

THE IX AGE FANTASY BATTLES



Orcs and Goblins

Army Book (Core Rules)

2nd Edition, version 20223 beta 1 – December 22, 2022

Army Specific Rules	2	Orc Characters	6
Army Model Rules	2	Goblin Characters	9
Hereditary Spell	4	Orc Mounts	12
Special Items	4	Goblin Mounts	13
Army Organisation	5	Core	15
Quick Reference Sheet	27	Special	19
Changelog	31	Death from Above	24
		Big 'n Nasty	25



The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. [No](#) goblins were harmed in the creation of this book.

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Army Specific Rules

War Cry!

Once per game, at the start of a Player Turn, an Orcs and Goblins General on the Battlefield may utter a War Cry!. All friendly units gain +1" Advance Rate, +2" March Rate, and **Swiftstride** until the end of the Player Turn.

Army Model Rules

Greenhide Races

Certain units in this Army Book belong to or must choose a Greenhide Race. A model with a Greenhide Race gains the rules detailed below. In addition, units that choose a Greenhide Race use the Defensive and Offensive Characteristics of the corresponding Greenhide Race (if specified) and gain access to specific options, as detailed in each unit entry.



Common Orc

The model part gains **Born to Fight**.



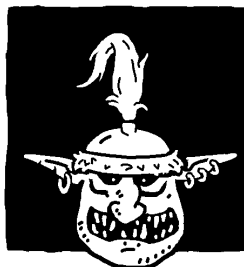
Feral Orc

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



Iron Orc

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



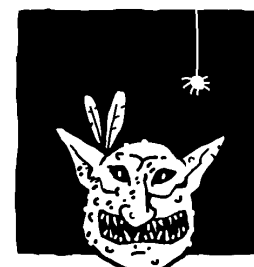
Common Goblin

The model gains **Insignificant**.



Cave Goblin

The model gains **Insignificant**.



Forest Goblin

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

Universal Rules

Nets

At the start of each Round of Combat that the model's unit is fighting, each unit with one or more models with Nets must choose one enemy unit in base contact and roll a D6. On 2+, the chosen unit is Netted. On a roll of '1', the unit with Nets is Netted. Units Netted one or more times suffer -1 Strength and -1 Armour Penetration until the end of the Round of Combat.

Oi it bites!

Units with models with Oi it bites! cannot be joined by Characters.

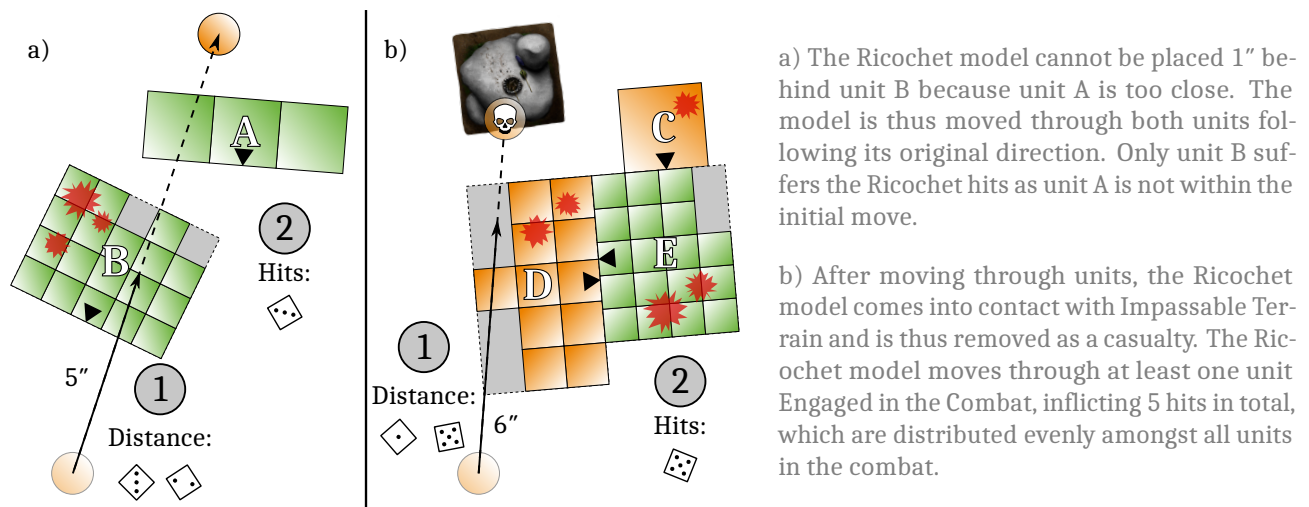
Ricochet [X]

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.



Running Amok!!

When a unit with Running Amok!! moves using Random Movement, it must move in a random direction instead of the chosen direction.

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.

Attack Attributes

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 while not suffering from Disrupted Ranks at the start of the Round of Combat.

Venomous Fangs – Close Combat

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.

Special Attacks

Mammoth Stabber

If the unit is Charging and has at least one Full Rank, nominate a single R&F model in the unit at Initiative Step 10. This model gains **Impact Hits (D3)** until the end of the Round of Combat. These Impact Hits are resolved with Strength 5, Armour Penetration 2, and **Multiple Wounds (D3+1, against Towering Presence)**.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Bring the Pain 8+	18"	Hex	One Turn	Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.

Special Items

Weapon Enchantments

Omen of the Apocalypse 125 pts
Enchantment: Hand Weapon.
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](#).**

Shady Shanking 50 pts
Enchantment: Hand Weapon or Paired Weapons.
Attacks made with this weapon gain **Lethal Strike, and Lightning Reflexes, and become [Magical Attacks](#)**. When fighting a Duel, failed to-wound rolls with attacks made with this weapon **must** be rerolled.

Maza's Zappin 45 pts
Enchantment: Bow.
The wielder's unit gains **Quick to Fire**.
This Bow gains Aim (2+), and its profile is changed to: Range 24", Shots 3, Str as user, AP as user; **[Magical Attacks](#)**.

Armour Enchantments

Tuktek's Guard 55 pts
Standard and Large Height models only.
Enchantment: Suit of Armour.
The wearer's model gains +1 Resilience and **Immune (Lethal Strike)**. ~~In addition, attacks against the wearer's model with Lethal Strike lose this [Attack Attribute](#).~~

Banner Enchantments

Mikinok's Totem 95 pts

Cannot be taken by units that count towards Core.
At the start of each Round of Combat that the model's unit is fighting, choose one of the following:

- A Special Item* carried by a Character or Champion in a single enemy unit in base contact with the bearer's unit.
- A Special Item* carried by a single model unit in base contact with the bearer's unit.
- A Banner Enchantment carried by a Standard Bearer in a single enemy unit in base contact with the bearer's unit.

