

# THE IX AGE

## FANTASY BATTLES



## Orcs and Goblins

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2023 alpha 3 – August 10, 2023

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The 9<sup>th</sup> 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](https://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!

One use only. May be activated at the start of any friendly Player Turn, provided the General is on the Battlefield and not Fleeing. Apply the following effects until the start of the next friendly Player Turn:

- All friendly units gain +1" Advance Rate and +2" March Rate.
- If the General is a Goblin Demagogue or a Goblin Witch, all friendly units consisting entirely of models with Goblin Cunning, while not Engaged in Combat, gain **Light Troops** and lose Scoring.
- If the General is an Orc Warlord or an Orc Shaman, all friendly units consisting entirely of models with Brood Rivalry gain **Maximised (Charge Range)**.

# Army Model Rules

## Universal Rules

### Beloved Mascots

Friendly models without Beloved Mascots gain **Hatred** against enemy units in base contact with one or more friendly models with Beloved Mascots.

### Brood Alpha

Units with Brood Alpha **must** buy a Champion upgrade if available. Champions with Brood Alpha gain +1 Health Point up to a maximum of 4 and +1 Attack Value, their Discipline is **set** to 7, and they gain a Great Weapon. In case of Multipart Models, the Attack Value modifier only affects a single model part without Harnessed or Inanimate. Champions with Brood Alpha can choose different Close Combat Weapons than other R&F models in their unit.

### Brood Rivalry

Model parts without Harnessed gain +1 Attack Value while both the following conditions are met:

- The model's unit contains one or more R&F models.
- A model with Brood Rivalry from another friendly unit is Engaged in Combat anywhere on the Battlefield.

### Creepy-Crawlies

The model gains **Ghost Step**, and model parts with Harnessed gain **Poison Attacks**.

### Darrmu

If the General is a Darrmu, apply the following changes to Army List creation:

- Max. 10% of the Army Points may be spent on units with Brood Rivalry.
- The Duplication Limits "0-X Units/Army", "0-X Models/Army", and "0-X per Army" in the unit profiles of certain units with Goblin Cunning are modified, as indicated by "D 0-X". For example, "0-1 (D 0-2) Units/Army" means that if the General is a Darrmu, the Duplication Limit becomes "0-2 Units/Army".

### Goblin Cunning

Apply the following rules to any unit consisting entirely of models with Goblin Cunning:

- It gains **Maximised (Flee Distance)**.
- Before rolling any dice for the corresponding test, it may choose to fail any Break Test and, unless more than half its models are Fearless, any Panic Test.

- If it Flees due to a voluntary Flee Charge Reaction or due to choosing to fail a Panic or Break Test, it automatically passes its next Rally Test. This does not apply if the unit is Decimated or if it Flees involuntarily.

## Tribe Leader

If the General is a Tribe Leader, apply the following changes to Army List creation:

- Max. 10% of the Army Points may be spent on units with Goblin Cunning.
- The Duplication Limits “0-X Units/Army”, “0-X Models/Army”, and “0-X per Army” in the unit profiles of certain units with Brood Rivalry are modified, as indicated by “TL 0-X”. For example, “0-1 (TL 0-2) Units/Army” means that if the General is a Tribe Leader, the Duplication Limit becomes “0-2 Units/Army”.

## Attack Attributes

### Crude Weapons

The model cannot benefit from Parry. After the First Round of Combat until the model is no longer Engaged in Combat all its weapons count as Hand Weapons for all rules purposes.

## Special Attacks

### Force of Destruction [X]

The model cannot declare any Charges, and other units cannot declare any Charges against the model. The model and other units ignore each other regarding the Unit Spacing rule for all movement and can touch and move through one another during any movement (note that this includes Ambush). When the model touches another unit, the model is immediately removed as a casualty, and the other unit immediately suffers X hits with the model’s Strength and Armour Penetration. If several units are touched simultaneously, the Active Player chooses which unit suffers the hits. If the model was removed due to another unit moving into contact with it, that unit suffers an additional D6 hits.

# Hereditary Spell

The Orcs and Goblins Hereditary Spell is divided into two versions, each of which can only be cast by a certain Wizard, as specified in the spell description.

<i>Type</i>	<i>Duration</i>	<i>Casting Value</i>	<i>Range</i>
<b>H Guile and Fury</b>	One Turn	7+	18"
Augment	Cannot be cast by Goblin Witches. The target gains <b>+1</b> to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are <b>increased</b> by 1".		
Hex	Cannot be cast by Orc Shamans. The target suffers <b>-1</b> to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are <b>reduced</b> by 1".		

# Special Items

## Weapon Enchantments

### Omen of the Apocalypse 110 pts

Enchantment: Hand Weapon.

While using this weapon, the wielder gains +1 Attack Value, Strength, and Armour Penetration for each friendly unit that contains one or more models with Brood Rivalry Engaged in Combat anywhere on the Battlefield, up to maximum of +3.

### Attack Gnasher 50 pts

Enchantment: Close Combat Weapon.

When performing Close Combat Attacks other than Crush Attacks, the wielder **must** perform 3 additional Close Combat Attacks in the same Initiative Step whose Strength is **always** set to 5 and whose Armour Penetration is **always** set to 2.

## Banner Enchantments

### Blackroot Vine Banner 95 pts

Models with Goblin Cunning only.

Models with Goblin Cunning in the bearer's unit gain **Strider (Forest)**. In addition, Close Combat Attacks made by R&F model parts without Harnessed and with Goblin Cunning in the bearer's unit become **Poison Attacks**.

### Headbashers' Trophy 50 pts

Units that count towards Special only. Cannot be taken by Iron Orcs.

Roll a D3 at the start of each Round of Combat that the bearer's unit is fighting. R&F model parts without Harnessed in the bearer's unit gain one of the following effects until the end of the Round of Combat depending on the result of the roll:

1. **Distracting**
2. **Lethal Strike**
3. **Lightning Reflexes**

### Totem of the Only King 40 pts

Models with Brood Rivalry only.

For the purpose of Brood Rivalry, the bearer's unit is always treated as if a model with Brood Rivalry from another friendly unit is Engaged anywhere on the Battlefield.

### Goga Brew 20 pts

0–3 per Army. Models with Goblin Cunning only.

One use only. May be activated at the start of any **Player Turn**. Until the end of the Player Turn, the bearer's unit gains **Fearless** and **Unstable**.

