

# Fantasy Battles

## The 9<sup>th</sup> Age

# Orcs and Goblins

Army Rules

Version 0.99.1.1 Beta - 14 March 2016



[Army Special Rules](#)

[Armoury](#)

[Magical Items](#)

[Quick Reference Sheet](#)

[Change Log](#)

[Lords](#)

[Heroes](#)

[Core](#)

[Special](#)

[Rare](#)

[Mounts](#)

Fantasy Battles: The 9th Age is a community-made miniatures wargame.

All relevant rules, as well as feedback and suggestions, can be found/given here:

<http://www.the-ninth-age.com/>

Rules changes between versions are colour coded in green. See the change log at the end of this document.

~~No~~ Goblins were harmed in the creation of this book.

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# Army Special Rules

## Greenhide Races

Different types of models in the army have a specific set of special rules depending on their race.



**Common Orc**

Unruly, Born to Fight



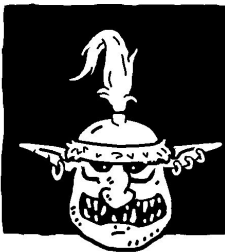
**Iron Orc**

Born to Fight, Weapon Master,  
Immune to Psychology



**Feral Orc**

Unruly, Born to Fight,  
Frenzy, Ward Save (6+)



**Common Goblin**

Insignificant, Unruly



**Cave Goblin**

Insignificant, Unruly,  
Hatred (Armybook: Dwarven Holds)



**Forest Goblin**

Insignificant, Unruly,  
Strider (Forest)

## Unruly

Unruly units have -1 Leadership when rolling to restrain Pursuit moves and Frenzy tests. In addition, if they are in Horde formation, roll 3 dice for Panic tests and discard the highest dice.

## Born to Fight

Model parts with this special rule have +1 Strength in the first Round of Combat.

## **Waaargh!**

Once per game, if the Orc General has this special rule, it may declare a Waaargh! at the start of any Player Turn. All model parts in the army belonging to any Greenhide Race gain +1 Movement and Swiftstride until the end of the Player Turn.

## **Green Tide**

Once per game, if the Goblin General has this special rule, it may declare a Green Tide at the start of any Player Turn. All model parts in the army belonging to any Goblin Greenhide Races gain Fight in Extra Rank until the end of the next Player Turn.

## **Venomous Fangs**

Nominate one attack from a model with this special rule before rolling to hit. This attack has Multiple Wounds (Ordnance).

## **Shambolic (X)**

Units with this special rule follow the Random Movement (X) special rule. Shambolic units are Immune to Psychology and cannot be joined by Characters. If this unit rolls for its Random Movement and all the dice show the same result, it takes D3 wounds with no saves of any kind allowed and then moves in a randomized direction.

When units with this special rule come into contact with any Terrain Feature except Open Terrain or Hills, touch the board edge or stop 1" away from Impassable Terrain, they must take a Dangerous Terrain (2) test.

## **Running Amok!!**

Shambolic units with Running Amok!! always move in a randomized direction during their Random Movement.

## **Ricochet (X)**

Shambolic models with Ricochet ignore the 1" unit spacing rule during their Random Movement. If a Ricochet model touches another unit (friend or foe), it continues moving in the same direction until it is 1" clear of the other unit. If this would cause it to contact a third unit (or fourth, etc), the Ricochet model keeps moving in the same direction through units until it can be placed (it must be at least 1" away from other units or Impassable Terrain to be placed). If it cannot be placed through this process it is removed as a casualty.

Any units passed through by a Ricochet model that are within the movement distance rolled are hit. The units that are hit suffer X hits, where X is given in brackets. All units in same Close Combat that are hit are treated as a single unit for hit purposes. The owning player distributes hits as evenly as possible between units, then follows normal rules for distributing hits to models within each unit.

Other units cannot charge Ricochet models, but may charge, flee, pursue or move through them. Units that do so take X hits plus an additional D6 hits, and the Ricochet model is removed as a casualty.

All hits inflicted by Ricochet models are at the unmodified Strength of the model and are Armour Piercing (1).

# Armoury

## Power 'Shrooms

The bearer generates D3+1 Power 'Shrooms at the end of Deployment. When casting a spell, before rolling Power Dice, the caster may decide to use a single of its Power 'Shrooms and add +1 to the casting result (this is an exception to the Magic Modifiers rule). Used Power 'Shrooms cannot be reused again later. Roll a D6, if a '1' is rolled the Wizard takes a Strength 3 hit with no save of any kind allowed.

## Mammoth Stabber

Units with at least one Full Rank have Impact Hits (D3) with Strength 5 and Multiple Wounds (Ordnance, Large Target).

# Magical Items

### Magical Weapons

#### **Axe of the Apocalypse** (65 pts / 50 pts)

Type: Hand Weapon. The wielder gains +D3 Strength and +D3 Attacks. Bonuses are rolled for and in effect at the Initiative step when the Character attacks with the weapon.

#### **Backstabbing Dirk** (15 pts)

Type: Hand Weapon. Attacks made with this weapon have Armour Piercing (1). If the wielder is attacking an enemy unit in their flank or rear, attacks made with this weapon gain +2 Strength.

#### **Maza's Zappin Bow** (30 pts)

Type: Bow. Range 24", Strength 3, Multiple Shots (3), Lightning Attacks. The wielder's unit gains Quick to Fire.

