

GRIMGOR'S 'ARDBOYZ

Following his battle with Crom the Conqueror, Grimgor was deflated, he was used to victory and for the first time he had fought a foe who he couldn't beat. In the aftermath of the fighting though he decided two things. First, that it was because Goblins fought alongside his boyz that he hadn't won. Second, that Gork was still with him so it was time for a bit more brutality and a bit less cunning.

THE ARMY LIST

The following troops count as characters, Core, Special or Rare units in the Grimgor Ironhide's 'Ardboyz army list:

LORDS	Black Orc Warboss Orc Warboss Orc Great Shaman
HEROES	Black Orc Big Boss Orc Big Boss Orc Shaman
CORE UNITS	Orc Boyz Orc Arrer Boyz Black Orcs (<i>note that the 0-1 limitation is removed</i>) Orc Boar Boyz
SPECIAL UNITS	Orc Boar Chariot Goblin Rock Lobber (<i>must include an Orc Bully</i>) Goblin Spear Chukka (<i>must include an Orc Bully</i>) Trolls
RARE UNITS	Giant 0-1 Effigy of Gork (<i>new unit</i>) 0-1 Ruglud's Armoured Orcs (<i>new unit</i>)

GRIMGOR'S 'ARDBOYZ SPECIAL RULES

- The army may include Grimgor Ironhide as its General. It may also include Borgut Facebeater. If Grimgor is not present then Borgut will be the General. If neither are present then the General must be a Black Orc Warboss or Orc Warboss. If no Lord choices are allowed (because of the maximum points being played) then the General must be a Black Orc Big Boss or Orc Big Boss.

- In this army, Grimgor and his Black Orc guards count as a Lord choice and a Core choice.

- Black Orc Warbosses and Black Orc Big Bosses only count as a further Hero choice if they have a mount of any type.

- There must be more Warbosses and Bigbosses in the army, including Grimgor and Borgut, than there are Great Shamans and Shamans.

- Grimgor is only interested in getting the biggest, strongest, hurtiest Orcs in his army. Consequently, any number of units of Orc Boyz or Orc Boar Boyz can be upgraded to Big 'Uns.

Note. *Originally, Grimgor's bodyguards were defined as having additional hand weapons as these were the only models available. Since then the range has expanded to include Black Orcs with great weapons, so if you wish, you may arm Grimgor's bodyguard with these instead.*

EFFIGY OF GORK. . . . Points/model: 0/40

Enraged beyond reason by his battle with Crom the Conqueror, Grimgor's fury was so great that he received a revelation from Gork that led him to hew the Effigy from rock. The Effigy symbolises the brutal power of Gork and acts to harness the power of the Waaagh!

An Orc army selected from this list can include the Effigy at no points cost if Grimgor is the General, otherwise it costs 40 points.

SPECIAL RULES

Immoveable. The Effigy cannot be moved once it is set up on the battlefield, it is a huge construct which counts as impassable terrain rather than as a unit. It may have models of Shamans and drummers cavorting on it for dramatic effect but these will play no part in the game.

Gork's Blessing. Before the battle, the Orcs will reverently roar their praises to Gork and touch their standards to the Effigy. Any unit with its own standard may roll on the table below, representing the blessing that Gork has conferred on them. The blessing is cumulative with any existing magical powers their standard may have.

D6	Result
1-2	The unit's standard carries a Bound Spell: <i>The Hand of Gork</i> .
3-4	The unit's standard carries a Bound Spell: <i>Bash 'em Ladz</i> .
5-6	The unit's standard carries a Bound Spell: <i>Ere We Go</i> .

Bound Spells are cast at a Power Level of 4 and can be used once per game on the unit carrying the blessed banner. The Power Level is also modified as follows:

- Add 1 if the unit bearing the standard has a Unit Strength of 15 or more.
- Add 1 if the unit bearing the standard is being led by a Warboss or Big Boss.
- Add 1 if the unit bearing the standard is in close combat.

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Stop Messin' Around. Any Orc unit within 24" of the centre of the Effigy, which fails an Animosity test, can ignore the result if it can successfully declare a charge on the enemy and does so.

Gork likes a fight. Black Orcs are Gork's favourites and he likes to see them get stuck in and not get perished because of magic, which is nowhere near so much fun. For each Black Orc Lord or Hero within 24" of the centre of the Effigy at the start of the enemy Magic phase add one dice to the Orc Dispel dice pool.

RUGLUD'S ARMOURED ORCS

Captain: Ruglud Bonechewer

Battle-cry: "Gobbos fer dinner! Gobbos fer tea! Gobbos when u want 'em! Gobbos fer me!"

Points: Ruglud, Maggot, a musician and seven armoured Orcs costs a total of 190 points. This is the minimum size regiment you can hire.

The size of the regiment may be increased at the cost of 12 points per model.

	M	WS	BS	S	T	W	I	A	Ld
Ruglud	4	5	3	4	5	2	3	3	8
Maggot	4	2	3	3	3	1	2	1	6
Armoured Orc	4	3	3	3	4	1	2	1	7

Equipment: Choppa, crossbow, heavy armour.

SPECIAL RULES

Ignore Greenskin Panic: See Warhammer Armies: Orcs & Goblins, page 6.

Choppa: See Warhammer Armies: Orcs & Goblins, page 6.

Maggot: Maggot the Goblin accompanies Ruglud wherever he goes, acting as his standard bearer. He has survived countless battles and is regarded as a lucky mascot. His presence encourages the Orcs to fight all the more fiercely so the banner Maggot enthusiastically waves adds +2 to combat resolution rather than +1.

In addition to this, Maggot seems to live a charmed life, and as a result has a 3+ Ward save. He may not accept challenges, for he is not in effect a character, just a particularly lucky Goblin. If Maggot dies, the banner is lost with him and no other Orc can pick it up. Although Maggot doesn't carry a crossbow, an Orc standing behind him can shoot over his head, as if an Orc were in the front rank. The range is measured normally from Maggot's base (the Orc behind rests the crossbow on his head).

Animosity: Ruglud's Armoured Orcs test for animosity as normal but roll on the table below for its effect.

D6 Result

- 1-2 ***Let's show them what these crossbows can do!***
Ruglud's Armoured Orcs shoot at the closest unit, friend or foe. All the models in the unit can fire without movement penalty at the nearest target in any direction, ignoring the usual restrictions for line of sight and fire arcs – this is an exception to the normal rules for shooting. The shots are worked out immediately, not in the Shooting phase, and the models themselves are not moved. The unit cannot do anything else that turn. If there are no units within range, the unit Squabbles instead.
- 3-6 ***Squabble.*** As result 2-5 on the table on page 9 of the Orcs & Goblins Armies book.