The effects of this Special Item* are ignored during this Round of Combat.

*Or, when fighting a Dwarven Holds army, a combination of Runic Weapon Enchantments, Runic Armour Enchantments, or Runic Artefacts.

Green Tide 50 pts

0-3 per Army.

The bearer's unit gains **Fight in Extra Rank**.

Artefacts

Crown of the Cavern King 90 pts

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

Skull Fetish 70 pts

Dominant. Wizards only.

At the start of any friendly Magic Phase, add X Veil Tokens to your pool, where X is the number of friendly units Engaged in Combat minus the number of friendly Fleeing units. You cannot gain more than 3 Veil Tokens this way. These tokens are in addition to Veil Tokens gained from other sources. The Skull Fetish can never cause a loss of Veil Tokens.

Pan of Protection Pinchin' 40 pts

When successfully wounded, the bearer may choose to use the attacker's Armour value and/or its Special Save:

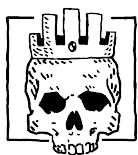
- Use the Armour value that the attacking model would have against the attack that inflicted the wound (including Conditional Application, modifiers, etc.). If so, the bearer cannot use its own Armour (including any modifiers), if available.
- Use the Special Save that the attacking model would have against the attack that inflicted the wound (including Conditional Application, modifiers, etc.). If so, the bearer cannot use its own Special Save (including any modifiers), if available.

In addition, when the bearer's unit is the target of a spell, the bearer gains the same Magic Resistance as the Caster of the spell.

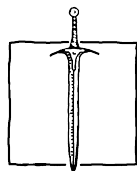
Troll Ale Flask 30 pts

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.

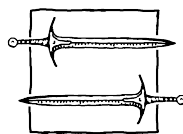
Army Organisation



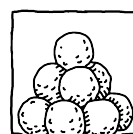
Characters
Max. 40%



Core
Min. 25%



Special
No limit



Death from Above
Max. 15%



Big 'n Nasty
Max. 30%

Characters (Max. 40%)

Orc Characters



Orc Warlord

200 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



A mount marked with (BnN) counts towards Big 'n Nasty. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9		
Defensive	HP	Def	Res	Arm	
Common Orc	3	6	5	0	Heavy Armour
Feral Orc	3	5	5	0	Aegis (5+)
Iron Orc	3	7	5	0	Plate Armour
Offensive	Att	Off	Str	AP	Agi
Common Orc	4	6	5	2	4
Feral Orc	4	6	5	2	4
Iron Orc	4	7	5	2	4

Options

pts-

The model part **must** choose (one choice only):

Common Orc	free
Feral Orc	60
Iron Orc	85
Special Items	up to 200
Shield	5
Paired Weapons	10
Great Weapon	20
Lance	20

Greenhide Race

Common Orc

Additional Options	pts-
Bow (4+)	5

Mount Options	pts-
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War Boar	40
Orc Boar Chariot	75
Wyvern (BnN)	150

Feral Orc

Additional Options	pts-
Light Armour	10
Bow (4+)	5

Mount Options	pts-
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War Boar	30
Wyvern (BnN)	160

Iron Orc

Mount Options	pts-
War Boar	55
Orc Boar Chariot	105
Wyvern (BnN)	180



Orc Chief

115 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



A mount marked with (BnN) counts towards Big 'n Nasty. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8		
Defensive	HP	Def	Res	Arm	
Common Orc	3	5	5	0	Heavy Armour
Feral Orc	3	4	5	0	Aegis (5+)
Iron Orc	3	6	5	0	Plate Armour
Offensive	Att	Off	Str	AP	Agi
Common Orc	3	5	4	1	3
Feral Orc	3	5	4	1	3
Iron Orc	3	6	4	1	3

Options

The model part **must** choose (one choice only):

Common Orc	free
Feral Orc	30
Iron Orc	50
Battle Standard Bearer	50
Special Items	up to 100
Shield	5
Paired Weapons	5
Great Weapon	10
Lance	10

Greenhide Race

Common Orc

— Additional Options — pts —

Bow (4+) 5

— Mount Options — pts —

War Boar 40

Orc Boar Chariot 80

Wyvern (BnN) 150

Feral Orc

— Additional Options — pts —

Light Armour 5

Bow (4+) 5

— Mount Options — pts —

War Boar 30

Wyvern (BnN) 160

Iron Orc

— Mount Options — pts —

War Boar 40

Wyvern (BnN) 160



Orc Shaman

130 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



A mount marked with (BnN) counts towards Big 'n Nasty. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
Common Orc	3	3	4	0	Light Armour
Feral Orc	3	2	4	0	Aegis (5+)
Offensive	Att	Off	Str	AP	Agi
Orc Shaman	2	3	4	1	2

— Magic Options —

Wizard Adept 95 pts

Wizard Master 265 pts



Pyromancy



Shamanism



Thaumaturgy

— Greenhide Race —

Common Orc

— Mount Options — pts —

War Boar 30

Orc Boar Chariot 60

Wyvern (Wizard Master only) (BnN) 75

Feral Orc

— Mount Options — pts —

War Boar 30

Wyvern (Wizard Master only) (BnN) 75

— Options —

The model part **must** choose (one choice only):

Common Orc free

Feral Orc 20

Special Items up to 100

If Wizard Master up to 200

Paired Weapons 5

Goblin Characters



Goblin King

120 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (BnN) counts towards Big 'n Nasty. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8		
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Light Armour
Offensive	Att	Off	Str	AP	Agi
Goblin King	4	5	4	1	5

Options	pts-
+1 Discipline (General only)*	free
The model part must choose (one choice only):	
Common Goblin	free
Cave Goblin	free
Forest Goblin and Poison Attacks	35
Special Items	up to 200
Shield	5
Heavy Armour	10
Bow (3+)	5
One choice only:	
Light Lance	5
Paired Weapons	5
Great Weapon	10
Lance	10

Greenhide Race	pts-
Common Goblin	
Mount Options	pts-
Wolf	35
Goblin Wolf Chariot	50
Cave Goblin	
Mount Options	pts-
Cave Gnasher	65
Forest Goblin	
Mount Options	pts-
Scuttler Spider	30
Huntsmen Spider	40
Gargantula (BnN)	440

*May only be taken if the army does not contain any models with the Greenhide Races Common Orc, Feral Orc, or Iron Orc.



