



# ORCS AND GOBLINS

## HEDIN CONTENDER - 1 322 POINTS



230 pts (17.00 %) 630 pts (48.00 %) 277 pts (21.00 %) 185 pts (14.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Death from Above**      **Big 'n Nasty**  
 (40 Max)      (25 Least)      (0 NoLimit)      (15 Max)      (30 Max)

### Characters



### KORLEK

Orc Warlord - Standard - Infantry - 25x25mm


## 230 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	9			
Defensive	HP	Def	Res	Arm		
	3	6	5	0	<b>Heavy Armour</b>	
Offensive	Att	Off	Str	Ap	Agi	
<b>Orc Warlord</b>	4	6	5	2	4	<b>Born to Fight, Hand Weapon</b>

<b>Options</b>	Great Weapon • General • Common Orc
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### Core



### WURZAG'S GUARD


Feral Orc Boar Riders x10 - Standard - Cavalry - 25x50mm

## 340 POINTS



Global	Adv	Mar	Dis			Model Rules
	7"	14"	7			<b>Scoring, Frenzy</b>
Defensive	HP	Def	Res	Arm		
	1	2	4	2	<b>Aegis (6+)</b>	
Offensive	Att	Off	Str	Ap	Agi	
<b>Orc Boar Rider</b>	1	3	3	0	2	<b>Battle Focus</b> , <b>Born to Fight, Feral Orc, Devastating Charge, Light Lance</b>
<b>War Boar</b>	1	3	4	1	3	<b>Harnessed, Devastating Charge</b>

<b>Options</b>	Shield • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)



### KORLEK'S BAND

Orcs x24 - Standard - Infantry - 25x25mm

## 290 POINTS



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

<b>Options</b>	Paired Weapons • Musician • Standard Bearer
<b>Magic banners</b>	Rending Banner (Banner Enchantment)

## Special



### DEM BLUES

Cave Trolls x4 - Large - Infantry - 40x40mm

**277** POINTS



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

## Death from Above



### GIT'S TOY

Catapults - Splatterer with Orc Overseer - Large - Construct - 75mm round

**185** POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	4"	7			<b>War Machine</b> , <b>Orc Overseer</b>
Defensive	HP	Def	Res	Arm		
	6	1	4	0	<b>Light Armour</b>	
Offensive	Att	Off	Str	Ap	Agi	
<b>Goblin Crew</b>	3	2	3	0	2	<b>Move or Fire</b> , <b>Common Goblin</b> , <b>Splatterer (4+, 4+)</b>
<b>Orc Overseer Splatterer</b>	1	3	3	0	2	<b>Born to Fight, Common Orc</b>

## 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>				

## Magic banners

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

## 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.

**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.

**Feral Orc:** The model part gains Born to Fight and Battle Focus. The model gains Frenzy, Fearless, and Aegis (6+).

**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

**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.

**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 with at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Light Armour:** Armor +1

**Light Lance:**

**Magic Resistance:**

**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.

**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.

**Splatterer:** Catapult (4x4) Artillery Weapon.

Range 12-60", Shots 1, Str 3[7], AP 0[4], [Multiple Wounds (D3, Clipped Wings)].

**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.

**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.

**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.

Korlek



Wurzag's Guard



Korlek's Band



Dem Blues



Git's toy