## Armour Enchantments

### Tazrek's Guard 75 pts

Standard Height models only.

Enchantment: Suit of Armour.

The bearer's model gains +1 Health Point and its Resilience is **set** to 6.

## Artefacts

### Skull Fetish 65 pts

Dominant. Wizards only.

Add one Veil Token to your Veil Token pool whenever:

- A friendly unit with at least one model with Goblin Cunning passes a Rally Test.
- A friendly unit with at least one model with Brood Rivalry successfully completes a Charge.

### Monster Munch 60 pts

Dominant. Goblin Witch Wizard Masters only.

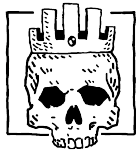
The bearer can cast *Totemic Summon* (Shamanism) as a Bound Spell with Power Level (4/8).

### Pan of Protection Pinchin' 40 pts

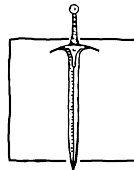
When successfully wounded, the bearer may choose to use the attacker's Armour value and/or its Special Save:

- 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.

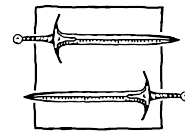
# Army Organisation



**Characters**  
Max. 40%



**Core**  
Min. 25%



**Special**  
No limit

## Characters (Max. 40%)

### Orc Characters



#### Orc Warlord

180 pts

single model

One of a Kind

Height Standard  
Type Infantry  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules			
	4"	8"	8	Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests)			
Defensive	HP	Def	Res	Arm			
	3	6	5	0			
Offensive	Att	Off	Str	AP	Agi		
Orc Warlord	4	6	5	2	4		
Options			pts	Mount Options			pts
Tribe Leader and <b>Orc Horde</b>			free	Grunter			65
<b>Must choose (one choice only):</b>				Grunter Chariot (Iron Warlord only)			90
<b>Veteran Warlord</b>			free	Wyvern			160
<b>Feral Warlord</b>			5				
<b>Iron Warlord</b>			30				
Special Items			up to 200				
Shield			5				
Paired Weapons			10				
Lance			15				
Great Weapon			20				

#### Optional Model Rules

**Feral Warlord:** Universal Rule.

The model **must be the general**. In addition, the model part gains **Battle Focus, Exclusive (Feral Orc Marauders, Feral Orcs), Frenzy**, and Light Armour.

**Iron Warlord:** Universal Rule.

The model **must be the general**. In addition, the model part gains **Exclusive (Iron Orc Chariots, Iron Orcs), Weapon Master**, and Plate Armour.

**Orc Horde:** Universal Rule.

The model's unit gains **Fear** and **Fearless**.

**Veteran Warlord:** Universal Rule.

The model **must be the general**. In addition, the model part gains **Exclusive (Veteran Orc Marauders, Veteran Orcs)** and Heavy Armour.



## Iron Orc Loner

275 pts

single model

0-1 (TL 0-2)  
Units/Army

Height Standard  
Type Infantry  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Brood Rivalry, Exclusive, Minimised (Break Tests, Fear Tests, Panic Tests), Not a Leader, Stubborn		
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Plate Armour	
Offensive	Att	Off	Str	AP	Agi	
	4	6	5	2	4	Weapon Master, Great Weapon, Lance, Paired Weapons, Shield
Options			pts	Mount Options		pts
Special Items			up to 200	Grunter	65	
				Grunter Chariot	90	
				Wyvern	160	



## Orc Shaman

130 pts

single model

0-2 (TL 0-4)  
Units/Army

Height Standard  
Type Infantry  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Brood Rivalry, Exclusive (Brood Rivalry, Trolls), Minimised (Break Tests, Fear Tests, Panic Tests), Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	3	3	5	0		
Offensive	Att	Off	Str	AP	Agi	
Orc Shaman	2	3	4	1	2	
Magic Options			pts	Options		pts
Wizard Adept			95	Tribe Leader (General only)	free	
Wizard Master			265	Special Items	up to 100	
				If Wizard Master	up to 200	
				Paired Weapons	5	
				Light Armour	5	
				Mount Options		pts
				Grunter	30	
				Grunter Chariot	60	
				Wyvern (Wizard Adept or Wizard Master only)	115	



Pyromancy



Shamanism



Thaumaturgy

# Goblin Characters



## Goblin Demagogue

90 pts

single model

0-3 (D 0-6)  
Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Goblin Cunning	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Heavy Armour
Offensive	Att	Off	Str	AP	Agi
Goblin Demagogue	3	4	4	2	5

— Options — pts -

Darrmu and <b>Goblin Gardens</b> (General only)	free
Battle Standard Bearer	50
Special Items	up to 100
If General	up to 200
Shield	5
Bow (4+)	5
One choice only:	
Paired Weapons	5
Great Weapon	10
Lance	10

— Mount Options — pts -

Beastie	35
Beastie Chariot	50
Pet Monster	55
Gargantula (General only)	380

— Optional Model Rules —

**Goblin Gardens:** Universal Rule.  
After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), you may choose Fields, Forests, Ruins, or Water Terrain. All models (friend and foe) treat Terrain Features of the chosen Terrain as Dangerous Terrain (1). Models that would normally treat them as Dangerous Terrain (1) treat the Terrain Features of the chosen Terrain as Dangerous Terrain (2) instead. In addition, friendly models with Goblin Cunning gain **Strider (X)**, where X is the chosen Terrain.



## Goblin Witch

115 pts

single model

0-3 (D 0-4)  
Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Exclusive (Goblin Cunning, Trolls), Goblin Cunning, Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	3	2	3	0	
Offensive	Att	Off	Str	AP	Agi
Goblin Witch	1	2	2	0	3

— Magic Options — pts -

Wizard Adept	95
Wizard Master	265



Pyromancy



Thaumaturgy



Witchcraft

— Options — pts -

Darrmu (General only)	30
Light Armour	5
Special Items	up to 100
If Wizard Master	up to 200

— Mount Options — pts -

Beastie	25
Beastie Chariot	40
Pet Monster	40
Gargantula (Wizard Adept or Wizard Master only)	380



## Gogtuk Initiate

40 pts

single model

0-4 (D 0-8)\*  
Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

\* For each **Mad Git** in the army, the maximum number is reduced by 1.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Attached, <b>Beastie Whisperer</b> , Exclusive (Goblin Cunning), Feigned Flight, Goblin Cunning, Hidden, Light Troops, Not a Leader		
Defensive	HP	Def	Res	Arm		
	2	4	3	0	Distracting, Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Gogtuk Initiate	2	4	4	2	4	Paired Weapons

— Model Rules —

**Beastie Whisperer:** Universal Rule.

Immediately before choosing a unit to join using the Hidden rule, the model may gain a Beastie mount without any upgrade for free. If the model joins a unit with at least one R&F model with Creepy-Crawlies, the model's mount gains **Creepy-Crawlies**.