Goblin Chief

75 pts

single model

0-6 Units/Army

Height Standard
Type Infantry
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7		
Defensive	HP	Def	Res	Arm	
	2	4	4	0	Light Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Goblin Chief	3	4	4	1	4

Options pts-

The model part **must** choose (one choice only):

Common Goblin	free
Cave Goblin	free
Forest Goblin and Poison Attacks	10
Battle Standard Bearer	50
Special Items	up to 100
Bow (3+)	5
One choice only:	
Light Lance	5
Paired Weapons	5
Great Weapon	10
Lance	10

Greenhide Race pts-

Common Goblin

Mount Options	pts-
Wolf	50
Goblin Wolf Chariot	60

Cave Goblin

Mount Options	pts-
Cave Gnasher	65

Forest Goblin

Mount Options	pts-
Scuttler Spider	25
Huntsmen Spider	40



Goblin Witch Doctor

105 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (BnN) counts towards Big 'n Nasty. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	2	2	3	0	
Offensive	Att	Off	Str	AP	Agi

Goblin Witch Doctor **1** **2** **3** **0** **3**

— Magic Options — pts —

Wizard Adept 95

Wizard Master and +1 Health Point 275



Pyromancy



Thaumaturgy



Witchcraft

— Options — pts —

The model part **must** choose (one choice only):

Common Goblin and Light Armour free

Cave Goblin and **2 × Power 'Shroom** 30

Forest Goblin free

Special Items up to 100

If Wizard Master up to 200

— Optional Model Rules —

Power 'Shroom: Universal Rule.

Each instance of Power 'Shroom is One use Only. Declare usage immediately before the model rolls to cast a non-Bound Spell. Any Dispelling Attempt made against this Casting Attempt suffers a -D3 Dispelling Modifier. Roll this dice directly when using the Power 'Shroom. If a natural '1' is rolled for this D3, the model using the Power 'Shroom suffers 1 hit with Toxic Attacks. Only a single instance of Power 'Shroom can be used per Casting Attempt. This is an exception to the Casting and Dispelling Modifier rule (i.e. it is allowed to modify the dispelling roll by more than -2).

— Greenhide Race — pts —

Common Goblin

— Mount Options — pts —

Wolf 20

Goblin Wolf Chariot 35

Cave Goblin

— Additional Options — pts —

Light Armour 5

Forest Goblin

— Mount Options — pts —

Scuttler Spider 20

Gargantula (Wizard Master only) (BnN) 460

Character Mounts

Orc Mounts



War Boar

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

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	Devastating Charge (+1 Str, +1 AP), Harnessed



Orc Boar Chariot

Height **Large**
Type **Construct**
Base **50×100 mm**
0–3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	AP	Agi	
'Eadbasher Crew	1	4	4	1	2	Common Orc, Lance
War Boar (2)	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate



Wyvern

Height **Large**
Type **Cavalry**
Base **50×50 mm**
0–2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Big 'n Nasty.

Global	Adv	Mar	Dis	Model Rules		
Ground	4"	8"	C	Fear, Fly (8", 16"), Light Troops, Towering Presence		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	AP	Agi	
Wyvern	3	5	6	3	3	Harnessed, Poison Attacks, Venomous Fangs

Options	pts	Optional Model Rules
Big Wing	5	Big Wing: Universal Rule. The Wyvern gains Devastating Charge (+1 Str, +1 AP) , and its base size is changed to 75×100 mm.

Goblin Mounts



Wolf

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

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



Goblin Wolf Chariot

Height **Large**
Type **Construct**
Base **50×100 mm**
0–3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules	
	9"	9"	C	Light Troops, Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	4	C+1	
Offensive	Att	Off	Str	AP	Agi
Goblin (2)	1	2	3	0	2 Common Goblin, Bow (4+), Light Lance
Wolf (2)	1	3	3	0	3 Harnessed
Chassis			5	2	Impact Hits (D6+1), Inanimate



Cave Gnasher

Height **Large**
Type **Beast**
Base **40×40 mm**
0–3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules	
Ground	5"	10"	C	Bouncers, Fearless, Fly (6", 12"), Light Troops, Oi it bites!	
Fly	6"	12"			
Defensive	HP	Def	Res	Arm	
	3	C	C	C+1 Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi
Cave Gnasher	3	4	6	3	3 Harnessed, Impact Hits (1)

— Model Rules —

Bouncers: Universal Rule.

The model **gains Exclusive (Gnasher Dashers, Cave Gnasher)** (ignore the restrictions in Oi it bites!).



Scuttler Spider

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Feigned Flight, Light Troops, Scout, Strider, Vanguard		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks



Huntsmen Spider

Height Large
Type Cavalry
Base 50×50 mm
0–4 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Strider		
Defensive	HP	Def	Res	Arm		
	3	C	4	C+2		
Offensive	Att	Off	Str	AP	Agi	
Huntsmen Spider	3	3	4	1	4	Harnessed, Poison Attacks



Gargantula

Height Gigantic
Type Beast
Base 100×150 mm
0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Big 'n Nasty.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fearless, Strider, Stubborn		
Defensive	HP	Def	Res	Arm		
	8	4	6	3		
Offensive	Att	Off	Str	AP	Agi	
Goblin (8)	1	2	3	0	2	Forest Goblin, Bow (4+), Light Lance
Gargantula	8	4	5	2	4	Harnessed, Poison Attacks, Venomous Fangs

— Options —

If mounted by a Goblin Witch Doctor, **must** take
Spider Mother Shrine

— pts —

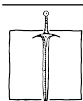
free

— Optional Model Rules —

Spider Mother Shrine: Universal Rule.

The model gains **Aegis (5+, against Ranged Attacks)** and knows one additional Learned Spell.

Core (Min. 25%)



Orcs

155 pts + 9 pts/extra model

20–50 models



Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	
Defensive	HP	Def	Res	Arm	
Common Orc	1	3	4	0	Light Armour
Feral Orc	1	2	4	0	Aegis (6+)
Offensive	Att	Off	Str	AP	Agi
Orc	1	3	3	0	2

Options pts-

Must choose (one choice only):

Common Orc	free
Feral Orc	4/model
Shield	1/model
Bow (4+)	1/model
Paired Weapons	1/model
Spear	2/model

Command Group Options pts-

Champion	10
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

Greenhide Race pts-

Common Orc

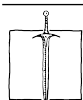
Additional Options pts-

Heavy Armour and Crossbow (4+)* 5/model
*Only if not armed with Paired Weapons, Spear, and/or Bow.

