



820 pts (32.80 %) 896 pts (35.84 %) 270 pts (10.80 %) 140 pts (5.60 %) 370 pts (14.80 %)

Characters **Core** **Special** **Death from Above** **Big 'n Nasty**

(40 Max) (25 Least) (15 Max) (30 Max)

Characters

**SUNUGUK**

Orc Warlord - Standard - Infantry - 25x25mm

295 POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	9		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	5	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Orc Warlord	4	6	5	2	4 Born to Fight
Mount: War Boar					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	C		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	C	C	C	C+2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
War Boar	1	3	4	1	3 Harnessed Devastating Charge (+1 Str, +1 AP)

Options	Paired Weapons • War Boar • General • Common Orc
Magic items	Supernatural Dexterity • Potion of Strength

**OIZTOIQZ**

Orc Shaman - Standard - Infantry - 25x25mm

240 POINTS

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

Options	Shamanism • Wizard Adept • Common Orc
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**GRUKK**

Orc Chief - Standard - Infantry - 25x25mm

285 POINTS

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


Options	Battle Standard Bearer • Shield • Iron Orc
Magic items	Titanic Might • Willow's Ward

Core


**GRUKKS SMASHERZ**Orc 'Eadbashers • **Unique x19** - Standard - Infantry - 25x25mm**382** POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Common Orc 'Eadbasher	1	4	4	1	2 Born to Fight Common Orc

Options	Paired Weapons • Champion • Musician • Standard Bearer • Common Orc
Magic banners	Banner of the Relentless Company


 SUNUGUKS GUARDZ Orc Boar Riders x9 - Standard - Cavalry - 25x50mm						314 POINTS
Global	Adv	Mar	Dis	Model Rules		
	7"	14"	7	Scoring		
Defensive	HP	Def	Res	Arm	Light Armour	
	1	3	4	2		
Offensive	Att	Off	Str	Ap	Agi	
Orc Boar Rider	1	3	3	0	2	Light Lance Born to Fight Common Orc
War Boar	1	3	4	1	3	Harnessed Devastating Charge (+1 Str, +1 AP)


Options	Shield • Lance • Champion • Musician • Standard Bearer • Common Orc
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 OIZTOIGZ' BOIZ Orcs x20 - Standard - Infantry - 25x25mm						200 POINTS
Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring		
Defensive	HP	Def	Res	Arm	Light Armour	
	1	3	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Orc	1	3	3	0	2	Common Orc Born to Fight

Options	Bow (4+) • Musician • Standard Bearer • Common Orc
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Special					
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 CRUISERZ Orc Boar Chariot - Large - Construct - 50x100mm						145 POINTS
Global	Adv	Mar	Dis	Model Rules		
	7"	7"	7	Swiftstride		
Defensive	HP	Def	Res	Arm	Light Armour	
	4	4	5	2		
Offensive	Att	Off	Str	Ap	Agi	
'Eadbasher Riders (2)	1	4	4	1	2	Lance Born to Fight Common Orc
War Boars (2)	1	3	4	1	3	Harnessed Devastating Charge (+1 Str, +1 AP)
Chariot			5	2		Inanimate Impact Hits (D6+1)

 WULFENZ Goblin Raiders x5 - Standard - Cavalry - 25x50mm						125 POINTS
Global	Adv	Mar	Dis	Model Rules		
	9"	18"	6	Feigned Flight Vanguard Light Troops Insignificant		
Defensive	HP	Def	Res	Arm	Light Armour	
	1	2	3	1		
Offensive	Att	Off	Str	Ap	Agi	
Goblin Raider	1	2	3	0	2	Common Goblin
Wolf	1	3	3	0	3	Common Goblin Harnessed
Scuttler Spider	1	3	3	0	4	Common Goblin Harnessed Poison Attacks

Options	Common Goblin
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Death from Above					
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 STONE BOIZ Greenhide Catapult - Standard - Construct - 75mm round						140 POINTS
Global	Adv	Mar	Dis	Model Rules		

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	Git Launcher (4+) Move or Fire Common Goblin
Orc Overseer	1	3	3	0	2	Move or Fire

Options

Splatterer (4+)

Big 'n Nasty

<div> GREAT GREEN IDOL #1 Great Green Idol - Gigantic - Infantry - 100x100mm</div>						370 POINTS
Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fearless Supernal Smash 'Em Flat		
Defensive	HP	Def	Res	Arm		
	6	2	8	3		
Offensive	Att	Off	Str	Ap	Agi	
Great Green Idol	3	2	6	3	2	Impact Hits (D3) Crush Attack

Magics


Racial Trait Spell

Bring the Pain

Casting: 8+
Range: 18"
Type: Hex
Duration: Last one Turn

Effect

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



Shamanism

		Casting Range	Type	Duration	Effect	
					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)	
5	Totemic Summon	10+ [12+]	96"	Ground	Instant	
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
4	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].
6	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).
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
2	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

Potion of Strength: One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

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.