— Options —

**Must** choose (one choice only):

<b>Mauler</b> (0-3 (D 0-6) per Army)	free
<b>Headhunter</b> (0-3 (D 0-6) per Army)	10
<b>Netter</b> (0-3 (D 0-6) per Army)	10

— Optional Model Rules —

**Headhunter:** Universal Rule.

Model parts without Harnessed gain **March and Shoot**, **Poison Attacks**, and Throwing Weapons (4+) with Shots 3.

**Mauler:** Universal Rule.

Model parts without Harnessed gains **Battle Focus**, **Hatred**, and Great Weapon.

**Netter:** Universal Rule.

For each Netter in base contact, enemy units suffer -1 Agility and -1 Armour Penetration, up to -2 each.



## Mad Git

50 pts

single model

0-3 (D 0-6)  
Units/Army

Height Standard  
Type Infantry  
Base 25 mm round

Global	Adv	Mar	Dis	Model Rules		
	2D6"		7	Fearless, Goblin Cunning, Insignificant, Not a Leader, Random Movement (2D6"), <b>Surprise</b>		
Defensive	HP	Def	Res	Arm		
	2	4	3	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
		4	4	2	4	Force of Destruction (2D6)

— Model Rules —

**Surprise:** Universal Rule.

The model **must** be deployed using Special Deployment rules. At the start of any Player Turn, the owner may choose a friendly non-Fleeing unengaged unit of Goblin Rabble or Gogtuk Neophytes. **Any unit can be chosen up to 3 times per Player Turn.** Deploy the model with Mad Git within 3" of the chosen unit and more than 1" away from Impassable Terrain and other units. If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game.



# Character Mounts

## Orc Mounts



### Grunter

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

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>		
Offensive	Att	Off	Str	AP	Agi	
<b>Grunter</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>3</b>	Devastating Charge (+1 Str, +1 AP), Harnessed



### Grunter Chariot

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

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>7"</b>	<b>C</b>	<b>Swiftstride</b>		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+2</b>		
Offensive	Att	Off	Str	AP	Agi	
<b>Grunter (2)</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>3</b>	Devastating Charge (+1 Str, +1 AP), Harnessed
<b>Chassis</b>			<b>5</b>	<b>2</b>	Impact Hits (D6), Inanimate	



### Wyvern

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

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>C</b>	<b>Exclusive, Fear, Fly (8", 16"), Light Troops</b>		
	<b>8"</b>	<b>16"</b>				
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C</b>		
Offensive	Att	Off	Str	AP	Agi	
<b>Wyvern</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>3</b>	<b>4</b>	Harnessed, Poison Attacks

Options

**Big Wing** (0–1 per Army)

pts -  
20

Optional Model Rules

**Big Wing:** Universal Rule.

The Wyvern gains **Stomp Attacks (D3)** and **Towering Presence**, its Health Points are **set** to 5, and its base size is changed to 75×100 mm.

# Goblin Mounts



## Beastie

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

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Beastie	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	Harnessed
— Options —						pts -
Creepy-Crawlies						10



## Beastie Chariot

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

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>8"</b>	<b>C</b>	<b>Light Troops, Swiftstride</b>		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>4</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Beastie (2)	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	Harnessed
Chassis			<b>5</b>	<b>2</b>	Impact Hits (D6+1), Inanimate	



## Pet Monster

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

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>C</b>	<b>C</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Pet Monster	<b>4</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>5</b>	Harnessed

Options	pts -	Optional Model Rules
<b>Huntsman Spider</b>	10	<b>Huntsman Spider:</b> Universal Rule. The model gains <b>Creepy-Crawlies</b> , and its base size is changed to 50×50 mm.



# Gargantula

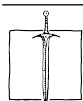
Height **Gigantic**  
 Type **Beast**  
 Base **100×150 mm**

0–1 Mounts/Army

0–3 Gigantic Models per Army.

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Creepy-Crawlies, Fearless</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>7</b>	<b>3</b>	<b>6</b>	<b>3</b>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
Goblin (8)	<b>1</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>3</b>	Bow (4+), Lance
Gargantula	<b>6</b>	<b>3</b>	<b>6</b>	<b>3</b>	<b>4</b>	Harnessed

# Core (Min. 25%)



## Goblin Rabble

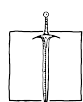
145 pts + 3 pts /extra model

25-60 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Goblin Cunning, Scoring		
Defensive	HP	Def	Res	Arm		
	1	2	3	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Goblin	1	2	2	0	3	
Options			pts -	Command Group Options		pts -
Bow (4+) (0-100 R&F Infantry Models with Bow or Crossbow per Army)			1/model	Champion	10	
<b>Must</b> choose (one choice only):				Musician	10	
Spear and Shield			free	Standard Bearer	10	
Shield			1/model	Banner Enchantment	no limit	



## Goblin Reavers

160 pts + 8 pts /extra model

8-25 models



0-3 (D 0-4)  
Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	6	Goblin Cunning, Scoring		
Defensive	HP	Def	Res	Arm		
	1	2	3	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Goblin	1	2	2	0	3	
Beastie	2	3	3	1	3	
Options			pts -	Command Group Options		pts -
<b>Must</b> choose (one choice only):				Champion	10	
Lance and Shield			free	Musician	10	
Bow (4+) and Spies				Standard Bearer*	10	
(0-2 (D 0-3) per Army)			2/model	Banner Enchantment	no limit	
Creepy-Crawlies			3/model	*Cannot be taken by units with Spies.		

Optional Model Rules

**Spies:** Universal Rule.

The model gains **Feigned Flight**, **Light Troops**, and **Vanguard** and loses Scoring.