Feral Orc

Additional Options pts-

Mammoth Stabber 20



Orc 'Eadbashers

195 pts + 16 pts/extra model

15–35 models



0–1 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring	
Defensive	HP	Def	Res	Arm	
Common Orc	1	4	4	0	Light Armour
Feral Orc	1	3	4	0	Aegis (6+)
Offensive	Att	Off	Str	AP	Agi
Orc 'Eadbasher	1	4	4	1	2

Options pts-

Must choose (one choice only):

Common Orc	free
Feral Orc	6/model
Shield	1/model
Paired Weapons	2/model
Spear	3/model

Command Group Options pts-

Command Group Options pts-

Champion	10
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

Greenhide Race

Feral Orc

Additional Options pts-

Mammoth Stabber 25



Orc Boar Riders

135 pts + 18 pts/extra model

5-20 models



0-4 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Scoring		
Defensive	HP	Def	Res	Arm		
Common Orc	1	3	4	2	Light Armour	
Feral Orc	1	2	4	2	Aegis (6+)	
Offensive	Att	Off	Str	AP	Agi	
Orc Boar Rider	1	3	3	0	2	Light Lance
War Boar	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed

— Options — pts —

The Orc Boar Rider **must** choose (one choice only):

Common Orc	free
Feral Orc and Devastating Charge (+1 Att)	free
Shield	4/model

— Command Group Options — pts —

Champion	10
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

— Greenhide Race — pts —

Common Orc

— Additional Options — pts —

Lance	4/model
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Feral Orc

— Additional Options — pts —

Paired Weapons	3/model
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Goblins

120 pts + 5 pts/extra model

20-60 models



Height Standard
Type Infantry
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules	
Common Goblin	4"	8"	6	Scoring	
Cave Goblin	4"	8"	5	Scoring	
Forest Goblin	4"	8"	6	Scoring	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	AP	Agi
Common Goblin	1	2	3	0	2
Cave Goblin	1	2	3	0	3
Forest Goblin	1	2	3	0	2

Poison Attacks*
*affects only Close Combat Attacks

Options pts-

Must choose (one choice only):

- Common Goblin and Light Armour free
- Cave Goblin free
- Forest Goblin 1/model

One choice only:

- Shield free
- Spear and Shield free
- If Forest Goblin, instead 2/model
- Bow (4+) (0-3 Units/Army) 1/model
- (0-100 Models/Army)

Command Group Options pts-

- Champion 10
- Musician 10
- Standard Bearer 10
- Banner Enchantment no limit

Greenhide Race

Common Goblin

Additional Options pts-

- Shield (only if armed with Bow) free
 - Shady Git (0-X Models/Unit)[†] 10/Shady Git
- [†]Additional model (profile on the next page). The value of X in the 0-X limitation depends on the unit's size:

Starting size	20-29	30+
X	2	3

Cave Goblin

Additional Options pts-

- Nets 50
 - Mad Git (0-X Models/Unit)[†] 65/Mad Git
- [†]Additional model (profile on the next page). The value of X in the 0-X limitation depends on the unit's size:

Starting size	20-29	30-44	45+
X	1	2	3

Forest Goblin

Additional Options pts-

- Creepers (0-20 Models/Unit) free
- Throwing Weapons (5+) 1/model

Optional Model Rules

Creepers: Universal Rule.

The model loses Scoring and gains **Hard Target (1)**, **Light Troops**, and **Skirmisher**.

Shady Git

This model is an optional additional model for Goblins units.

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Sneaky!	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour
Offensive	Att	Off	Str	AP	Agi
Shady Git	2	4	3	0	3 Common Goblin, Lethal Strike, Paired Weapons

Model Rules

Sneaky!: Universal Rule.

In the First Round of Combat, the model gains +3 Agility and **Lightning Reflexes**. It is a Champion that is deployed in the unit for which it was purchased. However, it gains neither First Among Equals nor Order the Charge, nor any model rules that the other R&F models in its unit may have, unless specifically stated otherwise. It is not forced to choose the same Close Combat Weapon in close combat as the other R&F models in its unit.

Mad Git

This model is an optional additional model for Goblins units.

0–8 Models/Army

Height Standard
Type Infantry
Base 25 mm round

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

Model Rules

Surprise!: Universal Rule.

The model is not deployed normally. Instead it is said to be concealed inside the unit for which it was purchased. It is a unit upgrade, and as such is ignored when calculating Victory Points (its Point Cost is already included in the Goblin unit concealing it, and Victory Points are awarded for destroying the unit concealing it). Until released and moved out of its unit, the model cannot be harmed or otherwise affected, or affect the game in any way. When it is removed as a casualty, it does not cause Panic Tests. It still moves, acts, and is influenced by all rules independently like a normal unit (once released) and does not count towards the model count of the unit concealing it.

It can be released in two ways:

- Mad Gits may be released when their unit declares a Stand and Shoot Charge Reaction with a Shooting Weapon (the unit still shoots as normal). If the unit does not have any Shooting Weapons, it may declare a Stand and Shoot Charge Reaction with Mad Gits. If so, all Mad Gits in the unit must be released. This is not considered a Shooting Attack.
- At the start of the owner's Shooting Phase, if a unit with one or more concealed Mad Gits is not Engaged in Combat, not Fleeing, and is within 8" of an enemy unit, it **must** immediately release all its Mad Gits.

Resolve released Mad Gits one at a time. Place the released Mad Git just outside of base contact with the concealing unit and choose a direction to move the model in (ignore the Mad Git's Running Amok!!). This cannot be a direction that can potentially bring the released Mad Git into contact with its concealing unit. When releasing the Mad Git, move it in the chosen direction using the Shambolic rules. During this move, rolling the same result on all dice does not cause the Mad Git to lose D3 Health Points nor move in a random direction.