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

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Magic banners

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Special rules

Belly Flop: Special Attack.

When declaring a Charge, the model may declare to perform a Belly Flop in the First Round of Combat. If so, this Special Attack must be made against the Charged unit at the model's Agility.

- The Charged unit suffers 1 hit with Str 5, AP 2, and Area Attack (3×4).
- The model's Defensive Skill is set to 1, it cannot perform any other Special Attacks nor Close Combat Attacks, and it becomes Shaken.

The effects last until the end of the Round of Combat.

Bigwing: Universal Rule.

The Wyvern gains Devastating Charge (+1 Str, +1 AP), and its base size is changed to 75×100 mm.

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.

Bouncers: Universal Rule.

May only join units of Gnasher Dashers and other Characters on Cave Gnasher (ignore the restrictions under Oi it bites!).

Cave Goblin: The model gains Insignificant.

Common Goblin: The model gains Insignificant.

Common Orc: The model part gains Born to Fight.

Creepers: Universal Rule.

0-20 Models per Unit.

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

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

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

Giant See, Giant Do: Universal Rule.

The model gains Born to Fight.

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

Look At 'Em Go!: Universal Rule.

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

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). These Impact Hits are resolved with Strength 5, Armour Penetration 2, and Multiple Wounds (D3+1, against Towering Presence).

Nets: At the start of each Round of Combat, 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 model with Oi it bites! cannot be joined by Characters.

Orc Overseer: Universal Rule.

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

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 -D3 to the dispelling roll. 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. 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).

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).

Ricochet: 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.

a) The Ricochet model cannot be placed 1" behind unit B, because unit A is too close. The model is thus moved through both units following its original direction. Only unit B suffers the Ricochet hits as unit A is not within the initial Shambolic move.

b) After moving through units, the Ricochet model comes into contact with Impassable Terrain and is thus removed as a casualty. The Ricochet model moves through at least one unit Engaged in the Combat, inflicting 5 hits in total, which are distributed evenly amongst all units in the combat.

Rows of Teeth: Gnashers can make Supporting Attacks even though they have Harnessed. Their Goblin Riders 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 Gnasher Dasher unit of up to 5 models 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.

Running Amok!!: When a unit with Running Amok!! moves using Random Movement, it must move in a randomised 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.

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.

Sneaky!: Universal Rule.

The model gains +3 Agility and Lightning Reflexes in the First Round of Combat. Shady Gits are deployed in the unit that purchased them and are Champions, except they gain neither First Among Equals nor Order the Charge, nor any model rules that the other R&F models in their unit may have, unless specifically stated otherwise. Shady Gits are not forced to choose the same Close Combat Weapons in close combat as the other R&F models in their units.

Spider-Mother Shrine: Universal Rule.

All friendly Wizards within 12" of the model with Spider-Mother Shrine gain Channel (1). The model mounted on the Gargantula knows one additional Learned Spell (if available).

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 Impassable Terrain or other units.

Surprise!: Universal Rule.

A Mad Git is not deployed. Instead it is said to be concealed inside the unit that purchased it. It is a unit upgrade, and as such is ignored when calculating Victory Points (its points are 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, a Mad Git cannot be harmed or otherwise affected, or affect the game in any way. When a Mad Git 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.

Mad Gits can be released in two ways:

- Mad Gits may be released when their unit is declaring 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 owning player'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 Mad Git 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 it move it using the Shambolic rules in the chosen direction. During this move, rolling the same result does not cause the Mad Git to lose D3 Health Points or move in a random direction.

They're Everywhere!: Special Attack.

When a Gnasher Herd 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 Gnashers in the Gnasher Herd, rounding fractions down. Hits are resolved with Strength 5 and Armour Penetration 2.

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 Cry!: Once per game, at the start of a Player Turn, an Orcs and Goblins army with its 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.