

THE IX AGE

FANTASY BATTLES



Orcs and Goblins

Army Book (Core Rules)

2nd Edition, version 2023 alpha 4 – September 14, 2023

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

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Army Specific Rules

War Cry!

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.

Headbashers

One of a Kind.

The model gains **Bodyguard (General)**. In addition, a Standard Bearer with Headbashers gains **Battle Standard Bearer** and can take up to 2 Banner Enchantments with a Special Item allowance with no limit. If the model's unit would normally count towards Core, it counts towards Special instead.

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.

Armoury

Poisoned Spear – Close Combat Weapon

0-70 (D 0-100) Models/Army.

Spear. Attacks made with a Poisoned Spear become **Poison Attacks**.

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.

Type	Duration	Casting Value	Range
H Guile and Fury	One Turn	7+	1824"
Augment	Cannot be cast by Goblin Witches. The target gains +1 to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are increased by 12" , up to +2" .		
Hex	Cannot be cast by Orc Shamans. The target suffers -1 to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are reduced by 12" , up to -2" .		

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.

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.

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**.

Big Boss Pole 50 pts
 The bearer gains **Rally Around the Flag (3", max. 3")**. If the bearer has another instance of **Rally Around the Flag**, it gains **Rally Around the Flag (+3", max. 18")** instead.

Headbashers' Trophy 50 pts
 Units that count towards **Special** Models with **Headbashers** 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**.

Artefacts

Skull Fetish 65 pts
 Dominant. Wizards only.
 Add one **Veil Token** to your **Veil Token** pool whenever:

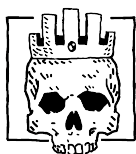
- A friendly unit with at least one model with **Goblin Cunning** passes a **Rally Test**.
- A friendly unit with at least one model with **Brood Rivalry** successfully completes a **Charge**.

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)**.

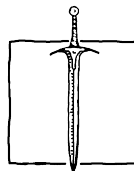
Pan of Protection Pinchin' 40 pts
 When successfully wounded, the bearer may choose to use the attacker's **Armour** value and/or its **Special Save**:

- 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.

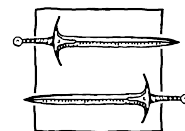
Army Organisation



Characters
 Max. 40%



Core
 Min. 25%



Special
 No limit

Characters (Max. 40%)

Orc Characters



Orc Warlord

220 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, Exclusive (Brood Rivalry, Trolls), Fearless , I'm The Boss , Minimised (Break Tests, Fear Tests, Panic Tests)		
Defensive	HP	Def	Res	Arm		
	3	6	5	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Orc Warlord	4	6	5	2	4	Battle Focus
— Model Rules —						
I'm The Boss: Universal Rule. The model must be the General.						
— Options —						
Tribe Leader and Orc Horde			free			
Must choose (one choice only):						
Veteran Warlord			free			
Feral Warlord			5			
Iron Warlord			30			
Special Items			up to 200			
Shield			5			
Plate Armour			30			
Paired Weapons			10			
Lance			15			
Great Weapon			20			
— Mount Options —						
Grunter			65			
Grunter Chariot			90			
Wyvern			160			
— Optional Model Rules —						
Feral Warlord: Universal Rule. The model must be the general. In addition, the model part gains Battle Focus , Exclusive (Feral Ore Marauders, Feral Ores), Frenzy , and Light Armour .						
Iron Warlord: Universal Rule. The model must be the general. In addition, the model part gains Exclusive (Iron Ore Chariots, Iron Ores), 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 Ore Marauders, Veteran Ores) and Heavy Armour .						



Iron Orc Loner

175 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, Fearless, 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	
Iron Orc Loner	4	6	5	2	4	Weapon Master, Great Weapon, Lance, Paired Weapons, Shield
Options			pts-	Mount Options		pts-
Special Items			up to 200	Grunter		175
				Grunter Chariot		200
				Wyvern		260



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 Goblin Gardens (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

50 pts

single model

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

Height Standard
Type Infantry
Base 20x20 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, Beastie Whisperer , 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):

Headhunter (0-3 (D 0-6) per Army) **free**

Netter (0-3 (D 0-6) per Army) **free**

Mauler (0-3 (D 0-6) per Army) **5**

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

55 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"), Surprise		
Defensive	HP	Def	Res	Arm		
	2	4	3	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Mad Git		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		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Grunter	1	3	4	1	3	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		
	7"	7"	C	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	AP	Agi	
Grunter (2)	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate



Wyvern

Height **Large**
Type **Cavalry**
Base **50×50 mm**
0–1 (TL 0–2)
Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	C	Exclusive, Fear, Fly (8", 16"), Light Troops		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	AP	Agi	
Wyvern	4	5	6	3	4	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		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Beastie	2	3	3	1	3	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		
	8"	8"	C	Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1		
Offensive	Att	Off	Str	AP	Agi	
Beastie (2)	2	3	3	1	3	Harnessed
Chassis			5	2	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		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	3	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Pet Monster	4	4	5	2	5	Harnessed

Options
Huntsman Spider 10

Optional Model Rules
Huntsman Spider: Universal Rule.
The model gains **Creepy-Crawlies**, and its base size is changed to 50×50 mm.



Gargantula

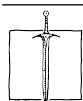
Height **Gigantic**
 Type **Beast**
 Base **100×150 mm**

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

Core (Min. 25%)



Goblin Rabble

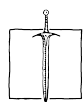
145 pts + 3 pts/extra model

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	
Must choose (one choice only):				Musician	10	
Shield			free	Standard Bearer	10	
Spear and Shield			free	Banner Enchantment	no limit	
Poisoned Spear and Shield			2/model			



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	
					Harnessed	
Options			pts-	Command Group Options		pts-
Must 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 25x25 mm

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-
Headbashers			free	Champion	free	
Bow (4+) (0-100 R&F Infantry Models with Bow or Crossbow per Army)			1/model	Musician	10	
				Standard Bearer	10	
				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 25x50 mm

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
Options			pts-	Command Group Options		pts-
Headbashers			free	Champion	free	
				Musician	10	
				Standard Bearer	10	
				Banner Enchantment	no limit	



Veteran Orcs

240 pts + 11 pts/extra model

20–40 models



Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Brood Alpha, Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring	

Defensive	HP	Def	Res	Arm	
	1	4	4	0	Light Armour

Offensive	Att	Off	Str	AP	Agi
Veteran Orc	1	4	4	1	2

Options	pts-	Command Group Options	pts-
Headbashers	free	Champion	free
Shield	1/model	Musician	10
Bow (4+) (0–100 R&F Infantry Models with Bow or Crossbow per Army)	1/model	Standard Bearer	10
One choice only:		Banner Enchantment	no limit
Paired Weapons	2/model		
Spear	2/model		



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

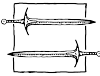

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	6	Brood Alpha, Brood Rivalry, Minimised (Break Tests, Fear Tests, Panic Tests), Scoring	


Defensive	HP	Def	Res	Arm	
	1	4	4	2	Light Armour, Shield

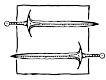
Offensive	Att	Off	Str	AP	Agi	
Veteran Orc	1	4	4	1	2	Lance
Grunter	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed

Options	pts-	Command Group Options	pts-
Headbashers	free	Champion	free
		Musician	10
		Standard Bearer	10
		Banner Enchantment	no limit

Special (No limit)

 Iron Orcs 315 pts + 20 pts/extra model		15-30 models		 0-1 (TL 0-3) Units/Army		Height Standard Type Infantry Base 25×25 mm	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	4"	8"	7	Brood Alpha, Brood Rivalry, Fearless , Minimised (Break Tests, Fear Tests, Panic Tests), Scoring, Stubborn			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	1	5	4	0	Heavy Armour, Shield		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>		
Iron Orc	1	5	4	2	2	Weapon Master, Great Weapon, Paired Weapons	
<i>Options</i>				<i>pts-</i>	<i>Command Group Options</i>		<i>pts-</i>
Headbashers				90	Champion		free
Crossbow (4+)					Musician		10
(0-1 (TL 0-2) per Army)					Standard Bearer		10
(0-100 R&F Infantry Models with Bow or Crossbow per Army)				2/model	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	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	7"	7"	7	Brood Alpha, Brood Rivalry, Fearless , Minimised (Break Tests, Fear Tests, Panic Tests), Swiftstride			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	4	5	5	2	Heavy Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>		
Iron Orc (2)	1	5	4	2	2	Weapon Master, Great Weapon, Paired Weapons	
Grunter (2)	1	3	4	1	3	Devastating Charge (+1 Str, +1 AP), Harnessed	
Chassis			5	2	Impact Hits (D6), Inanimate		
<i>Options</i>				<i>pts-</i>	<i>Command Group Options</i>		<i>pts-</i>
Headbashers				90	Units with 2 models only:		
					Must take a Champion		free
					May take a Standard Bearer		10