Special (No limit)



Mounted 'Eadbashers

145 pts + 24 pts/extra model

5-15 models



0-4 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Scoring		
Defensive	HP	Def	Res	Arm		
Common Orc	1	4	4	2	Heavy Armour	
Feral Orc	1	3	4	2	Aegis (6+)	
Offensive	Att	Off	Str	AP	Agi	
Mounted 'Eadbasher	1	4	4	1	2	Light Lance
War Boar	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed

Options pts-

The Mounted 'Eadbasher **must** choose (one choice only):

Common Orc 4/model
Feral Orc and Devastating Charge (+1 Att) free
Shield 3/model

Command Group Options pts-

Champion 10
Musician 10
Standard Bearer 10
Banner Enchantment no limit

Greenhide Race

Common Orc

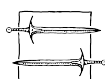
Additional Options pts-

Lance 3/model

Feral Orc

Additional Options pts-

Paired Weapons 3/model



Orc Boar Chariot

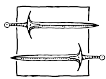
140 pts

single model

0-3 Units/Army

Height Large
Type Construct
Base 50x100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	7	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	4	5	2	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
'Eadbasher Crew (2)	1	4	4	1	2	Common Orc, Lance
War Boar (2)	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate



Iron Orcs

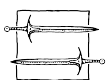
300 pts + 24 pts/extra model

15–35 models



Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Bodyguard (Iron Orc Warlord, Iron Orc Chief), Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	0	Plate Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Iron Orc	1	5	4	1	2	Iron Orc, Great Weapon, Paired Weapons
— Command Group Options —			pts—	— Command Group Options —		pts—
Champion				10	Standard Bearer	10
Musician				10	Banner Enchantment	no limit



Trolls

160 pts + 59 pts/extra model

3–10 models

0–3 Units/Army

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	4	Fear, Fearless, Stupid		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Fortitude (4+)	
Offensive	Att	Off	Str	AP	Agi	
Troll	3	3	5	2	1	Troll Belch
— Model Rules —				— Options —		pts—

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 with the following exception: in the Movement Phase, immediately after Rallying Fleeing units, the unit must perform an Advance Move of D6" as far directly forwards as possible.

Troll Belch: Special Attack.

At the model part's Initiative Step, the owner may choose an enemy unit that the model part is able to attack with Close Combat Attacks. If so, this unit suffers a hit that is resolved with Strength 5 and Armour Penetration 10, and the model part with Troll Belch may not perform any Close Combat Attacks during this Round of Combat.

One choice only:

Bridge Troll

7/model

Cave Troll

13/model

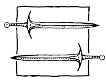
— Optional Model Rules —

Bridge Troll: Universal Rule.

The model gains **Distracting** and **Strider (Water Terrain)**.

Cave Troll: Universal Rule.

The model gains **Magic Resistance (3)**, and its Armour is **set to 3**.



Goblin Wolf Chariots

125 pts + 100 pts/extra model

1-4 models

0-3 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	9"	6	Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	2	4	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Goblin Crew (3)	1	2	3	0	2	Common Goblin, Bow (4+), Light Lance
Wolf (2)	1	3	3	0	3	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate



Goblin Raiders

115 pts + 10 pts/extra model

5-20 models

0-4 Units/Army

Height Standard

Type Cavalry

Base 25×50 mm



Units of 8 or more models count towards Core instead of Special.

Global	Adv	Mar	Dis	Model Rules		
Common Goblin	9"	18"	6	Feigned Flight, Light Troops, Vanguard		
Forest Goblin	7"	14"	6	Feigned Flight, Light Troops, Scout, Strider, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	2	3	1		
Offensive	Att	Off	Str	AP	Agi	
Goblin Raider	1	2	3	0	2	
Wolf	1	3	3	0	3	Harnessed
Scuttler Spider	1	3	3	0	4	Harnessed, Poison Attacks

Options pts-

The Goblin Raider **must** choose (one choice only):

Common Goblin, Light Armour,
and Wolf 2/model

Forest Goblin, Poison Attacks*,
and Scuttler Spider free

*affects only Close Combat Attacks

Shield 1/model

Bow (4+) 1/model

Light Lance 1/model

Command Group Options pts-

Champion 10

Musician 10

Standard Bearer 10

Greenhide Race

Forest Goblin

Additional Options pts-

Throwing Weapons (5+) 1/model



Gnasher Dashers

130 pts + 18 pts/extra model

5–10 models

0–3 Units/Army

Height Standard
Type Cavalry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	5"	10"	5	Fearless, Fly (6", 12"), Light Troops, Oi it bites!		
Fly	6"	12"				
Defensive	HP	Def	Res	Arm		
	1	2	3	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Goblin Rider	1	2	3	0	3	Cave Goblin
Gnasher Dasher	2	4	5	2	4	Harnessed, Rows of Teeth

Model Rules

Rows of Teeth: Special Attack.

The Gnasher model part can make Supporting Attacks even though it has Harnessed. The Goblin Rider model part cannot make Supporting Attacks. Gnasher Dashers gain **Impact Hits** with the following exception: instead of causing a number of hits per Charging model, a Charging unit of up to 5 Gnasher Dashers causes D3 hits to a single enemy unit in base contact with the unit's Front Facing, while a unit of 6 or more Gnasher Dashers inflicts 2D3 hits instead.



Gnasher Herd

135 pts + 13 pts/extra model

10–40 models

0–5 Units/Army

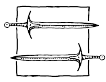
Height Standard
Type Beast
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Insignificant, Oi it bites!		
Defensive	HP	Def	Res	Arm		
	1	4	3	0		
Offensive	Att	Off	Str	AP	Agi	
Gnasher	2	4	5	2	4	They're Everywhere!

Model Rules

They're Everywhere!: Special Attack.

When a Gnasher Herd unit Breaks from Combat, it is removed as a casualty at the end of step 7 of the Round of Combat Sequence (after taking Break Tests), and all units within 6" suffer 1 hit for every 5 models in the Gnasher Herd unit, rounding fractions down. Hits are resolved with Strength 5 and Armour Penetration 2.



Gnasher Wrecking Team

130 pts

single model

0–2 Units/Army

Height Large

Type Beast

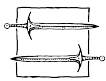
Base 60 mm round

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

Model Rules

Look at Em Go!: Universal Rule.

After contacting a unit for the first time, a Gnasher Wrecking Team gains **Running Amok!!** for the rest of the game.



Scrap Wagon

80 pts

single model

0–3 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	3D6"		4	Fearless, Insignificant, Pursuit Mode , Random Movement (3D6"), Shambolic, Unstable	
Defensive	HP	Def	Res	Arm	
	4	2	4	1	
Offensive	Att	Off	Str	AP	Agi
Grotling Crew	5	2	2	0	2 Throwing Weapons (5+)
Chassis			4	3	Harnessed, Impact Hits (2D6)

Model Rules

Pursuit Mode: Universal Rule.

The roll for the distance moved with Random Movement in the Movement Phase is subject to Maximised Roll (consider only the used 3 dice for the purpose of Shambolic).