### Magical Armour

#### **Plates of Tuktek** (35 pts)

Type: Heavy Armour. The wearer gains +1 Toughness and Impact Hits (D3).

#### **Crown of the Cavern King** (40 pts) - Goblin only

Cannot be taken by a Large Target.

Type: None (6+ Armour Save). The wearer may only join units of Goblins of the same Greenhide Race. The wearer's unit gains Vanguard and may move after Rallying, although it does not gain the ability to March or shoot in the same turn. The wearer's Inspiring Presence or Hold Your Ground range is increased by 6".

### Talismans

#### **Pan of Protection Pinchin'** (25 pts) - Goblins only

The bearer, when wounded, may use the Armour Save, Ward Save, Regeneration Save, and Magic Resistance of the model that inflicted the wound.

### Enchanted Items

#### **Lucky Boar's Leg** (20 pts) - Mounted models only

All Cavalry models within 18" of the bearer may reroll Dangerous Terrain tests.

#### **Waaargh! Paint** (30 pts) - Feral Orc only

The wearer gains Frenzy, can never lose it, and all Feral Orcs in the same unit gain Frenzy for as long as the wearer is in the unit. The wearer's unit gains Swiftstride for the purposes of Pursuit and Overrun moves.

### Magical Standards

#### **Mikinok's Totem** (40 pts)

Other Magical Items in the bearer's unit or in units (friendly or enemy) in base contact with bearer's unit cease to work and revert to their mundane type. This effect last as long as the units remain in base contact.

#### **Ironhide Icon** (25 pts )

The bearer's unit gets a Ward Save (5+) against Shooting Attacks.

# Army List

## LORDS



### Orc Warlord 120 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Common Orc	4	6	3	5	5	3	4	4	9	
Iron Orc	4	7	3	5	5	3	4	4	9	
Feral Orc	4	6	3	5	5	3	4	4	9	Infantry 25x25mm base

<i>Options:</i>	<i>pts</i>
May take Magical Items	up to 100
May take Waaargh! (General only)	20
May take any of the following:	
Paired Weapons	5
Shield	5
Great Weapon	15
Lance	15

Must take one of the following Greenhide Races:

Common Orc (free)		Iron Orc (20 pts)		Feral Orc (15 pts)	
<i>Armour:</i>		<i>Armour:</i>			
Light Armour		Heavy Armour			
<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>
Heavy Armour	12	Plate Armour	20	A mount (one choice only):	
A mount (one choice only):		A mount (one choice only):		War Boar	10
War Boar	20	War Boar	20	Wyvern	105
Orc Boar Chariot	30	Orc Boar Chariot	30		
Wyvern	120	Wyvern	120		



### Orc Big Shaman 175 pts

single model

M	WS	BS	S	T	W	I	A	Ld	
4	3	3	4	5	3	2	1	8	Infantry 25x25mm base

<i>Magic:</i>	<i>Options:</i>	<i>pts</i>
<b>Level 3 Wizard Master.</b> Generates spells from the Path of the Big Green Gods or the Path of Wilderness.	May take Magical Items	up to 100
	May become a Level 4 Wizard Master	30

Must take one of the following Greenhide Races:

Common Orc (free)		Feral Orc (5 pts)	
<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>
A mount (one choice only):		A mount (one choice only):	
War Boar	20	War Boar	20
Orc Boar Chariot	20	Wyvern	120
Wyvern	120		



## Goblin King 60 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Common Goblin	4	5	4	4	4	3	4	4	8	
Cave Goblin	4	5	4	4	4	3	5	4	8	
Forest Goblin	4	5	4	4	4	3	4	4	8	Infantry 20x20mm base

### Armour:

Light Armour

### Options:

May take Magical Items

May take Green Tide (General only)

May take any of the following:

Shield

Heavy Armour

May take a Shortbow

May take a weapon (one choice only):

Paired Weapons

Great Weapon

Lance

pts

up to 100

10

5

8

5

5

15

15

Must take one of the following Greenhide Races

### Common Goblin (free)

Options:

A mount (one choice only):

Wolf

Goblin Wolf Chariot

pts

15

25

### Cave Goblin (5 pts)

Options:

A mount:

Cave Gnasher

pts

20

### Forest Goblin (free)

Options:

Poisoned Attacks

A mount (one choice only):

Scuttler Spider

Huntsmen Spider

Gargantula

pts

10

20

20

250



## Goblin Big Shaman 170 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Common Goblin	4	2	3	3	4	3	2	1	7	
Cave Goblin	4	2	3	3	4	3	3	1	6	
Forest Goblin	4	2	3	3	4	3	2	1	7	Infantry 20x20mm base

### Magic:

**Level 3 Wizard Master.** Generates spells from the Path of the Little Green Gods or the Path of Shadow.

### Options:

May take Magical Items

May become a Level 4 Wizard

pts

up to 100

30

Must take one of the following Greenhide Races:

### Common Goblin (free)

Options:

A mount (one choice only):

Wolf

Goblin Wolf Chariot

pts

15

20

### Cave Goblin (free)

Options:

Power 'Shrooms

pts

15

### Forest Goblin (free)

Options:

A mount (one choice only):

Scuttler Spider

Gargantula

pts

15

250

# HEROES



## Orc Chief 50 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Common Orc	4	5	3	4	5	2	3	3	8	
Iron Orc	4	6	3	4	5	2	3	3	8	
Feral Orc	4	5	3	4	5	2	3	3	8	Infantry 25x25mm base