Gogtuk Neophytes

160 pts + 9 pts/extra model

10-20 models

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

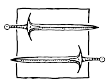
Height Standard
Type Infantry
Base 20×20 mm

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	2	3	3	1	3	Poison Attacks*, * Only affects Close Combat Attacks., Paired Weapons, Poisoned Spear, Throwing Weapons (5+)

Options Creepers (0-15 Models/Unit) 1/model

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

Command Group Options Champion 10
Musician 10
Standard Bearer 10



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

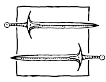
90 pts + 15 pts/extra model

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

120 pts

single model

0–3 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	3D6"		4	Beloved Mascots, Fearless, Insignificant, Random Movement (3D6"), Unstable		
Defensive	HP	Def	Res	Arm		
	5	2	4	1		
Offensive	Att	Off	Str	AP	Agi	
Grotlings	5	2	2	0	3	
Chassis			4	3	3	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		
	5"	10"	5	Fearless, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	2	3	0		
Offensive	Att	Off	Str	AP	Agi	
Gnasher	2	4	5	2	4	

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

100 pts

single model

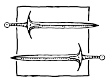
0–2 Units/Army

Height Large

Type Beast

Base 60 mm round

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



Trolls

180 pts + 60 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	Troll Toll

Model Rules

Troll Toll: Attack Attribute – Close Combat.

For each Fortitude Save the model fails against enemy Melee Attacks, the model **must** perform a Close Combat Attack at the same Initiative Step if able to, before any casualties are removed.

Options

Must choose (one choice only):

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

Command Group Options

Champion 10 pts

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	Move or Fire

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)	150

*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:

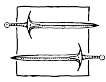
- **Hit:** The target suffers 2D6 hits with Strength 4 and Armour Penetration 2.
- **Partial Hit:** Place a **Gogtuk Initiate with Mad Git** within 3" of the target, following the rules for Summoned Units.

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

— Model Rules —

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

— Options —

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

— Optional Model Rules —

Armed to the Teeth: Close Combat Weapon.

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

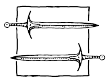
At the start of each Round of Combat that the model is fighting, if the model is within 12" of one or more other friendly models that are equipped with Great Weapon, Paired Weapons, and/or Shield, the model gains the corresponding equipment until the end of the Round of Combat.

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

300 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		
	7"	14"	6	Fearless, Goblin Cunning		
Defensive	HP	Def	Res	Arm		
	5	3	6	1		
Offensive	Att	Off	Str	AP	Agi	
Goblin (4)	1	2	2	0	3	Bow (4+), Lance
Gogyag Behemoth	6	3	6	3	4	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.

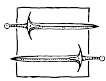
The model gains +2 Armour.

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		
	6"	12"	8	Fearless, Green Tide , Symbol of the Warborn Alliance , Unbreakable		
Defensive	HP	Def	Res	Arm		
	6	2	8	3		
Offensive	Att	Off	Str	AP	Agi	
Great Green Idol	3	2	6	3	2	Crush Attack

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

Orc Warlord	Adv	4"	Mar	8"	Dis	8						Brood Rivalry, Exclusive (Brood Rivalry, Trolls) , Fearless , I'm The Boss, Minimised (Break Tests, Fear Tests, Panic Tests)
Standard, Infantry	HP	3	Def	6	Res	5	Arm	0				Heavy Armour
Orc Warlord	Att	4	Off	6	Str	5	AP	2	Agi	4		Battle Focus
Iron Orc Loner	Adv	4"	Mar	8"	Dis	8						Brood Rivalry, Exclusive , Fearless , 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; Great Weapon, Lance, Paired Weapons, Shield
Orc Shaman	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		
Goblin Demagogue	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		
Goblin Witch	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		
Gogtuk Initiate	Adv	4"	Mar	8"	Dis	7						Attached, Beastie Whisperer , 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
Mad Git	Adv	2D6"			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
			Off	4	Str	4	AP	2	Agi	4		Force of Destruction (2D6)