Grotlings

90 pts + 14 pts/extra model

3–6 models

0–3 Units/Army

Height Standard

Type Infantry

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	4	Fearless, Insignificant, Light Troops, Scout, Skirmisher, Unstable, Vanguard	
Defensive	HP	Def	Res	Arm	
	5	2	2	0	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Grotling	5	2	2	0	2 Extra Support (3) , Throwing Weapons (5+)

Death from Above (Max. 15%)



Greenhide Catapult

150 pts

single model

0–3 Units/Army

Height Standard
Type Construct
Base 75 mm round

Global	Adv	Mar	Dis	Model Rules		
	4"	4"	6	War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Goblin Crew	3	2	3	0	2	Common Goblin, Move or Fire

Options

	pts
Orc Overseer	20
The Goblin Crew must choose (one choice only):	
Splatterer (4+)	free
Git Launcher (4+) (0–2 Units/Army)	40

Optional Model Rules

Orc Overseer: Universal Rule.

The model loses Insignificant, gains +1 Health Point, its Discipline is **set** to 7, and its Height changed to Large. When the model rolls on the Misfire Table, it may choose to lose 1 Health Point in order to reroll the dice. The model gains an additional model part:

Offensive	Att	Off	Str	AP	Agi	Model Rules
Orc Overseer	1	3	3	0	2	Common Orc

Git Launcher: Artillery Weapon.

Catapult, Range 12–60", Shots 1, Str 5, AP 4.

This weapon follows the rules for Catapult Artillery Weapons with the following exceptions: if the weapon hits (including with a Partial Hit), instead of causing a hit with Area Attack, the attack causes D3+1 hits with the weapon's profile. In case of a Partial Hit, neither the number of hits nor their Strength and Armour Penetration are reduced.

Splatterer: Artillery Weapon.

Catapult (4×4), Range 12–60", Shots 1, Str 3 [7], AP 0 [4], [**Multiple Wounds (D3, Clipped Wings)**].



Skewerer

90 pts

single model

0–4 Units/Army

Height Standard
Type Construct
Base 60 mm round

Global	Adv	Mar	Dis	Model Rules		
	4"	4"	6	War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Goblin Crew	3	2	3	0	2	Common Goblin, Move or Fire, Ballista (4+)

Model Rules

Ballista: Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, [**Multiple Wounds (D3)**].

Big 'n Nasty (Max. 30%)



Great Green Idol

375 pts

single model

0-2 Units/Army

Height Gigantic

Type Infantry

Base 100×100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fearless, Smash 'Em Flat , Supernal		
Defensive	HP	Def	Res	Arm		
	6	2	8	3		
Offensive	Att	Off	Str	AP	Agi	
Great Green Idol	3	2	6	3	2	Crush Attack, Impact Hits (D3)

—Model Rules—

Smash 'Em Flat: Universal Rule.

Natural to-wound rolls of '1' with Melee Attacks from units within 6" of a friendly Great Green Idol **must** be rerolled.

Break Tests taken by units within 6" of one or more friendly Engaged Great Green Idols are subject to Minimised Roll.

—Options—

Battle Standard Bearer

pts-

80



Giant

255 pts

single model

0-3 Units/Army

Height Gigantic

Type Infantry

Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant Do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	AP	Agi	
Giant	5	3	5	2	3	Rage

—Model Rules—

Giant See, Giant Do: Universal Rule.

The model gains **Born to Fight**.

—Options—

Big Brother

Must choose (one choice only):

Wrecking Ball

Giant Club

Nets

pts-

25

free

55

60

—Optional Model Rules—

Big Brother: Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

Giant Club: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Wrecking Ball: Close Combat Weapon.

The wielder gains **Fearless**, **Random Movement (3D6")**, **Shambolic**, and **Grind Attacks (D6+X)**, where X is equal to the Attack Value modifier the model gains from Rage. The wielder cannot perform any Close Combat Attacks.



Gargantula

500 pts

single model

0-2* Units/Army

Height Gigantic

Type Beast

Base 100×150 mm

*0-1 Units/Army if the Army includes any Character mounted on a Gargantula.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Fearless, Strider, Stubborn		
Defensive	HP	Def	Res	Arm		
	8	4	6	3		
Offensive	Att	Off	Str	AP	Agi	
Goblin (8)	1	2	3	0	2	Forest Goblin, Bow (4+), Light Lance
Gargantula	8	4	5	2	4	Harnessed, Poison Attacks, Venomous Fangs

Options

pts

Web Launcher (4+) on the Gargantula model part (0-1 Units/Army)

15

Optional Model Rules

Web Launcher: Artillery Weapon.

Catapult (4×4), 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.

Quick Reference Sheet

Characters

Orc Warlord	Adv	4"	Mar	8"	Dis	9						
Common Orc	HP	3	Def	6	Res	5	Arm	0				Heavy Armour
Feral Orc	HP	3	Def	5	Res	5	Arm	0				Aegis (5+)
Iron Orc	HP	3	Def	7	Res	5	Arm	0				Plate Armour
Common Orc	Att	4	Off	6	Str	5	AP	2	Agi	4		
Feral Orc	Att	4	Off	6	Str	5	AP	2	Agi	4		
Iron Orc	Att	4	Off	7	Str	5	AP	2	Agi	4		
Orc Chief	Adv	4"	Mar	8"	Dis	8						
Common Orc	HP	3	Def	5	Res	5	Arm	0				Heavy Armour
Feral Orc	HP	3	Def	4	Res	5	Arm	0				Aegis (5+)
Iron Orc	HP	3	Def	6	Res	5	Arm	0				Plate Armour
Common Orc	Att	3	Off	5	Str	4	AP	1	Agi	3		
Feral Orc	Att	3	Off	5	Str	4	AP	1	Agi	3		
Iron Orc	Att	3	Off	6	Str	4	AP	1	Agi	3		
Orc Shaman	Adv	4"	Mar	8"	Dis	8						Wizard Apprentice
Common Orc	HP	3	Def	3	Res	4	Arm	0				Light Armour
Feral Orc	HP	3	Def	2	Res	4	Arm	0				Aegis (5+)
Orc Shaman	Att	2	Off	3	Str	4	AP	1	Agi	2		
Goblin King	Adv	4"	Mar	8"	Dis	8						
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0				Light Armour
Goblin King	Att	4	Off	5	Str	4	AP	1	Agi	5		
Goblin Chief	Adv	4"	Mar	8"	Dis	7						
Standard, Infantry	HP	2	Def	4	Res	4	Arm	0				Light Armour, Shield
Goblin Chief	Att	3	Off	4	Str	4	AP	1	Agi	4		
Goblin Witch Doctor	Adv	4"	Mar	8"	Dis	6						Wizard Apprentice
Standard, Infantry	HP	2	Def	2	Res	3	Arm	0				
Goblin Witch Doctor	Att	1	Off	2	Str	3	AP	0	Agi	3		