<i>Options:</i>	<i>pts</i>
May become the Battle Standard Bearer	25
May take Magical Items	up to 50
May take Waaargh! (General only)	10
May take any of the following:	
Shield	5
Paired Weapons	5
Great Weapon	10
Lance	10

Must take one of the following Greenhide Races:

Common Orc (free)		Iron Orc (10 pts)		Feral Orc (5 pts)	
<i>Armour:</i>		<i>Armour:</i>			
Light Armour		Heavy Armour			
<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>
Heavy Armour	5	Plate Armour	15	A mount (one choice only):	
A mount (one choice only):		A mount (one choice only):		War Boar	15
War Boar	15	War Boar	15	Wyvern	150
Orc Boar Chariot	60	Wyvern	150		
Wyvern	150				



## Orc Shaman 65 pts

single model

M	WS	BS	S	T	W	I	A	Ld	
4	3	3	3	4	2	2	1	7	Infantry 25x25mm base

<i>Magic:</i>	<i>Options:</i>	<i>pts</i>
<b>Level 1 Wizard Apprentice.</b> Generates spells from the Path of the Big Green Gods or the Path of Wilderness.	May take Magical Items	up to 50
	May become a Level 2 Wizard	25

Must take one of the following Greenhide Races:

Common Orc (free)		Feral Orc (5 pts)	
<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>
A mount (one choice only):		Ride a War Boar	15
War Boar	15		
Orc Boar Chariot	50		



## Goblin Chief 35 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Common Goblin	4	4	4	4	4	2	3	3	7	
Cave Goblin	4	4	4	4	4	2	4	3	6	
Forest Goblin	4	4	4	4	4	2	3	3	7	Infantry 20x20mm base

*Armour:*

Light Armour

*Options:*

May become the Battle Standard Bearer

May take Magical Items

Green Tide (General only)

May take a Shield

May take a Short Bow

May take a weapon (one choice only)

Paired Weapons

Light Lance

Great Weapon

Lance

*pts*

25

up to 50

20

free

3

3

3

6

6

Must take one of the following Greenhide Races

### Common Goblin (free)

*Options:*

Heavy Armour

A mount (one choice only):

Wolf

Goblin Wolf Chariot

*pts*

5

20

45

### Cave Goblin (free)

*Options:*

A mount:

Cave Gnasher

*pts*

35

### Forest Goblin (free)

*Options:*

Poisoned Attacks

A mount (one choice only):

Scuttler Spider

Huntsmen Spider

*pts*

5

15

25



## Goblin Shaman 60 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Common Goblin	4	2	3	3	3	2	2	1	6	
Cave Goblin	4	2	3	3	3	2	3	1	5	
Forest Goblin	4	2	3	3	3	2	2	1	6	Infantry 20x20mm base

*Magic:*

**Level 1 Wizard Apprentice.** Generates spells from the Path of the Little Green Gods.

*Options:*

May take Magical Items

May become a Level 2 Wizard

*pts*

up to 50

25

Must take one of the following Greenhide Races:

### Common Goblin (free)

*Options:*

A mount (one choice only):

Wolf

Goblin Wolf Chariot

*pts*

15

40

### Cave Goblin (free)

*Options:*

Power 'Shrooms

*pts*

15

### Forest Goblin (free)

*Options:*

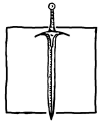
Ride a Scuttler Spider

*pts*

15



# CORE



## Orcs 90 pts

20 models, may add up to 30 models 6 pts/model

M WS BS S T W I A Ld

4 3 3 3 4 1 2 1 7

Infantry 25x25mm base

Options:

pts

May take any of the following:

Shield 1 / model  
Bow 1 / model  
Paired Weapons 1 / model  
Spear 1 / model

May upgrade one model to each of the following:

Champion 10  
Musician 10  
Standard Bearer 10

- may become the Veteran Standard Bearer

Must take one of the following Greenhide Races:

**Common Orc** (free)

**Feral Orc** (2 pts / model)

Armour:

Light Armour

Options:

May exchange all equipment for

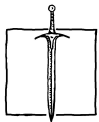
Crossbow and Heavy Armour 4 / model

Options:

May take a Mammoth Stabber

pts

15 / unit



## Orc 'Eadbashers 70 pts (One of a Kind)

10 models, may add up to 30 models 9 pts/model

M WS BS S T W I A Ld

4 4 3 4 4 1 2 1 7

Infantry 25x25mm base

Options:

pts

May upgrade one model to each of the following:

Champion 10  
Musician 10  
Standard Bearer 10

- may become the Veteran Standard Bearer

Must take one of the following Greenhide Races

**Common Orc** (free)

**Feral Orc** (1 pts / model)

Armour:

Light Armour

Options:

May take:

Paired Weapons 1 / model  
Spear 1 / model  
Shield 1 / model

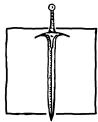
Options:

pts

May take a Mammoth Stabber

May take:

Paired Weapons 1 / model  
Spear 1 / model  
Shield 1 / model



## Goblins 60 pts

20 models, may add up to 40 models 3 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Common Goblin	4	2	3	3	3	1	2	1	6	
Cave Goblin	4	2	3	3	3	1	3	1	5	
Forest Goblin	4	2	3	3	3	1	2	1	6	Infantry 20x20mm base

### Options:

May take equipment (one choice only):

Shortbow	free
Shield	1 / model
Spear & Shield	1 / model

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10

- may become the Veteran Standard Bearer

Must take one of the following Greenhide Races:

### Common Goblin (free)

#### Armour:

Light Armour

Options:	pts
Take up to 3 Shady Gits	15 / git
Exchange all weapons for Shield and Short Bow	1 / model

### Cave Goblin (free)

Options:	pts
Take Nets	1 / model
Take up to 3 Mad Gits	30 / git

**Nets:** At the start of a Round of Combat, choose one unit in base contact with a unit carrying Nets. Roll a D6.

On 2+ the target unit suffers -1 Strength (to a minimum of 1) for the remainder of the Player Turn.

