



# ORCS AND GOBLINS

## SKYTTE - 3 542 POINTS



0 pts (0.00%)
2452 pts (69.00%)
540 pts (15.00%)
550 pts (16.00%)
0 pts (0.00%)

**Characters**
**Core**
**Special**
**Death from Above**
**Big 'n Nasty**

(40 Max)
(25 Least)
(0 NoLimit)
(15 Max)
(30 Max)

### Core



#### FERAL ORCS #1

Feral Orcs x24 - Standard - Infantry - 25x25mm

**306 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

**Options**

Bow (4+) • Musician



#### FERAL ORCS #2

Feral Orcs x24 - Standard - Infantry - 25x25mm

**306 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

**Options**

Bow (4+) • Musician



#### CAVE GOBLINS #2

Cave Goblins x24 - Standard - Infantry - 20x20mm

**257 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)	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Mad Git</b>	-	0	5	3	3	Cave Goblin

<b>Options</b>	Musician • Mad Git x1 • Bow (4+)
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### CAVE GOBLINS #3

Cave Goblins x24 - Standard - Infantry - 20x20mm

## 257 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	5	Scoring, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Cave Goblin</b>	1	2	3	0	3	Cave Goblin



### MOUNT MAD GIT

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

<b>Options</b>	Musician • Mad Git x1 • Bow (4+)
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### CAVE GOBLINS #1

Cave Goblins x24 - Standard - Infantry - 20x20mm

## 287 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	5	Scoring, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Cave Goblin</b>	1	2	3	0	3	Cave Goblin



### MOUNT MAD GIT

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

<b>Options</b>	Musician • Mad Git x1 • Bow (4+)
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<b>Magic banners</b>	Banner of Discipline (Banner Enchantment)
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### FOREST GOBLINS #1

Forest Goblins x20 - Standard - Infantry - 20x20mm

215 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

, Forest  
Poison AttacksGoblin

<b>Options</b>	Throwing Weapons (5+) • Shield and Spear • Champion • Musician
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### FOREST GOBLINS #2

Forest Goblins x20 - Standard - Infantry - 20x20mm

215 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

, Forest  
Poison AttacksGoblin

<b>Options</b>	Throwing Weapons (5+) • Shield and Spear • Champion • Musician
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### FOREST GOBLINS #3

Forest Goblins x20 - Standard - Infantry - 20x20mm

215 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

, Forest  
Poison AttacksGoblin

<b>Options</b>	Throwing Weapons (5+) • Shield and Spear • Champion • Musician
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### FOREST GOBLIN RAIDERS #1

Forest Goblin Raiders x12 - Standard - Cavalry - 25x50mm

197 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
Scuttler Spider	1	3	3	0	4

Forest  
Goblin  
Harnesses, Poison Attacks

<b>Options</b>	Throwing Weapons (5+)
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## FOREST GOBLIN RAIDERS #2

Forest Goblin Raiders x12 - Standard - Cavalry - 25x50mm

197 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
<b>Goblin Raider</b>	1	2	3	0	2
				Forest Goblin	
<b>Scuttler Spider</b>	1	3	3	0	4
				Harnessed, Poison Attacks	

Options

Throwing Weapons (5+)

Special



## GNASHER WRECKING TEAM #1

Gnasher Wrecking Team - Large - Beast - 60mm round

135 POINTS



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



## GNASHER WRECKING TEAM #2

Gnasher Wrecking Team - Large - Beast - 60mm round

135 POINTS



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



## GROTLINGS #1

Grotlings x3 - Standard - Infantry - 40x40mm

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	4	Vanguard, Light Troops, Fearless, Scout, Skirmisher, Insignificant, Unstable	
Defensive	HP	Def	Res	Arm	
	5	2	2	0	
				Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi
<b>Grotlings</b>	5	2	2	0	2
				Throwing Weapons (5+, 5+)	



### GROTLINGS #2

Grotlings x3 - Standard - Infantry - 40x40mm

90 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	4	Vanguard, Light Troops, Fearless, Scout, Skirmisher, Insignificant, Unstable		
Defensive	HP	Def	Res	Arm		
	5	2	2	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
<b>Grotlings</b>	5	2	2	0	2	Throwing Weapons (5+, 5+)



### GROTLINGS #3

Grotlings x3 - Standard - Infantry - 40x40mm

90 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	4	Vanguard, Light Troops, Fearless, Scout, Skirmisher, Insignificant, Unstable		
Defensive	HP	Def	Res	Arm		
	5	2	2	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
<b>Grotlings</b>	5	2	2	0	2	Throwing Weapons (5+, 5+)

## Death from Above



### SKEWERER #1

Skewerer - Standard - Construct - 60mm round

90 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	
<b>Goblin Crew</b>	3	2	3	0	2	Move or Fire, Common Goblin, Ballista (4+, 4+)



### SKEWERER #2

Skewerer - Standard - Construct - 60mm round

90 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	
<b>Goblin Crew</b>	3	2	3	0	2	Move or Fire, Common Goblin, Ballista (4+, 4+)



## 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



## CATAPULTS - SPLATTERER WITH ORC OVERSEER #2

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

## Magics

Racial Trait Spell

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

**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.

## Model Rules

**Aegis:**

**Ballista:** Artillery Weapon.  
Range 48", Shots 1, Str 3[6], AP 10, [Multiple Wounds (D3)], Area Attack (5x1).

**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.

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

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

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

**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.

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

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

**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 any other Discipline Test, the unit suffers -2 Discipline.

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.

**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.

**Insignificant:**

**Light Armour:** Armor +1

**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.

**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.

**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.

**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.

**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.

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**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.

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

**Unstable:**

**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.

**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.

Feral Orcs #1



Feral Orcs #2



Cave Goblins #2





Cave Goblins #3



Cave Goblins #1



Forest Goblins #1



Forest Goblins #2



Forest Goblins #3



Forest Goblin Raiders #1



Forest Goblin Raiders #2



Gnasher Wrecking Team #1



Gnasher Wrecking Team #2



Grotlings #1



Grotlings #2



Grotlings #3



Skewerer #1



Skewerer #2

Catapults - Splatterer with Orc Overseer #1



Catapults - Splatterer with Orc Overseer #2