## Feral Orcs

235 pts + 8 pts /extra model

25-50 models



Height Standard  
Type Infantry  
Base 25×25 mm



Units with an upgrade marked with [Sp] count towards Special instead of Core.

Global	Adv	Mar	Dis	Model Rules				
	4"	8"	6	Brood Alpha, Brood Rivalry, Frenzy, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring				
Defensive	HP	Def	Res	Arm				
	1	2	4	0	Shield			
Offensive	Att	Off	Str	AP	Agi			
Feral Orc	1	3	4	0	2	Battle Focus, Crude Weapons, Paired Weapons, Spear		
— Options —			pts -		— Command Group Options —		pts -	
Bow (4+) (0-100 R&F Infantry Models with Bow or Crossbow per Army)			1/model		Champion	free		
					Musician	10		
					Standard Bearer	10		
					Banner Enchantment	no limit		
					Battle Standard Bearer [Sp]	free		
					Banner Enchantment	no limit		



## Feral Orc Marauders

240 pts + 16 pts /extra model

10-25 models



0-2 (TL 0-4)  
Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm



Units with an upgrade marked with [Sp] count towards Special instead of Core.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Brood Alpha, Brood Rivalry, Frenzy, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring		
Defensive	HP	Def	Res	Arm		
	1	2	4	2	Shield	
Offensive	Att	Off	Str	AP	Agi	
Feral Orc	1	3	4	0	2	Battle Focus, Crude Weapons, Light Lance, Paired Weapons
Grunter	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed
— Command Group Options —			pts -			
Champion					free	
Musician					10	
Standard Bearer					10	
Banner Enchantment					no limit	
Battle Standard Bearer [Sp]					free	
Banner Enchantment					no limit	



## Veteran Orcs

240 pts + 11 pts /extra model

20-40 models



Height Standard  
Type Infantry  
Base 25×25 mm



Units with an upgrade marked with [Sp] count towards Special instead of Core.

Global	Adv	Mar	Dis	Model Rules				
	<b>4"</b>	<b>8"</b>	<b>6</b>	Brood Alpha, Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring				
Defensive	HP	Def	Res	Arm				
	<b>1</b>	<b>4</b>	<b>4</b>	<b>0</b>	Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Veteran Orc	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>2</b>			
— Options —			pts -		— Command Group Options —		pts -	
Shield			1/model		Champion	free		
Bow (4+) (0-100 R&F Infantry Models with Bow or Crossbow per Army)			1/model		Musician	10		
One choice only:					Standard Bearer	10		
Paired Weapons			2/model		Banner Enchantment	no limit		
Spear			2/model		Battle Standard Bearer [Sp]	free		
					Banner Enchantment	no limit		



## Veteran Orc Marauders

200 pts + 23 pts /extra model

5-15 models



0-1 (TL 0-3)  
Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm



Units with an upgrade marked with [Sp] count towards Special instead of Core.

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>6</b>	Brood Alpha, Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring		
Defensive	HP	Def	Res	Arm		
	<b>1</b>	<b>4</b>	<b>4</b>	<b>2</b>	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Veteran Orc	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>2</b>	Lance
Grunter	<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>3</b>	Devastating Charge (+1 Str, +1 AP), Harnessed
— Command Group Options —			pts -			
Champion						free
Musician						10
Standard Bearer						10
Banner Enchantment						no limit
Battle Standard Bearer [Sp]						free
Banner Enchantment						no limit

# Special (No limit)



## Iron Orcs

**350 pts** + 22 pts /extra model

**15-30** models



0-1 (TL 0-3)  
Units/Army

Height **Standard**  
Type **Infantry**  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules							
	<b>4"</b>	<b>8"</b>	<b>7</b>	Brood Alpha, Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring, Stubborn							
Defensive	HP	Def	Res	Arm							
	<b>1</b>	<b>5</b>	<b>4</b>	<b>0</b>	Heavy Armour, Shield						
Offensive	Att	Off	Str	AP	Agi						
Iron Orc	<b>1</b>	<b>5</b>	<b>4</b>	<b>2</b>	<b>2</b>	Weapon Master, Great Weapon, Paired Weapons					
Options			pts -			Command Group Options			pts -		
Crossbow (4+)						Champion			free		
(0-1 (TL 0-2) per Army)						Musician			10		
(0-100 R&F Infantry Models						Standard Bearer			10		
with Bow or Crossbow per Army)			1/model			Banner Enchantment			no limit		
						Battle Standard Bearer			80		
						Banner Enchantment			no limit		



## Iron Orc Chariots

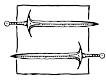
**210 pts** + 190 pts /extra model

**1-2** models

0-2 (TL 0-3)  
Units/Army  
0-2 (TL 0-4)  
Models/Army

Height **Large**  
Type **Construct**  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules				
	<b>7"</b>	<b>7"</b>	<b>7</b>	Brood Alpha, Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests), Swiftstride				
Defensive	HP	Def	Res	Arm				
	<b>4</b>	<b>5</b>	<b>5</b>	<b>2</b>	Heavy Armour			
Offensive	Att	Off	Str	AP	Agi			
Iron Orc (2)	<b>1</b>	<b>5</b>	<b>4</b>	<b>2</b>	<b>2</b>	Weapon Master, Great Weapon, Paired Weapons		
Grunter (2)	<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>3</b>	Devastating Charge (+1 Str, +1 AP), Harnessed		
Chassis			<b>5</b>	<b>2</b>		Impact Hits (D6), Inanimate		
Command Group Options			pts -					
Units with 2 models only:								
<b>May</b> take a Standard Bearer						10		
<b>Must</b> take a Champion						free		



## Gogtuk Neophytes

150 pts + 8 pts /extra model

10-20 models

0-1 (D 0-2)  
Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Ambush, Goblin Cunning, Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Gogtuk Neophyte	1	3	3	1	3	Poison Attacks*, Paired Weapons, Throwing Weapons (5+) * Only affects Close Combat Attacks.

Options	pts -
Creepers (0-15 Models/Unit)	2/model
Command Group Options	pts -
Champion	10
Musician	10

Optional Model Rules

**Creepers:** Universal Rule.  
The model gains **Hard Target(1)**, **Light Troops**, **Scout**, **Skirmisher**, and **Strider** and loses Scoring.



