	4	0	Hard Target (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Wrecking Team	-	0	6	4	3

Magics

Racial Trait Spell

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

Magic banners

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

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Model Rules

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.

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.

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.

Heavy Armour: +2 Armor

Insignificant:

Light Armour: Armor +1

Light Lance:

Look At 'Em Go!: Universal Rule.

After contacting a unit for the first time, a Gnasher Wrecking Team gains Running Amok!! for the remainder of the game.

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.

a) The Ricochet model cannot be placed 1" behind unit B, because unit A is too close. The model is thus moved through both units following its original direction. Only unit B suffers the Ricochet hits as unit A is not within the initial Shambolic move.

b) After moving through units, the Ricochet model comes into contact with Impassable Terrain and is thus removed as a casualty. The Ricochet model moves through at least one unit Engaged in the Combat, inflicting 5 hits in total, which are distributed evenly amongst all units in the combat.

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.

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

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.

Chefoberbölk auf Wildsau, Lanze, Schild (nicht wählbar)



Wildsau-Moschas (Ch/Mu/St), Lanze, Schild,
Gr. Tide



Bolkmar auf Linda, Lanze, Schild



Kettensquigs



Krachboing, Lanze, Schild



Orks (Ch/St), W.Paar, Legionsstandarte



Orks (Ch/St), Schild, Legionsstandarte