Character Mounts

Grunter	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) , Harnesses
Grunter Chariot	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) , Harnesses
Chassis					Str	5	AP	2				Impact Hits (D6) , Inanimate
Wyvern	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		Harnesses , Poison Attacks
Beastie	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		Harnesses
Beastie Chariot	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		Harnesses
Chassis					Str	5	AP	2				Impact Hits (D6+1) , Inanimate
Pet Monster	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		Harnesses
Gargantula	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		Harnesses

Core

Goblin Rabble	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										
Goblin Reavers	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
Feral Orcs	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
Feral Orc Marauders	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
Veteran Orcs	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										
Veteran Orc Marauders	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

Iron Orcs	Adv	4"	Mar	8"	Dis	7														Brood Alpha, Brood Rivalry, Fearless , 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
Iron Orc Chariots	Adv	7"	Mar	7"	Dis	7														Brood Alpha, Brood Rivalry, Fearless , 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												Impact Hits (D6), Inanimate
Gogtuk Neophytes	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	2	Off	3	Str	3	AP	1	Agi	3										Poison Attacks* , *—Only affects Close Combat Attacks., Paired Weapons , Poisoned Spear , Throwing Weapons (5+)
Goblin Chariots	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												Impact Hits (D6+1), Inanimate
Grotlings	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)
Grotling Scrap Wagon	Adv	3D6"			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					Str	4	AP	3	Agi	3										Grind Attacks (2D6), Harnessed, Impact Hits (2D6)
Gnashers	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										

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

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 4

- War Cry! wording changed for clarity
- All other friendly models now trigger Brood Rivalry
- Orc BSB units now become Headbashers and gain Bodyguard (General)
- New weapon Poisoned Spear added
- Guile and Fury range and movement effect increased
- Blackroot Vine Banner and Totem of the Only King removed
- New item Big Boss Pole similar to Crown of Autocracy but for Rally Around the Flag added costing 50 pts
- Orc Warlord has been reworked to be all three types of orc at once. Retains option to buy Plate Armour
- Orc Warlord Base cost 180 pts ↗ 220 pts
- Iron Orc Loner Base cost 275 pts ↘ 175 pts
- Iron Orc Loner Grunter 65 pts ↗ 175 pts
- Iron Orc Loner Grunter Chariot 90 pts ↗ 200 pts
- Iron Orc Loner Wyvern 160 pts ↗ 260 pts
- Gogtuk Initiates no longer share duplication limit with Mad Gits
- Mauler Base cost 40 pts ↗ 55 pts
- Mad Git Base cost 50 pts ↗ 55 pts
- Wyvern now 0-1 in mixed lists
- Goblin Rabble Shield 1 pts ↘ free
- Goblin Rabble gain access to Poisoned Spear for 2 pts
- Iron Orcs loss stubborn and gain fearless
- Iron Orcs Crossbow 1 pts ↗ 2 pts
- Iron Orcs Base cost 350 pts ↘ 315 pts
- Iron Orcs Additional models 22 pts ↘ 20 pts
- Iron Orcs Headbashers Upgrade 80 pts ↗ 90 pts
- Iron Orc Chariots gain Fearless
- Iron Orc Chariots may now become Headbashers for 90 pts
- Gogtuk Neophytes now armed with Poisoned Spear instead of paired weapons
- Gogtuk Neophytes increased attacks for 1 ↗ 2
- Gogtuk Neophytes Base cost 150 pts ↗ 160 pts
- Gogtuk Neophytes Additional models 8 pts ↗ 9 pts
- Gogtuk Neophytes Creepers upgrade 2 pts ↘ 1 pts
- Grotling Scrap Wagon Base cost 110 ↗ 120 pts
- Wrecking Team Base cost 90 ↗ 100 pts
- Trolls gain new special rule Troll Toll
- Trolls Base cost 165 ↗ 180 pts
- Trolls Additional models 55 ↗ 60 pts
- Goblin Artillery Git Launcher 100 ↗ 150 pts
- Guardian Behemoth Base cost 285 pts ↗ 300 pts
- Guardian Behemoth Wicked Horns upgrade 30 pts ↗ 35 pts