On a roll of '1,' the unit with Nets suffers the penalty instead. A unit can only be affected by Nets once per Phase.

### Forest Goblin (free)

Options:	pts
Throwing Weapons	1 / model
Mother's Kiss	1 / model
May Skirmish (max 20 models)	1 / model

**Mother's Kiss:** At the start of each Round of Combat, roll a D6 for each unit with this upgrade.

On 2+ that unit gains Poisoned Attacks for the remainder of the Round of Combat.

On a roll of '1,' one random enemy unit in base contact with Mother's Kiss unit gains Poisoned Attacks for the remainder of the Round of Combat when attacking this Forest Goblin unit.

## Shady Git

(This model is part of a Goblin unit)

M	WS	BS	S	T	W	I	A	Ld	
4	4	3	3	3	1	3	2	6	Infantry 20x20mm base

*Greenhide Race:*

**Common Goblin**

*Weapons:*

Paired Weapons

*Armour:*

Light Armour

*Special Rules:*

Lethal Strike

**Sneaky!:** Shady Gits count as Champions for the unit and are automatically deployed Hidden in the unit to which they are upgrades. Shady Gits are automatically revealed on the first Round of Combat that unit is in. They cannot be revealed earlier. On the turn they are revealed, Shady Gits gain +3 Initiative and Lightning Reflexes until the end of the turn. Shady Gits do not gain First Among Equals or Order the Charge.

## Mad Git

(This model is part of a Goblin unit)

M	WS	BS	S	T	W	I	A	Ld	
2d6	-	-	5	3	1	3	1	5	Infantry 25mm round base

*Greenhide Race:*

**Cave Goblin**

*Special Rules:*

Shambolic (2D6), Running Amok!!, Ricochet (1D6), Hard Target

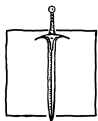
**Surprise!:** Mad Gits are not deployed, but must be concealed inside their Cave Goblin unit. They are unit upgrades and as such they are ignored when calculating Victory Points (their points are already included in the Goblin unit concealing them). When Mad Gits are removed as casualties they do not cause Panic tests. They still move, act and are influenced by special rules independently like normal units and do not count towards the model count of the unit concealing them.

Mad Gits are used in two ways:

- Any number of Mad Gits may be used in declaration of Stand and Shoot and Hold reactions to charges. Normal Stand & Shoot reactions may also be taken.

- All must be used at the start of the controlling player's Shooting Phase if the unit is not in Close Combat, is not Fleeing and is within 8" of an enemy unit.

Resolve one model at a time. Place the Mad Git in base contact with the concealing unit (note that in this one case, the Mad Git contacts a unit without inflicting hits on it) and choose a direction. Move the Mad Git 2D6" in this direction. The Mad Git follows its own rules for movement in subsequent turns.



## Goblin Raiders 60 pts

5 models, may add up to 15 models 8 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Goblin Rider	4	2	3	3	3	1	2	1	6	
[Wolf]	9	3	-	3	3	1	3	1	3	
[Scuttler Spider]	7	3	-	3	3	1	4	1	2	Cavalry 25x50mm base

*Special Rules:*

Fast Cavalry

*Options:*

Must take one or more of the following:

Shield	1 / model
Light Lance	1 / model
Shortbow	1 / model
Throwing Weapons (Forest Goblin only)	1 / model

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10

Must take one of the following Greenhide races (only the Rider gains the race special rule):

### Common Goblin (free)

*Mount:*

Wolf

*Armour:*

Mount's Protection (6+), Light Armour

### Forest Goblin (free)

*Mount:*

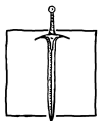
Scuttler Spider

*Armour:*

Mount's Protection (6+)

*Special Rules:*

Scout, Strider, Poisoned Attacks (Scuttler Spider only)



## Orc Boar Riders 70 pts

5 models, may add up to 10 models 13 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	4	3	3	3	4	1	2	1	7	
War Boar	7	3	-	3	3	1	3	1	3	Cavalry 25x50mm base

### Weapons:

Light Lance

### Options:

May take a Shield

pts

3 / model

May upgrade one model to each of the following:

### Special Rules:

Thunderous Charge (War Boar only)

Champion

10

Musician

10

Standard Bearer

10

- may become the Veteran Standard Bearer

Must take one of the following Greenhide races (only the rider gets the race special rule):

### Common Orc (free)

#### Armour:

Mount's Protection (5+), Light Armour

### Feral Orc (1 pts / model)

#### Armour:

Mount's Protection (5+)

#### Options:

May take a Lance

pts

3 / model

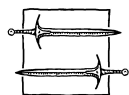
#### Options:

May take Paired Weapons

pts

2 / model

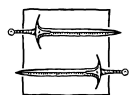
# SPECIAL



## Iron Orcs 100 pts

10 models, may add up to 25 models 13 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	4	5	3	4	4	1	2	1	8	Infantry 25x25mm base
<i>Greenhide Race:</i>										<i>Options:</i>
<b>Iron Orcs</b>										<i>pts</i>
										May take Plate Armour 2 / model
										May upgrade one model to each of the following:
<i>Weapons:</i>										Champion 10
Paired Weapons, Great Weapon										Musician 10
<i>Armour:</i>										Standard Bearer 10
Heavy Armour, Shield										- may take a Magical Standard up to 50
<i>Special Rules:</i>										
Bodyguard (Iron Orc Warlord, Iron Orc Chief)										



## Mounted 'Eadbashers 80 pts

5 models, may add up to 10 models 16 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
'Eadbasher Rider	4	4	3	4	4	1	2	1	8	
War Boar	7	3	-	3	3	1	3	1	3	Cavalry 25x50mm base
<i>Weapons:</i>										<i>Options:</i>
Light Lance										<i>pts</i>
										May take Shield 3 / model
										May upgrade one model to each of the following:
<i>Special Rules:</i>										Champion 10
Thunderous Charge (War Boar only)										Musician 10
										Standard Bearer 10
										- may take a Magical Standard up to 50

Must take one of the following Greenhide races (only the rider gets the special rule):

### Common Orc (free)

*Armour:*  
Mount's Protection (5+), Light Armour

*Options:*

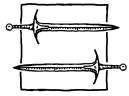
May take Heavy Armour	pts
May take a Lance	3 / model

### Feral Orc (1 pts / model)

*Armour:*  
Mount's Protection (5+)

*Options:*

May take Paired Weapons	pts
	3 / model



## Orc Boar Chariot 85 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	5	5	4	-	-	-	
'Eadbasher Riders (2)	-	4	3	4	-	-	2	1	7	
War Boars (2)	7	3	-	3	-	-	3	1	3	Chariot 50x100mm base

*Greenhide Race:*

**Common Orc** (Riders only)

*Options:*

May take Heavy Armour

*pts*

15

*Weapon:*

Lance

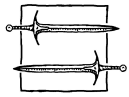
*Armour:*

Mount's Protection (5+), Light Armour

*Special Rules:*

Thunderous Charge (War Boars only),

Impact Hits (+1)



## Goblin Wolf Chariot 60 pts

1 model, may add up to 3 models 60 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	5	4	4	-	-	-	
Riders (3)	-	2	3	3	-	-	2	1	6	
Wolves (2)	9	3	-	3	-	-	3	1	3	Chariot 50x100mm base

*Greenhide Race:*

**Common Goblin** (Riders only)

*Weapons:*

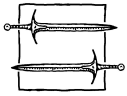
Light Lance, Shortbow

*Armour:*

Mount's Protection (6+), Light Armour

*Special Rules:*

Light Troops, Insignificant, Impact Hits (+1)



## Gnasher Dashers 60 pts

5 model, may add up to 5 models 10 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Gnasher Dasher	5	4	-	5	3	1	4	2	5	
Rider	-	2	3	3	3	1	3	1	5	Cavalry 20x20mm base

*Greenhide Race:*

**Cave Goblin** (Riders only)

*Armour:*

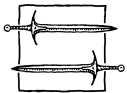
Mount's Protection (6+), Light Armour

*Special Rules:*

Impact Hits (1), Immune to Psychology, Fly (6), Skirmishers

**Oi, it bites!:** This unit cannot be joined by Characters.

**Rows of Teeth:** Gnasher Dashers make Supporting Attacks instead of their Cave Goblin riders.



## Gnasher Herd 80 pts

10 model, may add up to 30 models 9 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	5	4	-	5	3	1	4	2	5	War Beast 20x20mm base

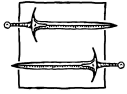
*Special Rules:*

Immune to Psychology, Insignificant

**Oi, it bites!:** This unit cannot be joined by Characters.

**They're Everywhere!:** When a Gnasher Herd breaks from Combat, the unit is immediately removed as a casualty and all units within 6" take a Strength 5 hit for every 5 Gnashers in the Gnasher Herd.





## Greenhide Catapults -

single model

	M	WS	BS	S	T	W	I	A	Ld	
Machine	-	-	-	-	7	3	-	-	-	
Common Goblin (3)	4	2	3	3	3	-	2	1	6	
[Common Orc (0)]	4	3	3	3	4	+1	2	1	7	War Machine 75mm round base

Options:

May take an Orc Overseer

pts

15

Special Rules:

Insignificant

**Orc Overseer:** The War Machine gains an additional crew member with Greenhide Race: Common Orc, increasing its number of Wounds by 1 and losing Insignificant.

This War Machine may choose to lose one wound in order to reroll a roll on the Misfire Table.

Must take one of the following:

**Splatterer** (90 pts) 0-2\*

**Catapult (3") Artillery Weapon** with Range 12-60", Strength 3 [9], [Multiple Wounds (Ordnance)]

**Git Launcher** (90 pts) 0-2\*

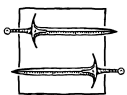
**Catapult (1") Artillery Weapon** with Range 12-60", Strength 5, Armour Piercing (2).

After the scatter of the Template has been determined, you may roll 1D6 and move the Template that number of inches in any direction. You may however not move onto units in Close Combat or onto friendly units. This is the final position of the Template. Instead of hitting models under the Template, any unit under the Template suffers D3+1 hits.

