



ORCS AND GOBLINS

GORTONIA - 1 390 POINTS



1200 pts (27.00 %) **190 pts (4.00 %) Core** 0 pts (0.00 %) **Special** 0 pts (0.00 %) **Death from Above** 0 pts (0.00 %) **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



ORC WARLORD #1

Orc Warlord - Standard - Cavalry - 25x50mm

510 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	9			Fearless
Defensive	HP	Def	Res	Arm		
	3	5	5	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Orc Warlord	4	6	5	2	4	Born to Fight, Weapon Master, 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	Shield • General • Feral Orc • Light Armour (Tuktek's Guard) • War Boar
Magic items	Omen of the Apocalypse (Hand Weapon) • Dragonfire Gem • Tuktek's Guard (Light Armour)



GOBLIN KING #2

Goblin King - Large - Beast - 40x40mm

315 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Insignificant
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin King	4	5	4	1	5	Common Goblin , Hand Weapon



MOUNT CAVE GNASHER

Global	Adv	Mar	Dis			Model Rules
	5"	10"	C			, Oi it 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 (Supernatural Dexterity) • Cave Goblin • Cave Gnasher
Magic items	Crown of the Cavern King • Supernatural Dexterity (Lance)



GOBLIN WITCH DOCTOR #1

Goblin Witch Doctor - Standard - Cavalry - 25x50mm

375 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	6	Wizard Apprentice, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	2	3	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Common Goblin Witch Doctor	1	2	3	0	3	Common Goblin, Hand Weapon



MOUNT WOLF

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	C	Feigned Flight, Light Troops, Vanguard		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	C	C	C	C+1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Wolf	1	3	3	0	3	Harnessed

Options | Witchcraft • Wolf • Wizard Master • Common Goblin

Core



ORC BOAR RIDERS #1

Orc Boar Riders x5 - Standard - Cavalry - 25x50mm

190 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	7	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	4	2	, Light Aegis Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Orc Boar Rider	1	3	3	0	2	Born to Fight, Common Orc, Light Lance
War Boar	1	3	4	1	3	Harnessed, Devastating Charge

Options | Shield • Champion • Musician • Standard Bearer • Feral Orc

Magics

Racial Trait Spell

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



Witchcraft

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
--	----------------	--------------	-------------	-----------------	---------------

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
I	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
A	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Magic items

Crown of the Cavern King: Cannot be taken by models with Towering Presence.

All models in the bearer's unit that have at least one model part of the Greenhide Races Common Goblin, Cave Goblin, or Forest Goblin gain Vanguard and Feigned Flight.

If the bearer is Common Goblin, Cave Goblin, or Forest Goblin, its Commanding Presence and Rally Around the Flag range (if available) is increased by 6".

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

Omen of the Apocalypse: Roll a single D3 at the Initiative Step in which the wielder is attacking. During this Initiative Step, the wielder gains a modifier equal to the result of the D3 roll to its Attack Value, Strength, and Armour Penetration while using this weapon. Attacks made with this weapon become Magical Attacks.

Supernatural Dexterity: The wielder of this enchanted weapon gains +2 Offensive Skill and +2 Agility while using it, and attacks made with it become Magical Attacks.

Tuktek's Guard: The wearer's model gains +1 Resilience. In addition, attacks made with Lethal Strike lose Lethal Strike when attacking the wearer's model.

Model Rules

Aegis:

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

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 Lance:

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.

Weapon Master:

- Wizard Apprentice:** - Knows 1 spell.
- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard selects its spells as described in Spell Selection

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.

Orc Warlord #1



Goblin King #2



Goblin Witch Doctor #1



Orc Boar Riders #1

