



ORCS AND GOBLINS

LIST ORCS AND GOBLINS #3 - 2 536 POINTS



0 pts (0.00 %) 746 pts (29.00 %) 670 pts (26.00 %) 280 pts (11.00 %) 840 pts (33.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Core



COMMON ORCS #1

Orcs x20 - Standard - Infantry - 25x25mm

190 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

Options

Bow (4+) • Musician



CAVE GOBLINS #1

Cave Goblins x31 - Standard - Infantry - 20x20mm

201 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

Options

Musician • Standard Bearer



FOREST GOBLINS #1

Forest Goblins x40 - Standard - Infantry - 20x20mm

355 POINTS



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

Options

Shield and Spear

Special



IRON ORCS #1

Iron Orcs x15 - Standard - Infantry - 25x25mm

335 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

Options

Champion • Musician • Standard Bearer



IRON ORCS #2

Iron Orcs x15 - Standard - Infantry - 25x25mm

335 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

Options

Champion • Musician • Standard Bearer

Death from Above



CATAPULTS GIT LAUNCHER #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



CATAPULTS GIT LAUNCHER #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		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	5	1	4	0	Light Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
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 #1					510 POINTS	
	Gargantula - Gigantic - Beast - 150x100mm						
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	7"	14"	6	Strider, Fearless, Stubborn			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	8	4	6	3			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Goblins (8)	1	2	3	0	2	Forest Goblin, Light Lance, Bow (4+, 4+)	
Gargantula	8	4	5	2	4	Harnessed, Poison Attacks, Venomous Fangs	

	GIANT #1					330 POINTS	
	Giant - Gigantic - Infantry - 50x75mm						
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	7"	14"	8	Giant See, Giant Do			
<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>		
Giant	5	3	5	2	3	Rage	

Options	Nets
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Magics

Racial Trait Spell

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

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.

Bow:

Cave Goblin: The model gains Insignificant.

Common Goblin: The model gains Insignificant.

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.

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

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.

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

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.

Insignificant:

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

Light Armour: Armor +1

Light Lance:

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.

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

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.

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

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.

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.

Weapon Master:

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.

Common Orcs #1



Cave Goblins #1



Forest Goblins #1



Iron Orcs #1



Iron Orcs #2



Catapults Git Launcher #1



Catapults Git Launcher #2



Gargantula #1



Giant #1