\* You cannot have more than two Splatterers per army.

You cannot have more than two Git Launchers per army.

These numbers are changed to one for Warbands and four for Grand Armies.



## Grotlings 40 pts

2 models, may add up to 4 models 10 pts/model

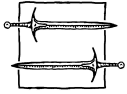
	M	WS	BS	S	T	W	I	A	Ld	
	4	2	3	2	2	5	2	5	4	Swarm 40x40mm base

Weapons:

Throwing Weapons

Special Rules:

Insignificant, Scout



## Scrap Wagon 45 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Wagon	3d6	-	-	4	4	4	-	-	-	
Grotlings	-	2	3	2	-	-	2	5	4	Chariot 50x100mm base

### Weapons:

Throwing Weapons

### Armour:

Mount's Protection (6+)

### Special Rules:

Shambolic (3D6), Impact Hits (2D6), Insignificant, Unstable

### Options:

May take any of the following:

#### Smasher (15 pts)

The Scrap Wagon has Strength 5.

#### Pointed Sticks (10 pts)

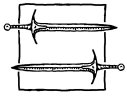
Its Impact Hits gain Armour Piercing (2).

#### Pursuit Mode (10 pts)

When moving in the Movement Phase, roll an additional D6 for Random Movement and remove the lowest dice.

#### Smells Like Green Spirit (10 pts)

The unit gains Distracting and Hard Target.



## Trolls 55 pts

1 model, may add up to 9 models 38 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	6	3	2	5	4	3	1	3	4	Monstrous Infantry 40x40mm base

Must take one of the following Troll Types:

### Common Trolls (free)

#### Special Rules:

Fear, Stupidity, Regeneration (4+)

### Cave Trolls (8 pts / model)

#### Armour:

Innate Defence (4+)

#### Special Rules:

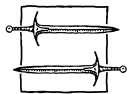
Fear, Stupidity, Regeneration (4+),  
Magic Resistance (3)

### Bridge Trolls (8 pts / model)

#### Special Rules:

Fear, Stupidity, Regeneration (4+),  
Distracting, Strider (Water)

**Troll Belch:** Instead of making its usual attacks, any Troll model may choose to make a single attack, which hits automatically and has Strength 5 and Armour Piercing (6).



## Giant 140 pts

single model

M WS BS S T W I A Ld

6 3 - 6 5 6 3 \* 10

Monster 50x75mm base

### Weapons:

Giant Attacks (see below)

### Options:

May take Ward Save (6+)

pts

10

### Special Rules:

Immune to Psychology, Stubborn

**Giant Attacks:** When a Giant attacks in Close Combat, **instead of attacking normally**, pick a target in base contact to attack and roll on the chart below. Giants have two types of attack patterns depending on the Troop Type of the target.

Against Infantry, War Beast, Swarm, War Machine and Cavalry targets:

**1:** Bellow

**2:** Jump

**3:** Grab

**4-6:** Swing

Against Monstrous Beast, Monstrous Infantry, Monstrous Cavalry, Chariot, Monster and Ridden Monster targets:

**1:** Bellow

**2-3:** Thump

**4-6:** Smash

**Bellow:** Neither the Giant nor the chosen unit may make any Close Combat attacks during this Phase. Attacks already struck (including those simultaneous with this attack) are not affected. The Giant's side automatically wins the combat by 2. If two (or more) opposing Giants "Bellow", the combat is a draw.

**Jump:** The chosen unit suffers D6 hits with the Giant's Strength, carried out as if made by a Grinding Attack. The Giant must take a Dangerous Terrain (1) test.

**Grab:** Select a single model in base contact with the Giant. This model must take a Strength and Weapon Skill test. For each failed test, the model suffers a hit with the Giant's Strength and Multiple Wounds (D3).

**Swing:** The Giant makes 2D6 attacks on the chosen unit.

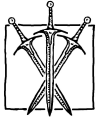
**Thump:** Select a model from the chosen unit in base contact with the Giant. This model takes an Initiative test. If the test is failed, the model suffers 2D6 wounds with Armour Piercing (6).

**Smash:** Select a model from the chosen unit in base contact with the Giant. This model suffers 1 wound with Armour Piercing (6). If the model has not yet attacked, it cannot attack this round. If the model has already attacked, it cannot attack in the next Player Turn.

- Notes-

Giant Attacks count as Close Combat Attacks and are affected by all rules normally affecting Close Combat Attacks. After rolling on this chart, the Giant may still Stomp as normal.

# RARE



## Skewerer 45 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Machine	-	-	-	-	7	3	-	-	-	
Common Goblin (3)	4	2	3	3	3	-	2	1	6	War Machine 60mm round base

*Weapons:*

**Ballista:**

**Bolt Thrower Artillery Weapon** with  
Range 48", Strength 6, Multiple Wounds (D3),  
Armour Piercing (6)

*Special Rules:*

Insignificant



## Gnasher Wrecking Team 70 pts

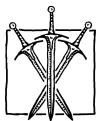
single model

	M	WS	BS	S	T	W	I	A	Ld	
<b>3d6</b>	-	-	-	6	4	3	3	2	3	Monstrous Beast 60mm round base

*Special Rules:*

Shambolic (3D6), Ricochet (2D6), Hard Target

**Look At 'Em Go!:** After touching a unit for the first time in the game, Gnashers gain Running Amok!!



## Gargantula 225 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Gargantula	7	4	-	5	6	8	4	8	-	
Forest Goblin (8)	-	2	3	3	-	-	2	1	6	Ridden Monster 100x150mm base