## Goblin Chariots

120 pts + 100 pts /extra model

1-3 models

0-2 (D 0-3)  
Units/Army

Height Large  
Type Construct  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	6	Goblin Cunning, Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	2	4	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Goblin (3)	1	2	2	0	3	Bow (4+), Lance
Beastie (2)	2	3	3	1	3	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate



## Grotlings

90 pts + 15 pts /extra model

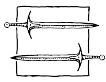
3-6 models

0-3 Units/Army

Height Standard  
Type Infantry  
Base 40×40 mm

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





## Grotling Scrap Wagon

110 pts

single model

0–3 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>3D6"</b>		<b>4</b>	Beloved Mascots, Fearless, Insignificant, Random Movement (3D6"), Unstable		
Defensive	HP	Def	Res	Arm		
	<b>5</b>	<b>2</b>	<b>4</b>	<b>1</b>		
Offensive	Att	Off	Str	AP	Agi	
Grotlings	<b>5</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>3</b>	
Chassis			<b>4</b>	<b>3</b>	<b>3</b>	Grind Attacks (2D6), Harnessed, Impact Hits (2D6)



## Gnashers

125 pts + 12 pts /extra model

10–40 models

0–4 Units/Army

Height Standard

Type Beast

Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>5"</b>	<b>10"</b>	<b>5</b>	Fearless, Insignificant		
Defensive	HP	Def	Res	Arm		
	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>		
Offensive	Att	Off	Str	AP	Agi	
Gnasher	<b>2</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>4</b>	

Options

pts

Optional Model Rules

**Gnasher Dashers** (0–10 Models/Unit  
0–2 per Army)

2/model

**Gnasher Dashers:** Universal Rule.

The model gains **Fly (6", 12")**, **Hard Target (1)**, **Light Troops**, and **Skirmisher**.



## Wrecking Team

90 pts

single model

0–2 Units/Army

Height Large

Type Beast

Base 60 mm round

Global	Adv	Mar	Dis	Model Rules		
	<b>3D6"</b>		<b>5</b>	Fearless, Insignificant, Random Movement (3D6")		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>0</b>	<b>4</b>	<b>0</b>	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Wrecking Team		<b>0</b>	<b>6</b>	<b>3</b>	<b>3</b>	Force of Destruction (2D6)



## Trolls

165 pts + 55 pts /extra model

3–10 models

0–3 Units/Army

Height Large  
Type Infantry  
Base 40×40 mm

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

### Options

Must choose (one choice only):

**Cave Troll** 4/model  
**Bridge Troll** 5/model  
**Forest Troll** free

### Command Group Options

Champion 10

### Optional Model Rules

**Bridge Troll:** Universal Rule.

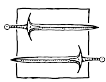
The model gains **Distracting** and **Strider (Water Terrain)**.

**Cave Troll:** Universal Rule.

The models gains +3 Armour and **Strider (Ruins)**.

**Forest Troll:** Universal Rule.

The model gains **Magic Resistance (3)** and **Strider (Forest)**.



## Goblin Artillery

90 pts

single model

0–3 (D 0–6)  
Units/Army

Height Standard  
Type Construct  
Base 75 mm round

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

### Options

One choice only:

**Skewerer (4+)** (0–2 (D 0–4) Units/Army) free  
**Splatterer (4+)** (0–2 (D 0–3) Units/Army)\* 60  
**Git Launcher (4+)** (0–1 (D 0–2) Units/Army) 100

\*For each Git Launcher in the army, the maximum number is reduced by 1.

### Optional Model Rules

**Git Launcher:** Artillery Weapon.

**Catapult**, Range 12–48", Shots 1.

This weapon follows the rules for Catapult Artillery Weapons with the following exceptions:

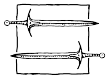
- **Hit:** The target suffers 2D6 hits with Strength 4 and Armour Penetration 2.
- **Partial Hit:** Place a Gogtuk Initiate with Mad Git within 3" of the target, following the rules for Summoned Units.

**Skewerer:** Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, [**Multiple Wounds (D3)**]. The model's base is changed to 60 mm round.

**Splatterer:** Artillery Weapon.

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



# Giant

310 pts

single model

0-2 (TL 0-3)  
Units/Army

Height Gigantic  
Type Infantry  
Base 50×75 mm

0-3 Gigantic Models per Army.

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

— Model Rules —

**Giant See, Giant Do:** Universal Rule.  
The model gains **Brood Rivalry** and **Minimised (Break Tests, Fear Tests, Panic Tests)**.

— Options —

<b>Big Brother</b>	pts	25
<b>Must</b> choose (one choice only):		
Beloved Mascots	free	
<b>Giant Club</b>	free	
<b>Armed to the Teeth</b>		25

— Optional Model Rules —

**Armed to the Teeth:** Close Combat Weapon.

The model gains **Weapon Master** and Light Armour.

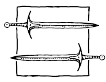
At the start of each Round of Combat that the model is fighting, if the model is within 12" of one or more other friendly models that are equipped with Great Weapon, Paired Weapons, and/or Shield, the model gains the corresponding equipment until the end of the Round of Combat.

**Big Brother:** Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The model gains **Maximised (Stomp Attacks)**.

**Giant Club:** Close Combat Weapon.

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



## Guardian Behemoth

285 pts

single model

0-1 (D 0-2)

Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

0-3 Gigantic Models per Army.

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>6</b>	Fearless, Goblin Cunning		
Defensive	HP	Def	Res	Arm		
	<b>5</b>	<b>3</b>	<b>6</b>	<b>1</b>		
Offensive	Att	Off	Str	AP	Agi	
Goblin (4)	<b>1</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>3</b>	Bow (4+), Lance
Gogyag Behemoth	<b>6</b>	<b>3</b>	<b>6</b>	<b>3</b>	<b>4</b>	Harnessed

### Options

Up to two different choices:

**Slithering Frame**

Creepy-Crawlies

**Immense Bulk**

**Wicked Horns**

**Scarred Carapace**

pts -

### Optional Model Rules

**Immense Bulk:** Universal Rule.

The model's base size is changed to 100×150 mm, and it gains +2 Health Points and 4 additional Goblin model parts.

**Scarred Carapace:** Universal Rule.

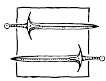
The model gains +2 Armour.

**Slithering Frame:** Universal Rule.

The model gains **Fortitude (6+)** and **Random Movement (3D6")**.

**Wicked Horns:** Universal Rule.

The model gains **Frenzy** and **Impact Hits (D6)**.



