



ORCS AND GOBLINS

LA HORDE DE KROC'ZOM MACHOIR'D'FER - 2 995 POINTS



720 pts (24.00 %) 990 pts (33.00 %) 1085 pts (36.00 %) 0 pts (0.00 %) 200 pts (7.00 %)
Special **Core** **Characters** **Big 'n Nasty** **Death from Above**
 (0 NoLimit) (25 Least) (40 Max) (30 Max) (15 Max)

Characters

LORDS OF FIGHTIN' - IRON ORC WARLORD #1
 Lords of Fightin' - Iron Orc Warlord - Standard - Infantry - 25x25mm

530 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lords of Fightin' - Iron Orc Warlord	4	7	3	5	5	3	4	4	9	Infantry
Model Rules	Waaargh! • Plate Armor									

Options	General Must take Waaargh!
Magic items	Axe of the Aporcalypse • Lucky Shield • Talisman of Greater Shielding
Notes	Axe of the Aporcalypse (+1D3 A : +1D3 F) Bouclier renforcé (+2 Svg / -3 I pour attaque CaC Normales) Talisman de prot majeure (Invu 5+)

ORC SHAMAN - COMMON ORC SHAMAN #1
 Orc Shaman - Common Orc Shaman - Standard - Infantry - 25x25mm

555 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Orc Shaman - Common Orc Shaman	4	3	3	4	4	3	2	2	8	Infantry
Model Rules	Wizard Apprentice									

Options	May become Wizard Master • Shamanism • 3 spells
Magic items	Talisman of Supreme Shielding • Book of Arcane Power
Notes	Talisman de prot supreme (Inv 4+) Grimoire de Puissance Cabalistique (+1 lancer sort : +1 dissip)

Core

Core

COMMON ORC 'EADBASHERS #1
 Common Orc 'Eadbashers x25 - Standard - Infantry - 25x25mm

570 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc 'Eadbasher	4	4	3	4	4	1	2	1	7	Infantry
Model Rules	Scoring • Light Armour									

Options	Paired Weapons • Champion • Musician • Standard Bearer
Magic banners	War Standard (Banner Enchantment)
Notes	Etendard de Guerre (+1 result combat)


Core

GOBLINS - CAVE GOBLIN #1
 Goblins - Cave Goblin x30 - Standard - Infantry - 20x20mm

420 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblins - Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Model Rules	Scoring									

Options	Spear & Shield • Champion • Musician • Standard Bearer • 3 Gits
Special	

	IRON ORCS #1 Iron Orcs x25 - Standard - Infantry - 25x25mm	720 POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orcs	4	5	3	4	4	1	2	1	8	Infantry
Model Rules	Scoring • Bodyguard (Iron Orc Warlord, Iron Orc Chief) • Greenhide Races - Iron Orc • Great Weapon • Paired Weapons • Plate Armor • Shield									

Options	Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)
Notes	Bannière lacérante : les unités non personnages gagnent Perforant (1)

Death from Above

	GREENHIDE CATAPULTS - SPLATTERER #1 Greenhide Catapults - Splatterer - Standard - Infantry - 75mm round	200 POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	4	5	-	-	-	War Machine
Common Goblins (3)	4	2	3	3	3	-	2	1	6	
Common Orc (1)	4	3	3	3	-	+1	2	1	7	
Model Rules	Insignificant • Greenhide Catapults - Splatterer									

Options	May take an Orc Overseer
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Magics



Shamanism

		Casting	Range	Type	Duration	Effect
5	Break the Spirit	9+ [12+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 modifier to hit, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
3	Pounding Drumbeat	5+ [9+]	18" [12"Aura]	Augment	Instant	The target performs a 2D6" Magical Move straight forward (it cannot move backwards, sidestep, Reform, Pivot or Wheel during this move), but it can choose to not move at all or to move less than the full distance. [When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]
4	Chilling Howl	6+ [9+]	18" [12"Aura]	Augment	Last one Turn	All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.
2	Savage Fury	5+ [9+]	6" [18"]	Universal	Last one Turn	The target gains Frenzy.
6	Totemic Summon	11+ [14+]	96"	Ground	Instant	Summon a Totemic Beast (statline below). It must be placed within 1" [10"] of the Board Edge. (Totemic Beast (for Totemic Summon) M: 3D6, WS: 3, BS: -, S: 5, T: 5, W: 3, I: 3, A: 4, Ld: 7, Monstrous Beast Base size 40x40mm, Special Rules: Random Movement (3D6), Immune to Psychology, Breath Weapon (Strength 3))
1	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell the target suffers 5D6 Strength 1 hits. If one or more unsaved Wounds are caused, the target suffers -1 Ballistic Skill. This spell is immediately ended when the target performs an Advance, March or Charge Move.
A	Scarification		Caster		Last one Turn	Close Combat Attacks against the target cannot wound on better than 5+.
0	Awaken the Beast	6+ [8+]	18"	Augment	Last one Turn	The target gains +1 Strength [Toughness].

Magic items

Axe of the Apocalypse: Type: Hand Weapon. The wielder gains +D3 Strength and +D3 Attacks when using this weapon. These modifiers are rolled for, and in effect, at the Initiative step when the Character attacks with the weapon.

Book of Arcane Power: The bearer gains a +1 casting modifier to casting and dispel rolls.

Lucky Shield: Type: Shield. One use only. Ignore the first hit the bearer's model suffers while using the shield. If the bearer is hit by several simultaneous attacks, the bearer chooses which attack to ignore.

Talisman of Greater Shielding: The bearer gains a Ward Save (5+).

Talisman of Supreme Shielding: The bearer gains a Ward Save (4+).

Magic banners

Rending Banner: All non-character models in the bearer's unit gain Armour Piercing (1).

War Standard: The bearer's unit adds +1 to the Combat Score of any combat they are involved in.

Model Rules

Bodyguard (Iron Orc Warlord, Iron Orc Chief): When a Character is joined to a unit in which at least one model has the Bodyguard special rule, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Great Weapon:

Greenhide Catapults - Splatterer: Catapult (4) Artillery Weapon with Range 12-60", Strength 3[7], [Multiple Wounds (D3, Clipped Wings)]

Greenhide Races - Iron Orc: Born to Fight
Weapon Master
Immune to Psychology

Insignificant: Units consisting entirely of models with this special rule do not cause Panic Tests on friendly units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

Light Armour:

Paired Weapons:

Plate Armor:

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Waaargh!: Once per game, if the Orc General has this special rule, it may declare a Waaargh! at the start of any Player Turn. All models with model parts belonging to any Greenhide Race gain +1 Movement and Swiftstride until the end of the Player Turn.

Wizard Apprentice: Wizard Apprentices add +1 to their casting and dispelling rolls.

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 Orc 'Eadbashers #1



Goblins - Cave Goblin #1



Greenhide Catapults - Splatterer #1



Iron Orcs #1



Lords of Fightin' - Iron Orc Warlord #1



Orc Shaman - Common Orc Shaman #1

