



# ORCS AND GOBLINS

## GEORG - 3 215 POINTS



0 pts (0.00%)   1350 pts (30.00%)   640 pts (14.00%)   400 pts (9.00%)   825 pts (18.00%)  
**Characters**   **Core**   **Special**   **Death from Above**   **Big 'n Nasty**  
 (40 Max)   (25 Least)   (0 NoLimit)   (15 Max)   (30 Max)

### Core



#### 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		
<b>Cave Goblin</b>	1	2	3	0	3	<b>Cave Goblin</b>	



#### MOUNT MAD GIT

Global	Adv	Mar	Dis				Model Rules
	2D6"	-	5				Fearless, Shambolic, Running Amok!!, Surprise!, Random Movement (2D6, 2D6), Ricochet (D6, D6), Insignificant
Defensive	HP	Def	Res	Arm			
	1	0	3	0	<b>Hard Target (1, 1)</b>		
Offensive	Att	Off	Str	Ap	Agi		
<b>Mad Git</b>	-	0	5	3	3	<b>Cave Goblin</b>	

**Options**

Musician • Standard Bearer • Mad Git x1 • Bow (4+)



#### CAVE GOBLINS #3

Cave Goblins x25 - Standard - Infantry - 20x20mm

**285 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		
<b>Cave Goblin</b>	1	2	3	0	3	<b>Cave Goblin</b>	



#### MOUNT MAD GIT

Global	Adv	Mar	Dis				Model Rules
	2D6"	-	5				Fearless, Shambolic, Running Amok!!, Surprise!, Random Movement (2D6, 2D6), Ricochet (D6, D6), Insignificant
Defensive	HP	Def	Res	Arm			
	1	0	3	0	<b>Hard Target (1, 1)</b>		
Offensive	Att	Off	Str	Ap	Agi		
<b>Mad Git</b>	-	0	5	3	3	<b>Cave Goblin</b>	

**Options**

Shield and Spear • Champion • Musician • Standard Bearer • Mad Git x1 • Nets



### CAVE GOBLINS #1

Cave Goblins x50 - Standard - Infantry - 20x20mm

605 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		
Defensive	HP	Def	Res	Arm		
	1	0	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Mad Git	-	0	5	3	3	Cave Goblin

Options | Shield and Spear • Champion • Musician • Standard Bearer • Mad Git x3 • Nets



### FOREST GOBLIN RAIDERS #1

Forest Goblin Raiders x10 - Standard - Cavalry - 25x50mm

225 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Strider, Feigned Flight, Vanguard, Light Troops, Scout, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	2	3	1		
Offensive	Att	Off	Str	Ap	Agi	
Goblin Raider	1	2	3	0	2	Forest Goblin
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks

Options | Shield • Light Lance • Throwing Weapons (5+) • Champion • Musician • Standard Bearer

Special



### GOBLIN WOLF CHARIOT #1

Goblin Wolf Chariot x3 - Large - Construct - 50x100mm

330 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	9"	6	Light Troops, Swiftstride, Insignificant		
Defensive	HP	Def	Res	Arm		
	4	2	4	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
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)



## BRIDGE TROLLS #1

Bridge Trolls x5 - Large - Infantry - 40x40mm

310 POINTS



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

## Death from Above



## CATAPULTS GIT LAUNCHER WITH ORC OVERSEER #1

Catapults Git Launcher with Orc Overseer - Large - Construct - 75mm round

215 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, Git Launcher (4+, 4+)
Orc Overseer Git Launcher	1	3	3	0	2	Born to Fight, Common Orc



## 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

## 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Goblins (8)</b>	1	2	3	0	2	<b>Forest Goblin</b> , Light Lance, Bow (4+, 4+)
<b>Gargantula</b>	8	4	5	2	4	<b>Harnessed, Poison Attacks, Venomous Fangs</b>



## GIANT #1

Giant - Gigantic - Infantry - 50x75mm

# 315 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	<b>Giant See, Giant Do</b>		
<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>	
<b>Giant</b>	5	3	5	2	3	<b>Rage</b>

<b>Options</b>	Giant Club
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Bring the Pain</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>				

## 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.

**Bow:**

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

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

**Common Orc:** The model part gains Born to Fight.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**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.

**Forest Goblin:** The model gains Insignificant and Strider (Forest).

**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:** Universal Rule.  
The model gains Born to Fight.

**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.

**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.

**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.

**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.

**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.

**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.

**Stupid:** Universal Rule.

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, and in the Movement Phase, immediately after Rallying Fleeing units, the unit must move D6" directly forward, stopping 1" before Impassible Terrain or other units.

**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.

**Troll Belch:** Special Attack.

At the model part's Initiative Step, the owner may choose an enemy unit Engaged in Combat that the model part is able to attack with Close Combat Attacks.

If so, this unit suffers a hit, which is resolved with Strength 5 and Armour Penetration 10, and the model part may not perform any Close Combat Attacks.

**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.

## 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.

Cave Goblins #2



Cave Goblins #3



Cave Goblins #1



Forest Goblin Raiders #1



Goblin Wolf Chariot #1



Bridge Trolls #1



Catapults Git Launcher with Orc Overseer #1



Catapults - Splatterer with Orc Overseer #1



Gargantula #1



Giant #1