## Great Green Idol

400 pts

single model

0-2 (D 0-1) (TL 0-1)

Units/Army

Height Gigantic

Type Infantry

Base 100×100 mm

0-3 Gigantic Models per Army.

Global	Adv	Mar	Dis	Model Rules		
	<b>6"</b>	<b>12"</b>	<b>8</b>	Fearless, <b>Green Tide</b> , <b>Symbol of the Warborn Alliance</b> , Unbreakable		
Defensive	HP	Def	Res	Arm		
	<b>6</b>	<b>2</b>	<b>8</b>	<b>3</b>		
Offensive	Att	Off	Str	AP	Agi	
Great Green Idol	<b>3</b>	<b>2</b>	<b>6</b>	<b>3</b>	<b>2</b>	Crush Attack

### Model Rules

**Green Tide:** Universal Rule.

Friendly units within 6" do not lose Rank Bonus due to being in Line Formation.

**Symbol of the Warborn Alliance:** Universal Rule.

The model can cast *Guile and Fury* (Hereditary Spell) as a Bound Spell with Power Level (4/8). When attempting to cast the Bound Spell, the owner can choose which version to cast.

# Quick Reference Sheet

## Characters

<b>Orc Warlord</b>	Adv	4"	Mar	8"	Dis	8							Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests)
Standard, Infantry	HP	3	Def	6	Res	5	Arm	0					
Orc Warlord	Att	4	Off	6	Str	5	AP	2	Agi	4			
<b>Iron Orc Loner</b>	Adv	4"	Mar	8"	Dis	8							Brood Rivalry, Exclusive, Minimised (Break Tests, Fear Tests, Panic Tests), Not a Leader, Stubborn
Standard, Infantry	HP	3	Def	6	Res	5	Arm	0					Plate Armour
	Att	4	Off	6	Str	5	AP	2	Agi	4			Weapon Master, <a href="#">Great Weapon</a> , <a href="#">Lance</a> , <a href="#">Paired Weapons</a> , <a href="#">Shield</a>
<b>Orc Shaman</b>	Adv	4"	Mar	8"	Dis	7							Brood Rivalry, Exclusive (Brood Rivalry, Trolls), Minimised (Break Tests, Fear Tests, Panic Tests), Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	5	Arm	0					
Orc Shaman	Att	2	Off	3	Str	4	AP	1	Agi	2			
<b>Goblin Demagogue</b>	Adv	4"	Mar	8"	Dis	8							Exclusive (Goblin Cunning, Trolls), Goblin Cunning
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0					Heavy Armour
Goblin Demagogue	Att	3	Off	4	Str	4	AP	2	Agi	5			
<b>Goblin Witch</b>	Adv	4"	Mar	8"	Dis	8							Exclusive (Goblin Cunning, Trolls), Goblin Cunning, Wizard Apprentice
Standard, Infantry	HP	3	Def	2	Res	3	Arm	0					
Goblin Witch	Att	1	Off	2	Str	2	AP	0	Agi	3			
<b>Gogtuk Initiate</b>	Adv	4"	Mar	8"	Dis	7							Attached, <b>Beastie Whisperer</b> , Exclusive (Goblin Cunning), Feigned Flight, Goblin Cunning, Hidden, Light Troops, Not a Leader
Standard, Infantry	HP	2	Def	4	Res	3	Arm	0					Distracting, Light Armour
Gogtuk Initiate	Att	2	Off	4	Str	4	AP	2	Agi	4			Paired Weapons
<b>Mad Git</b>	Adv	2D6"	Mar	-	Dis	7							Fearless, Goblin Cunning, Insignificant, Not a Leader, Random Movement (2D6"), Surprise
Standard, Infantry	HP	2	Def	4	Res	3	Arm	0					Light Armour
	Att	-	Off	4	Str	4	AP	2	Agi	4			Force of Destruction (2D6)

## Character Mounts

<b>Grunter</b>	Adv	7"	Mar	14"	Dis	C							
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2					
Grunter	Att	1	Off	3	Str	4	AP	1	Agi	3			Devastating Charge (+1 Str, +1 AP), Harnessed
<b>Grunter Chariot</b>	Adv	7"	Mar	7"	Dis	C							Swiftstride
Large, Construct	HP	4	Def	C	Res	5	Arm	C+2					
Grunter (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), Inanimate
<b>Wyvern</b>	Adv	4"	Mar	8"	Dis	C							Exclusive, Fear, Fly (8", 16"), Light Troops
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C					
Wyvern	Att	4	Off	5	Str	6	AP	3	Agi	4			Harnessed, Poison Attacks
<b>Beastie</b>	Adv	8"	Mar	16"	Dis	C							
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1					
Beastie	Att	2	Off	3	Str	3	AP	1	Agi	3			Harnessed
<b>Beastie Chariot</b>	Adv	8"	Mar	8"	Dis	C							Light Troops, Swiftstride
Large, Construct	HP	4	Def	C	Res	4	Arm	C+1					
Beastie (2)	Att	2	Off	3	Str	3	AP	1	Agi	3			Harnessed
Chassis					Str	5	AP	2	Agi				Impact Hits (D6+1), Inanimate
<b>Pet Monster</b>	Adv	7"	Mar	14"	Dis	C							
Large, Beast	HP	3	Def	C	Res	C	Arm	C+1					
Pet Monster	Att	4	Off	4	Str	5	AP	2	Agi	5			Harnessed
<b>Gargantula</b>	Adv	7"	Mar	14"	Dis	C							Creepy-Crawlies, Fearless
Gigantic, Beast	HP	7	Def	3	Res	6	Arm	3					
Goblin (8)	Att	1	Off	2	Str	2	AP	0	Agi	3			Bow (4+), Lance
Gargantula	Att	6	Off	3	Str	6	AP	3	Agi	4			Harnessed