Character Mounts

War Boar	Adv	7"	Mar	14"	Dis	C						
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2				
War Boar	Att	1	Off	3	Str	4	AP	1	Agi	3		Devastating Charge (+1 Str, +1 AP), Harnessed
Orc Boar Chariot	Adv	7"	Mar	7"	Dis	C						Swiftstride
Large, Construct	HP	4	Def	C	Res	5	Arm	C+2				
'Eadbasher Crew	Att	1	Off	4	Str	4	AP	1	Agi	2		Common Orc, Lance
War Boar (2)	Att	1	Off	3	Str	4	AP	1	Agi	3		Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis					Str	5	AP	2	Agi			Impact Hits (D6+1), Inanimate
Wyvern	Adv	4"	Mar	8"	Dis	C						Fear, Fly (8", 16"), Light Troops, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C				
Wyvern	Att	3	Off	5	Str	6	AP	3	Agi	3		Harnessed, Poison Attacks, Venomous Fangs
Wolf	Adv	9"	Mar	18"	Dis	C						Feigned Flight, Light Troops, Vanguard
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1				
Wolf	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed
Goblin Wolf Chariot	Adv	9"	Mar	9"	Dis	C						Light Troops, Swiftstride
Large, Construct	HP	4	Def	C	Res	4	Arm	C+1				
Goblin (2)	Att	1	Off	2	Str	3	AP	0	Agi	2		Common Goblin, Bow (4+), Light Lance
Wolf (2)	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed
Chassis					Str	5	AP	2	Agi			Impact Hits (D6+1), Inanimate
Cave Gnasher	Adv	5"	Mar	10"	Dis	C						Bouncers, Fearless, Fly (6", 12"), Light Troops, Oi it bites!
Large, Beast	HP	3	Def	C	Res	C	Arm	C+1				Hard Target (1)
Cave Gnasher	Att	3	Off	4	Str	6	AP	3	Agi	3		Harnessed, Impact Hits (1)
Scuttler Spider	Adv	7"	Mar	14"	Dis	C						Feigned Flight, Light Troops, Scout, Strider, Vanguard
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1				
Scuttler Spider	Att	1	Off	3	Str	3	AP	0	Agi	4		Harnessed, Poison Attacks

Huntsmen Spider	Adv	7"	Mar	14"	Dis	C					Strider
Large, Cavalry	HP	3	Def	C	Res	4	Arm	C+2			
Huntsmen Spider	Att	3	Off	3	Str	4	AP	1	Agi	4	Harnessed, Poison Attacks
Gargantula	Adv	7"	Mar	14"	Dis	C					Fearless, Strider, Stubborn
Gigantic, Beast	HP	8	Def	4	Res	6	Arm	3			
Goblin (8)	Att	1	Off	2	Str	3	AP	0	Agi	2	Forest Goblin, Bow (4+), Light Lance
Gargantula	Att	8	Off	4	Str	5	AP	2	Agi	4	Harnessed, Poison Attacks, Venomous Fangs

Core

Orcs	Adv	4"	Mar	8"	Dis	7					Scoring
Common Orc	HP	1	Def	3	Res	4	Arm	0			Light Armour
Feral Orc	HP	1	Def	2	Res	4	Arm	0			Aegis (6+)
Orc	Att	1	Off	3	Str	3	AP	0	Agi	2	
Orc 'Eadbashers	Adv	4"	Mar	8"	Dis	7					Scoring
Common Orc	HP	1	Def	4	Res	4	Arm	0			Light Armour
Feral Orc	HP	1	Def	3	Res	4	Arm	0			Aegis (6+)
Orc 'Eadbasher	Att	1	Off	4	Str	4	AP	1	Agi	2	
Orc Boar Riders	Adv	7"	Mar	14"	Dis	7					Scoring
Common Orc	HP	1	Def	3	Res	4	Arm	2			Light Armour
Feral Orc	HP	1	Def	2	Res	4	Arm	2			Aegis (6+)
Orc Boar Rider	Att	1	Off	3	Str	3	AP	0	Agi	2	Light Lance
War Boar	Att	1	Off	3	Str	4	AP	1	Agi	3	Devastating Charge (+1 Str, +1 AP), Harnessed
Goblins	Adv	4"	Mar	8"	Dis	6					Scoring
Cave Goblin	Adv	4"	Mar	8"	Dis	5					Scoring
Forest Goblin	Adv	4"	Mar	8"	Dis	6					Scoring
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0			
Common Goblin	Att	1	Off	2	Str	3	AP	0	Agi	2	
Cave Goblin	Att	1	Off	2	Str	3	AP	0	Agi	3	
Forest Goblin	Att	1	Off	2	Str	3	AP	0	Agi	2	Poison Attacks* *affects only Close Combat Attacks
Shady Git	Adv	4"	Mar	8"	Dis	6					Sneaky!
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0			Light Armour
Shady Git	Att	2	Off	4	Str	3	AP	0	Agi	3	Common Goblin, Lethal Strike, Paired Weapons
Mad Git	Adv	2D6"	Mar	-	Dis	5					Fearless, Random Movement (2D6"), Ricochet (D6), Running Amok!!, Shambolic, Surprise!
Standard, Infantry	HP	1	Def	0	Res	3	Arm	0			Hard Target (1)
Mad Git	Att	-	Off	0	Str	5	AP	3	Agi	3	Cave Goblin

Special

Mounted 'Eadbashers	Adv	7"	Mar	14"	Dis	8					Scoring
Common Orc	HP	1	Def	4	Res	4	Arm	2			Heavy Armour
Feral Orc	HP	1	Def	3	Res	4	Arm	2			Aegis (6+)
Mounted 'Eadbasher	Att	1	Off	4	Str	4	AP	1	Agi	2	Light Lance
War Boar	Att	1	Off	3	Str	4	AP	1	Agi	3	Devastating Charge (+1 Str, +1 AP), Harnessed
Orc Boar Chariot	Adv	7"	Mar	7"	Dis	7					Swiftstride
Large, Construct	HP	4	Def	4	Res	5	Arm	2			Light Armour
'Eadbasher Crew (2)	Att	1	Off	4	Str	4	AP	1	Agi	2	Common Orc, Lance
War Boar (2)	Att	1	Off	3	Str	4	AP	1	Agi	3	Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis					Str	5	AP	2	Agi		Impact Hits (D6+1), Inanimate
Iron Orcs	Adv	4"	Mar	8"	Dis	8					Bodyguard (Iron Orc Warlord, Iron Orc Chief), Scoring
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0			Plate Armour, Shield
Iron Orc	Att	1	Off	5	Str	4	AP	1	Agi	2	Iron Orc, Great Weapon, Paired Weapons
Trolls	Adv	6"	Mar	12"	Dis	4					Fear, Fearless, Stupid
Large, Infantry	HP	3	Def	3	Res	4	Arm	0			Fortitude (4+)
Troll	Att	3	Off	3	Str	5	AP	2	Agi	1	Troll Belch

