



# ORCS AND GOBLINS


## ORCS 2K - 2 236 POINTS



first try 2k basic

1065 pts (48.00 %) 796 pts (36.00 %) 375 pts (17.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Death from** **Big 'n Nasty**  
(40 Max) (25 Least) (0 NoLimit) Above (15 Max) (30 Max)


### Characters



#### COMMON ORC WARLORD #1

Orc Warlord - *Standard - Infantry - 25x25mm*

## 345 POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>4"</b>	<b>8"</b>	<b>9</b>			
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>3</b>	<b>6</b>	<b>5</b>	<b>0</b>	<b>Heavy Armour</b>	
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Orc Warlord</b>	<b>4</b>	<b>6</b>	<b>5</b>	<b>2</b>	<b>4</b>	<b>Born to Fight, Hand Weapon</b>

<b>Options</b>	Paired Weapons (Shady Shankng, Touch of Greatness, Supernatural Dexterity) • General • Common Orc
<b>Magic items</b>	Shady Shankng (Paired Weapons) • Touch of Greatness (Paired Weapons) • Supernatural Dexterity (Paired Weapons)
<b>Notes</b>	Axe of the Aporcalypse (130 pts) Type: Hand Weapon. The wielder gains +D3 Strength and +D3 Attacks when using this weapon.



#### COMMON ORC CHIEF #1


Orc Chief - *Standard - Infantry - 25x25mm*

## 170 POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>4"</b>	<b>8"</b>	<b>8</b>			
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>3</b>	<b>5</b>	<b>5</b>	<b>0</b>		
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Common Orc Chief</b>	<b>3</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>3</b>	<b>Hand Weapon</b>


<b>Options</b>	Paired Weapons (Titanic Might)
<b>Magic items</b>	Titanic Might (Paired Weapons)



#### COMMON ORC SHAMAN #1

Orc Shaman - *Standard - Infantry - 25x25mm*

## 275 POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>4"</b>	<b>8"</b>	<b>8</b>	<b>Wizard Apprentice</b>		
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>		
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Common Orc Shaman</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>Hand Weapon</b>

<b>Options</b>	Shamanism • Wizard Adept • Paired Weapons
<b>Magic items</b>	Troll Ale Flask
<b>Notes</b>	statt Troll Flask -> Shielding Scroll (30 pts): One use only. Instead of making a dispel roll, you may use the scroll. All models affected by that spell 4+ ward safe against that spell



**COMMON ORC SHAMAN #2**  
Orc Shaman - Standard - Infantry - 25x25mm

275 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	
Offensive	Att	Off	Str	Ap	Agi
Common Orc Shaman	2	3	4	1	2

<b>Options</b>	Pyromancy • Wizard Adept • Paired Weapons
<b>Magic items</b>	Troll Ale Flask

Core



**COMMON ORCS #1**  
Orcs x20 - Standard - Infantry - 25x25mm

250 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

<b>Options</b>	Paired Weapons • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)
<b>Notes</b>	statt Banner of speed -> Ironhide Icon (50 pts ) The bearer's unit gains a Ward Save (5+) against Shooting Attacks.



**COMMON ORCS #2**  
Orcs x20 - Standard - Infantry - 25x25mm

250 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

<b>Options</b>	Paired Weapons • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)
<b>Notes</b>	statt Banner of speed -> Ironhide Icon (50 pts ) The bearer's unit gains a Ward Save (5+) against Shooting Attacks.



**COMMON ORC BOAR RIDERS #1**  
Orc Boar Riders x12 - Standard - Cavalry - 25x50mm

296 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	7	Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	4	2	
				Light Armour	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Orc Boar Rider</b>	1	3	3	0	2	<b>Born to Fight, Common Orc, Light Lance</b>
<b>War Boar</b>	1	3	4	1	3	<b>Harnessed, Devastating Charge</b>

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Special</b>	



**IRON ORCS #1**  
Iron Orcs x15 - Standard - Infantry - 25x25mm

**375** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	<b>Scoring, Fearless, Bodyguard</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	0	<b>Plate Armour, Shield</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Iron Orcs</b>	1	5	4	1	2	<b>Born to Fight, Weapon Master, Iron Orc Weapons, Paired, Great Weapon</b>

<b>Options</b>	Musician • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)
<b>Notes</b>	statt Banner of speed -> Ironhide Icon (50 pts ) The bearer's unit gains a Ward Save (5+) against Shooting Attacks.

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Bring the Pain</b>				
<i>Mf</i>	8+	18"	Hex	Last one Turn
Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.				



Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>6</b>	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>2</b>	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>3</b>	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
<b>1</b>	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<b>4</b>	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>5</b>	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>4</b>	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.



Shamanism

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.  Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
<b>3</b>	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
<b>4</b>	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
<b>6</b>	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
<b>1</b>	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
<b>A</b>	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
<b>2</b>	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

### Magic items

**Shady Shanking:** Attacks made with this weapon gain Lightning Reflexes, Lethal Strike, and become Magical Attacks. When fighting a Duel, failed to-wound rolls with attacks with this weapon must be rerolled.

**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.

**Titantic Might:** Attacks made with this enchanted weapon gain +3 Strength and become Magical Attacks.

**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).

**Troll Ale Flask:** The bearer may perform a Special Attack that is made at the bearer's Agility. In the corresponding Initiative Step, choose an enemy unit that the bearer is able to attack with Close Combat Attacks. This unit suffers a hit with Strength 5 and Armour Penetration 10.

### Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

### 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.

**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.

**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.

**Heavy Armour:** +2 Armor

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

**Light Armour:** Armor +1

**Light Lance:**

**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

**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.

**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

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.

Common Orc Warlord #1



Common Orc Chief #1



Common Orc Shaman #1



Common Orc Shaman #2



Common Orcs #1



Common Orcs #2



Common Orc Boar Riders #1



Iron Orcs #1