## Core

<b>Goblin Rabble</b>	Adv	4"	Mar	8"	Dis	6														Goblin Cunning, Scoring
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0												Light Armour
Goblin	Att	1	Off	2	Str	2	AP	0	Agi	3										
<b>Goblin Reavers</b>	Adv	8"	Mar	16"	Dis	6														Goblin Cunning, Scoring
Standard, Cavalry	HP	1	Def	2	Res	3	Arm	1												Light Armour
Goblin	Att	1	Off	2	Str	2	AP	0	Agi	3										
Beastie	Att	2	Off	3	Str	3	AP	1	Agi	3										Harnessed
<b>Feral Orcs</b>	Adv	4"	Mar	8"	Dis	6														Brood Alpha, Brood Rivalry, Frenzy, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring
Standard, Infantry	HP	1	Def	2	Res	4	Arm	0												Shield
Feral Orc	Att	1	Off	3	Str	4	AP	0	Agi	2										Battle Focus, Crude Weapons, Paired Weapons, Spear
<b>Feral Orc Marauders</b>	Adv	7"	Mar	14"	Dis	6														Brood Alpha, Brood Rivalry, Frenzy, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring
Standard, Cavalry	HP	1	Def	2	Res	4	Arm	2												Shield
Feral Orc	Att	1	Off	3	Str	4	AP	0	Agi	2										Battle Focus, Crude Weapons, Light Lance, Paired Weapons
Grunter	Att	1	Off	3	Str	4	AP	1	Agi	3										Devastating Charge (+1 Str, +1 AP), Harnessed
<b>Veteran Orcs</b>	Adv	4"	Mar	8"	Dis	6														Brood Alpha, Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring
Standard, Infantry	HP	1	Def	4	Res	4	Arm	0												Light Armour
Veteran Orc	Att	1	Off	4	Str	4	AP	1	Agi	2										
<b>Veteran Orc Marauders</b>	Adv	7"	Mar	14"	Dis	6														Brood Alpha, Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring
Standard, Cavalry	HP	1	Def	4	Res	4	Arm	2												Light Armour, Shield
Veteran Orc	Att	1	Off	4	Str	4	AP	1	Agi	2										Lance
Grunter	Att	1	Off	3	Str	4	AP	1	Agi	3										Devastating Charge (+1 Str, +1 AP), Harnessed

## Special

<b>Iron Orcs</b>	Adv	4"	Mar	8"	Dis	7														Brood Alpha, Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring, Stubborn
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0												Heavy Armour, Shield
Iron Orc	Att	1	Off	5	Str	4	AP	2	Agi	2										Weapon Master, Great Weapon, Paired Weapons
<b>Iron Orc Chariots</b>	Adv	7"	Mar	7"	Dis	7														Brood Alpha, Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests), Swiftstride
Large, Construct	HP	4	Def	5	Res	5	Arm	2												Heavy Armour
Iron Orc (2)	Att	1	Off	5	Str	4	AP	2	Agi	2										Weapon Master, Great Weapon, Paired Weapons
Grunter (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), Inanimate
<b>Gogtuk Neophytes</b>	Adv	4"	Mar	8"	Dis	7														Ambush, Goblin Cunning, Scoring
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0												Light Armour
Gogtuk Neophyte	Att	1	Off	3	Str	3	AP	1	Agi	3										Poison Attacks*, Paired Weapons, Throwing Weapons (5+) * Only affects Close Combat Attacks.
<b>Goblin Chariots</b>	Adv	8"	Mar	8"	Dis	6														Goblin Cunning, Light Troops, Swiftstride
Large, Construct	HP	4	Def	2	Res	4	Arm	1												Light Armour
Goblin (3)	Att	1	Off	2	Str	2	AP	0	Agi	3										Bow (4+), Lance
Beastie (2)	Att	2	Off	3	Str	3	AP	1	Agi	3										Harnessed
Chassis					Str	5	AP	2	Agi											Impact Hits (D6+1), Inanimate
<b>Grotlings</b>	Adv	4"	Mar	8"	Dis	4														Beloved Mascots, Fearless, Insignificant, Light Troops, Scout, Skirmisher, Unstable
Standard, Infantry	HP	5	Def	2	Res	2	Arm	0												Hard Target (1)
Grotlings	Att	5	Off	2	Str	2	AP	0	Agi	3										Extra Support (3)
<b>Grotling Scrap Wagon</b>	Adv	3D6"	Mar	-	Dis	4														Beloved Mascots, Fearless, Insignificant, Random Movement (3D6"), Unstable
Large, Construct	HP	5	Def	2	Res	4	Arm	1												
Grotlings	Att	5	Off	2	Str	2	AP	0	Agi	3										
Chassis	Att	-	Off	-	Str	4	AP	3	Agi	3										Grind Attacks (2D6), Harnessed, Impact Hits (2D6)
<b>Gnashers</b>	Adv	5"	Mar	10"	Dis	5														Fearless, Insignificant
Standard, Beast	HP	1	Def	2	Res	3	Arm	0												
Gnasher	Att	2	Off	4	Str	5	AP	2	Agi	4										