Goblin Wolf Chariots	Adv	9"	Mar	9"	Dis	6						Light Troops, Swiftstride
Large, Construct	HP	4	Def	2	Res	4	Arm	1				Light Armour
Goblin Crew (3)	Att	1	Off	2	Str	3	AP	0	Agi	2		Common Goblin, Bow (4+), Light Lance
Wolf (2)	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed
Chassis					Str	5	AP	2	Agi			Impact Hits (D6+1), Inanimate
Goblin Raiders	Adv	9"	Mar	18"	Dis	6						Feigned Flight, Light Troops, Vanguard
Forest Goblin	Adv	7"	Mar	14"	Dis	6						Feigned Flight, Light Troops, Scout, Strider, Vanguard
Standard, Cavalry	HP	1	Def	2	Res	3	Arm	1				
Goblin Raider	Att	1	Off	2	Str	3	AP	0	Agi	2		
Wolf	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed
Scuttler Spider	Att	1	Off	3	Str	3	AP	0	Agi	4		Harnessed, Poison Attacks
Gnasher Dashers	Adv	5"	Mar	10"	Dis	5						Fearless, Fly (6", 12"), Light Troops, Oi it bites!
Standard, Cavalry	HP	1	Def	2	Res	3	Arm	1				Light Armour
Goblin Rider	Att	1	Off	2	Str	3	AP	0	Agi	3		Cave Goblin
Gnasher Dasher	Att	2	Off	4	Str	5	AP	2	Agi	4		Harnessed, Rows of Teeth
Gnasher Herd	Adv	5"	Mar	10"	Dis	5						Fearless, Insignificant, Oi it bites!
Standard, Beast	HP	1	Def	4	Res	3	Arm	0				
Gnasher	Att	2	Off	4	Str	5	AP	2	Agi	4		They're Everywhere!
Gnasher Wreck. Team	Adv	3D6"	Mar	-	Dis	3						Fearless, Look at Em Go!, Random Movement (3D6"), Ricochet (2D6), Shambolic
Large, Beast	HP	3	Def	0	Res	4	Arm	0				Hard Target (1)
Wrecking Team	Att	-	Off	0	Str	6	AP	4	Agi	3		
Scrap Wagon	Adv	3D6"	Mar	-	Dis	4						Fearless, Insignificant, Pursuit Mode, Random Movement (3D6"), Shambolic, Unstable
Large, Construct	HP	4	Def	2	Res	4	Arm	1				
Grotling Crew	Att	5	Off	2	Str	2	AP	0	Agi	2		Throwing Weapons (5+)
Chassis	Att	-	Off	-	Str	4	AP	3	Agi	-		Harnessed, Impact Hits (2D6)
Grotlings	Adv	4"	Mar	8"	Dis	4						Fearless, Insignificant, Light Troops, Scout, Skirmisher, Unstable, Vanguard
Standard, Infantry	HP	5	Def	2	Res	2	Arm	0				Hard Target (1)
Grotling	Att	5	Off	2	Str	2	AP	0	Agi	2		Extra Support (3), Throwing Weapons (5+)

Death from Above

Greenhide Catapult	Adv	4"	Mar	4"	Dis	6						War Machine
Standard, Construct	HP	5	Def	1	Res	4	Arm	0				Light Armour
Goblin Crew	Att	3	Off	2	Str	3	AP	0	Agi	2		Common Goblin, Move or Fire
Skewerer	Adv	4"	Mar	4"	Dis	6						War Machine
Standard, Construct	HP	5	Def	1	Res	4	Arm	0				Light Armour
Goblin Crew	Att	3	Off	2	Str	3	AP	0	Agi	2		Common Goblin, Move or Fire, Ballista (4+)

Big 'n Nasty

Great Green Idol	Adv	6"	Mar	12"	Dis	8						Fearless, Smash 'Em Flat, Supernal
Gigantic, Infantry	HP	6	Def	2	Res	8	Arm	3				
Great Green Idol	Att	3	Off	2	Str	6	AP	3	Agi	2		Crush Attack, Impact Hits (D3)
Giant	Adv	7"	Mar	14"	Dis	8						Giant See, Giant Do
Gigantic, Infantry	HP	7	Def	3	Res	5	Arm	1				
Giant	Att	5	Off	3	Str	5	AP	2	Agi	3		Rage
Gargantula	Adv	7"	Mar	14"	Dis	6						Fearless, Strider, Stubborn
Gigantic, Beast	HP	8	Def	4	Res	6	Arm	3				
Goblin (8)	Att	1	Off	2	Str	3	AP	0	Agi	2		Forest Goblin, Bow (4+), Light Lance
Gargantula	Att	8	Off	4	Str	5	AP	2	Agi	4		Harnessed, Poison Attacks, Venomous Fangs

Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Maza's Zappin	-	24"	User	User	3	Aim (2+) Magical Attacks Quick to Fire
Ballista (Skewerer)	-	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3)]
Splatterer (Greenhide Catapult)	Catapult (4×4)	12–60"	3 [7]	0 [4]	1	Multiple Wounds (D3, Clipped Wings)
Git Launcher (Greenhide Catapult)	Catapult	12–60"	5	4	1	D3+1 hits Partial hits have no negative effect
Web Launcher (Gargantula)	Catapult (4×4)	6–36"	3	0	1	Stuck: –D3 Agility and DT+1

Aim Table

Name	Aim	Shooting Model
Maza's Zappin	2+	Character
Bow	3+	Goblin King, Goblin Chief
	4+	Every other unit
Crossbow	4+	Orc
Ballista	4+	Skewerer
Splatterer	4+	Greenhide Catapult
Git Launcher	4+	Greenhide Catapult
Web Launcher	4+	Gargantula
Throwing Weapons	5+	All units

Changelog

2023 beta 1

- Wizard Apprentice added to the goblin witch doctor profile
- Groting gains Extra Support (3)
- Tutek's Guard now use the Immune rule
- Bouncers now use the Exclusive rule