*Greenhide Race:*

**Forest Goblin** (Riders Only)

*Options:*

May take Web Launcher

*pts*

30

*Weapons:*

Light Lance (Goblins), Shortbow (Goblins)

*Armour:*

Innate Defence (4+)

*Special Rules:*

Venomous Fangs, Immune to Psychology,  
Poisoned Attacks (Spider only), Strider,  
Stubborn, Swiftstride

### Web Launcher:

**Catapult (3") Artillery Weapon** with

Range 6"-36", Strength 3. Units that are hit suffer -D3 to their Initiative, treat Dangerous Terrain (1) as Dangerous Terrain (2) and all other terrain (including Open Terrain) as Dangerous Terrain (1) until the end of the next Player Turn. The effects of several Web Launchers do not stack.



## Great Green Idol 230 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
	6	2	-	6	8	6	2	3	8	Monster 100x100mm base

*Armour:*

Innate Defence (5+)

*Options:*

May become the Battle Standard Bearer

*pts*

50

*Special Rules:*

Immune to Psychology, Crush Attack,  
Impact Hits (D3)

**Smash 'Em Flat:** All friendly Units within 8" gain Devastating Charge if the Great Green Idol is Engaged in Combat.

**We've Got The Green Light:** All friendly Units within 8" can reroll charge distance rolls if the Great Green Idol declared a Charge this Turn.

# MOUNTS

The Mounts section is for Character mounts. Non-Character mounts follow the rules given under their respective entries.



## Wyvern

M	WS	BS	S	T	W	I	A	Ld	
4	5	-	6	5	4	3	3	6	Monstrous Beast 50x50mm base

*Special Rules:*

Fear, Fly (8), Large Target, Poisoned Attacks,  
Venomous Fangs



## War Boar

M	WS	BS	S	T	W	I	A	Ld	
7	3	-	3	3	1	3	1	3	War Beast 25x50mm base

*Armour:*

Mount's Protection (5+)

*Special Rules:*

Thunderous Charge



## Orc Boar Chariot

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	5	5	4	-	-	-	
'Eadbasher Rider (1)	-	4	3	4	-	-	2	1	7	
War Boars (2)	7	3	-	3	-	-	3	1	3	Chariot 50x100mm base

*Greenhide Race:*

**Common Orc** (Rider only)

*Weapon:*

Lance

*Armour:*

Mount's Protection (5+), Light Armour

*Special Rules:*

Born to Fight (Rider only), Thunderous Charge  
(War Boars only), Impact Hits (+1)



## Wolf

M	WS	BS	S	T	W	I	A	Ld
9	3	-	3	3	1	3	1	3

War Beast 25x50mm base

### Armour:

Mount's Protection (6+)

### Special Rules:

Fast Cavalry



## Goblin Wolf Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Riders (2)	-	2	3	3	-	-	2	1	6
Wolves (2)	9	3	-	3	-	-	3	1	3

Chariot 50x100mm base

### Greenhide Race:

**Common Goblin** (Riders Only)

### Weapons:

Light Lance, Shortbow

### Armour:

Mount's Protection (6+), Light Armour

### Special Rules:

Insignificant, Impact Hits (+1), Light Troops



## Cave Gnasher

M	WS	BS	S	T	W	I	A	Ld
5	4	-	6	4	3	3	3	3

Monstrous Beast 40x40mm base

### Armour:

Mount's Protection (6+)

### Special Rules:

Impact Hits (1), Fly (6), Hard Target

**Oi, it bites!:** This unit cannot be joined by Characters

**Bouncers:** May only join units of Gnasher Dashers and Cave Gnashers. (Ignore the restrictions under the Skirmishers and Oi, it bites! special rules).



## Scuttler Spider

M	WS	BS	S	T	W	I	A	Ld
7	3	-	3	3	1	4	1	2

War Beast 25x50mm base

### Armour:

Mount's Protection (6+)

### Special Rules:

Fast Cavalry, Poisoned Attacks, Scout, Strider



## Huntsmen Spider

M	WS	BS	S	T	W	I	A	Ld
7	3	-	4	4	3	4	3	7

Monstrous Beast 50x50mm base

### Armour:

Mount's Protection (5+)

### Special Rules:

Poisoned Attacks, Strider



## Gargantula (One of a Kind)

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

Spider 7 4 - 5 6 8 4 8 -

Forest Goblins (8) - 2 3 3 - - 2 1 6

Ridden Monster 100x150mm base

### Greenhide Race:

**Forest Goblin** (Riders Only)

### Weapons:

Light Lance (Goblins), Shortbow (Goblins)

### Armour:

Innate Defence (4+)

### Special Rules:

Venomous Fangs, Immune to Psychology,  
~~Insignificant~~, Poisoned Attacks (Spider only),  
Strider, Stubborn, Swiftstride

### Options:

If mounted by a Wizard,

may take Spider-Mother Shrine

pts

40

**Spider-Mother Shrine:** A Wizard mounted on the Gargantula gains Pathmaster. All friendly models within 12" with the ability to Channel may add +2 instead of +1 to the Channel attempt.



# Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

	<u>CHARACTERS</u>	M	WS	BS	S	T	W	I	A	Ld
L	Orc Warlord*	4	6	3	5	5	3	4	4	9
	Orc Big Shaman	4	3	3	4	5	3	2	1	8
	Goblin King**	4	5	4	4	4	3	4	4	8
	Goblin Big Shaman***	4	2	3	3	4	3	2	1	7
H	Orc Chief*	4	5	3	4	5	2	3	3	8
	Orc Shaman	4	3	3	3	4	2	2	1	7
	Goblin Chief***	4	4	4	4	4	2	3	3	7
	Goblin Shaman***	4	2	3	3	3	2	2	1	6

	<u>INFANTRY</u>	M	WS	BS	S	T	W	I	A	Ld
C	Orc	4	3	3	3	4	1	2	1	7
	Orc 'Eadbasher	4	4	3	4	4	1	2	1	7
	Goblin***	4	2	3	3	3	3	2	1	6
	- Mad Git	2d6	-	-	5	3	1	3	1	5
	- Shady Git	4	4	3	3	3	1	3	2	6
S	Iron Orcs	4	5	3	4	4	1	2	1	8

\* units belonging to **Iron Orcs** get +1 WS,

\*\* units belonging to **Cave Goblins** gets +1 I

\*\*\* units belonging to **Cave Goblins** gets +1 I, -1 Ld

	<u>MONSTROUS INFANTRY</u>	M	WS	BS	S	T	W	I	A	Ld
S	Troll	6	3	2	5	4	3	1	3	4

	<u>WAR BEASTS</u>	M	WS	BS	S	T	W	I	A	Ld
S	Gnasher Herd	5	4	0	5	3	1	4	2	5
M	Wolf	9	3	-	3	3	1	3	1	3
	War Boar	7	3	-	3	-	-	3	1	3
	Scuttler Spider	7	3	-	3	3	1	4	1	2

	<u>MONSTROUS BEASTS</u>	M	WS	BS	S	T	W	I	A	Ld
R	Gnasher Wrecking Team	3d6	-	-	6	4	3	3	2	3
M	Wyvern	4	5	0	6	5	4	3	3	6
	Cave Gnasher	5	4	-	6	4	3	3	3	3
	Huntsmen Spider	7	3	-	4	4	3	4	3	7

	<u>SWARMS</u>	M	WS	BS	S	T	W	I	A	Ld
S	Grotling	4	2	2	2	3	5	2	5	4

	<u>CAVALRY</u>	M	WS	BS	S	T	W	I	A	Ld
C	Goblin Raider	4	2	3	3	3	1	2	1	7
	- Wolf	9	3	-	3	3	1	3	1	3
	- Scuttler Spider	7	3	-	3	3	1	4	1	2
S	Orc Boar Rider	4	3	3	3	4	1	2	1	7
	- Mounted 'Eadbasher	4	4	3	4	4	1	2	1	8
	- War Boar	7	3	-	3	4	1	3	1	3
	Gnasher Dasher	5	4	-	5	3	1	4	2	5
	- rider	-	2	3	3	3	1	3	1	5

	<u>CHARIOTS</u>	M	WS	BS	S	T	W	I	A	Ld
S	Orc Boar Chariot	-	-	-	5	5	4	-	-	-
	- Rider (2)[1]	-	4	3	4	-	-	2	1	7
	- War Boar (2)	7	3	-	3	-	-	3	1	-
	Goblin Wolf Chariot	-	-	-	5	4	4	-	-	-
	- Goblin (3)[2]	-	2	3	3	-	-	2	1	6
	- Wolf (2)	9	3	-	3	-	-	3	1	-
	Scrap Wagon	3d6	-	-	4	4	4	-	-	-
	- Grotling (5)	-	2	3	2	-	-	2	1	4

(2) - number of crew members when taken as a separate unit

[1] - number of crew members when taken as a mount

	<u>MONSTERS</u>	M	WS	BS	S	T	W	I	A	Ld
S	Giant	6	3	-	6	5	6	3	*	10
R	Great Green Idol	6	2	-	6	8	6	2	3	8

	<u>RIDDEN MONSTERS</u>	M	WS	BS	S	T	W	I	A	Ld
R	Gargantula	7	4	-	5	6	8	4	8	-
	- Crew (8)	-	2	3	3	-	-	2	1	6

	<u>WAR MACHINES</u>	M	WS	BS	S	T	W	I	A	Ld
R	Skewerer	-	-	-	-	7	3	-	-	-
	- Crew (3)	4	2	3	3	3	-	2	1	6
S	Splatterer	-	-	-	-	7	3	-	-	-
	- Crew (3)	4	2	3	3	3	-	2	1	6
	Git Launcher	-	-	-	-	7	3	-	-	-
	- Crew (3)	4	2	3	3	3	-	2	1	6

	<u>SPECIAL SHOOTING WEAPON</u>		Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
Skewerer	Ballista	Bolt Thrower	48	6	-	D3	6
Splatterer	Stone Thrower	Catapult (3")	12-60	3[9]	-	[Ordnance]	-
Git Launcher	Goblin Slingshot	Catapult (1")	12-60	5	D3+1 hits	-	2
Gargantula	Web Launcha	Catapult (3")	6-36	3	-	-	-

# CHANGE LOG

Changes from previous versions can be found in the rules archive:

<http://www.the-ninth-age.com/pdf/archive/>

## **v0.99.1**

Green text reverted to black. New changes marked with green.

Giant attacks, clarification

## **v0.99.1.1**

Mounted Gargantula is not insignificant