<b>Wrecking Team</b>	<i>Adv</i>	<b>3D6"</b>	<i>Mar</i>	-	<i>Dis</i>	<b>5</b>								Fearless, Insignificant, Random Movement (3D6")
Large, Beast	<i>HP</i>	<b>3</b>	<i>Def</i>	<b>0</b>	<i>Res</i>	<b>4</b>	<i>Arm</i>	<b>0</b>						Hard Target (1)
Wrecking Team	<i>Att</i>	-	<i>Off</i>	<b>0</b>	<i>Str</i>	<b>6</b>	<i>AP</i>	<b>3</b>	<i>Agi</i>	<b>3</b>				Force of Destruction (2D6)
<b>Trolls</b>	<i>Adv</i>	<b>4"</b>	<i>Mar</i>	<b>12"</b>	<i>Dis</i>	<b>6</b>								Fearless
Large, Infantry	<i>HP</i>	<b>3</b>	<i>Def</i>	<b>3</b>	<i>Res</i>	<b>5</b>	<i>Arm</i>	<b>0</b>						Fortitude (4+)
Troll	<i>Att</i>	<b>2</b>	<i>Off</i>	<b>3</b>	<i>Str</i>	<b>5</b>	<i>AP</i>	<b>2</b>	<i>Agi</i>	<b>1</b>				
<b>Goblin Artillery</b>	<i>Adv</i>	<b>4"</b>	<i>Mar</i>	<b>4"</b>	<i>Dis</i>	<b>6</b>								Goblin Cunning, War Machine
Standard, Construct	<i>HP</i>	<b>5</b>	<i>Def</i>	<b>1</b>	<i>Res</i>	<b>4</b>	<i>Arm</i>	<b>0</b>						Light Armour
Goblin Crew	<i>Att</i>	<b>3</b>	<i>Off</i>	<b>2</b>	<i>Str</i>	<b>2</b>	<i>AP</i>	<b>0</b>	<i>Agi</i>	<b>3</b>				Move or Fire
<b>Giant</b>	<i>Adv</i>	<b>7"</b>	<i>Mar</i>	<b>14"</b>	<i>Dis</i>	<b>8</b>								Giant See, Giant Do
Gigantic, Infantry	<i>HP</i>	<b>7</b>	<i>Def</i>	<b>3</b>	<i>Res</i>	<b>5</b>	<i>Arm</i>	<b>1</b>						
Giant	<i>Att</i>	<b>5</b>	<i>Off</i>	<b>3</b>	<i>Str</i>	<b>5</b>	<i>AP</i>	<b>2</b>	<i>Agi</i>	<b>3</b>				Rage
<b>Guardian Behemoth</b>	<i>Adv</i>	<b>7"</b>	<i>Mar</i>	<b>14"</b>	<i>Dis</i>	<b>6</b>								Fearless, Goblin Cunning
Gigantic, Beast	<i>HP</i>	<b>5</b>	<i>Def</i>	<b>3</b>	<i>Res</i>	<b>6</b>	<i>Arm</i>	<b>1</b>						
Goblin (4)	<i>Att</i>	<b>1</b>	<i>Off</i>	<b>2</b>	<i>Str</i>	<b>2</b>	<i>AP</i>	<b>0</b>	<i>Agi</i>	<b>3</b>				Bow (4+), Lance
Gogyag Behemoth	<i>Att</i>	<b>6</b>	<i>Off</i>	<b>3</b>	<i>Str</i>	<b>6</b>	<i>AP</i>	<b>3</b>	<i>Agi</i>	<b>4</b>				Harnessed
<b>Great Green Idol</b>	<i>Adv</i>	<b>6"</b>	<i>Mar</i>	<b>12"</b>	<i>Dis</i>	<b>8</b>								Fearless, Green Tide, Symbol of the Warborn Alliance, Unbreakable
Gigantic, Infantry	<i>HP</i>	<b>6</b>	<i>Def</i>	<b>2</b>	<i>Res</i>	<b>8</b>	<i>Arm</i>	<b>3</b>						
Great Green Idol	<i>Att</i>	<b>3</b>	<i>Off</i>	<b>2</b>	<i>Str</i>	<b>6</b>	<i>AP</i>	<b>3</b>	<i>Agi</i>	<b>2</b>				Crush Attack

## Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Skewerer (Goblin Artillery)	-	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3)]
Splatterer (Goblin Artillery)	Catapult (4×4)	12–60"	3 [7]	0 [4]	1	Multiple Wounds (D3, Clipped Wings)
Git Launcher (Goblin Artillery)	Catapult	12–48"	4	2	1	2D6 hits Partial hit summons Mad Git within 3" of the target

## Aim Table

Name	AimShooting Model
Bow	4+ All units
Crossbow	4+ Iron Orcs
Throwing Weapons	5+ Gogtuk Neophytes
Throwing Weapons	4+ Headhunter
Skewerer	4+ Goblin Artillery
Splatterer	4+ Goblin Artillery
Git Launcher	4+ Goblin Artillery

# Changelog

## 2023 Alpha 3

- Crude Weapons wording changed for charity.
- Beloved Mascots all other friendly models now effected by Hatred.
- Blackroot Vine Banner 65 pts ↗ 95 pts
- Goga Brew now magic banner with similar effect.
- Guile and Fury casting value to 8+ ↘ 7+ /
- Orc Warlord Tribe Leader upgrade 10 pts ↘ free
- Iron Orc Loner separated into new entry.
- Iron Orc Loner comes with Shield, Paired Weapons, Great Weapon and Lance
- Goblin Demagogue AP value 1 ↗ 2
- Goblin Witch Darrmu upgrade 10 pts ↗ 30 pts
- Mad Git placement range reduced and limited to 3 per unit per turn, and separated into new entry.
- Goblin Rabble Minimum size increase from 20 to 25.
- Goblin Rabble Base cost 120 pts ↗ 145 pts
- Goblin Rabble Additional models 4 pts ↘ 3 pts
- Goblin Reavers Base cost 170 pts ↘ 160 pts
- Goblin Reavers Additional models 10 pts ↘ 8 pts
- Goblin Reavers Spies upgrade free ↗ 2 pts
- Feral Orcs now come with Shield for free.
- Feral Orc Marauders shields included in base profile. Base cost 230 pts ↗ 240 pts
- BSB on Veteran Orc Marauders 50 pts ↘ free
- Change Crossbow limit on Iron Orcs from 20 [40 TL] models with crossbows to 0-1 (0-2 TL) units with Crossbow
- Gogtuk Neophytes Poison Attacks no longer applies to shooting attacks
- Gogtuk Neophytes Base cost 190 pts ↘ 150 pts
- Gogtuk Neophytes Additional models 12 pts ↘ 8 pts
- Guardian Behemoth Wicked Horns upgrade 20 pts ↗ 30 pts
- Guardian Behemoth Creepy-Crawlies upgrade 40 pts ↘ 30 pts

## 2023 Alpha 2

- Omen of the Apocalypse typo in item name
- Orc Warlord Tribe Leader grants access to new rule Orc Horde
- Orc Shaman duplication limit adjusted for armies not lead by a Tribe Leader
- Mad Git can no longer be place near to engaged units of Goblin Rabble or Gogtuk Neophytes
- Big Wing now sets Health Points to 5
- Wyvern Big Wing free ↗ 20 pts
- Feral Orc Marauders duplication limit adjusted for armies not lead by a Tribe Leader
- Veteran Orc Marauders moved to core, units with the Battle Standard Bearer upgrade still count as special
- Veteran Orc Marauders duplication limits adjusted
- Iron Orcs duplication limit adjusted for armies not lead by a Tribe Leader
- Gogtuk Neophytes Base Cost 170 ↗ 190 pts
- Gogtuk Neophytes Additional models 10 ↗ 12 /model
- Goblin Artillery Git Launcher 85 ↗ 100 pts
- Giant duplication limit adjusted for armies not lead by a Tribe Leader
- Immense Bulk 50 ↘ 30 pts