425 pts (10.00 %)	1235 pts (29.00 %)	1365 pts (32.00 %)	360 pts (8.00 %)	885 pts (21.00 %)
Characters	**Core**	**Special**	**Death from Above**	**Big 'n Nasty**
(40 Max)	(25 Least)	(0 NoLimit)	(15 Max)	(30 Max)

Characters

GENERAL IRON ORC BASH YA
Orc Warlord - *Standard - Infantry - 25x25mm*

425 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	9		**Fearless, Frenzy**

Defensive	HP	Def	Res	Arm	
	3	7	5	0	**, Plate** **AegisArmour**

Offensive	Att	Off	Str	Ap	Agi	
Orc Warlord	4	6	5	2	4	**Battle Focus** **, Born to Fight, Hand Weapon**

Options	Paired Weapons (Touch of Greatness) • General • Iron Orc
Magic items	Touch of Greatness (Paired Weapons) • Talisman of Shielding • Potion of Swiftness

Core

COMMON ORC 'EADBASHERS
Orc 'Eadbashers **x35** - *Standard - Infantry - 25x25mm*

745 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		**Scoring**

Defensive	HP	Def	Res	Arm	
	1	4	4	0	

Offensive	Att	Off	Str	Ap	Agi	
Common Orc 'Eadbasher	1	4	4	1	2	**Born to Fight, Common Orc**

Options	Shield • Spear • Champion • Musician • Standard Bearer
Magic banners	Green Tide (Banner Enchantment)

NIGHT CAVE GITS
Cave Goblins **x45** - *Standard - Infantry - 20x20mm*

490 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

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)
Offensive	Att	Off	Str	Ap	Agi	
Mad Git	-	0	5	3	3	Cave Goblin

Options	Shield and Spear • Mad Git x3

Special

Iron Orc Bash Ya
Iron Orcs **x35** - *Standard - Infantry - 25x25mm*

860 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 OrcWeapons , Paired, Great Weapon

Options	Champion • Musician • Standard Bearer
Magic banners	Green Tide (Banner Enchantment)

River Bridge Trolls
Bridge Trolls **x8** - *Large - Infantry - 40x40mm*

505 POINTS

Global	Adv	Mar	Dis		Model Rules
	6"	12"	4		Strider, Fear, Fearless, Stupid
Defensive	HP	Def	Res	Arm	
	3	3	4	0	Fortitude (4+), Distracting
Offensive	Att	Off	Str	Ap	Agi	
Common Trolls	3	3	5	2	1	Troll Belch

Death from Above

Git Chucka One
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	
Goblin Crew	3	2	3	0	2	Move or Fire , Common Goblin , Ballista (4+, 4+)

GIT CHUCKA TWO
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	
Goblin Crew	3	2	3	0	2	**Move or Fire** , Common **Goblin** , Ballista (4+, 4+)

GIT CHUCKA THREE
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	
Goblin Crew	3	2	3	0	2	**Move or Fire** , Common **Goblin** , Ballista (4+, 4+)

GIT CHUCKA FOUR
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	
Goblin Crew	3	2	3	0	2	**Move or Fire** , Common **Goblin** , Ballista (4+, 4+)

Big 'n Nasty

GARGANTULA WEB LAUNCHER
Gargantula web launcher - *Gigantic - Beast - 150x100mm*

525 POINTS

Global	Adv	Mar	Dis		Model Rules
	7"	14"	6		**Strider, Fearless, Stubborn**

Defensive	HP	Def	Res	Arm	
	8	4	6	3	

Offensive	Att	Off	Str	Ap	Agi	
Goblins (8)	1	2	3	0	2	**Forest Goblin** , Light Lance, Web Launcher (4+, 4+), Bow (4+, 4+)
Gargantula	8	4	5	2	4	**Harnessed, Poison Attacks, Venomous Fangs**

Giant Smasha

Giant - *Gigantic - Infantry - 75x100mm*

360 POINTS

Global	Adv	Mar	Dis		Model Rules
	7"	14"	8		**Giant See, Giant Do**

Defensive	HP	Def	Res	Arm	
	8	3	5	1	

Offensive	Att	Off	Str	Ap	Agi	
Giant	5	3	5	2	3	**Rage**

Options	Nets • Big Brother

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
		Bring the Pain		
Mf	8+	18"	Hex	Last one Turn

Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.

Magic items

Potion of Swiftness: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

Talisman of Shielding: The bearer gains Aegis (5+).

Touch of Greatness: Attacks made with this enchanted weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks.
Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

Magic banners

Green Tide: 0-3 Banners per Army.
The bearer's unit gains Fight in Extra Rank.

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.

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.

Common Orc: The model part gains Born to Fight.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

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.

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

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.

Giant See, Giant Do: Universal Rule.
The model gains Born to Fight.

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

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:

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 if 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.

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.

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:

Web Launcher: Catapult (4) Artillery Weapon
Range 6-36", Shots 1, Str 3, AP 0.
All models in a unit that is hit by one or more Web Launchers are considered Stuck until the end of the next Player Turn. Stuck models suffer -D3* Agility. In addition, they treat Dangerous Terrain (1) as Dangerous Terrain (2), and all terrain (including Open Terrain) that normally would not be Dangerous Terrain for them as Dangerous Terrain (1).
*Roll a single D3 directly when hitting with the weapon and apply the result to all models in the unit.

Qr codes of your army

Your 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.

General Iron Orc Bash Ya

Common Orc 'Eadbashers

Night Cave Gits

Iron Orc Bash Ya

River Bridge Trolls

Git Chucka One

Git Chucka Two

Git Chucka Three

Git Chucka Four

Gargantula web launcher

Giant Smasha