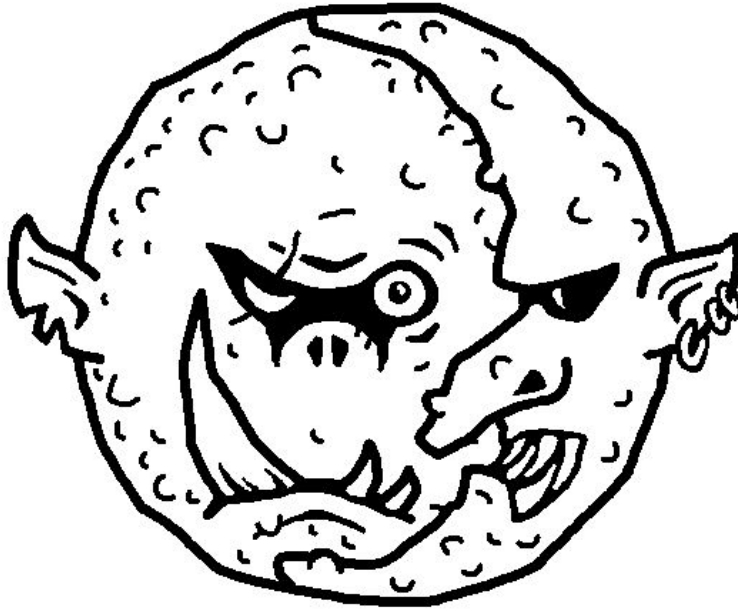


Fantasy Battles

The 9th Age



Orcs and Goblins

Army Rules

Version 1.1.0 - 02 September 2016

<u>Army Special Rules</u>	<u>Lords</u>
<u>Armoury</u>	<u>Heroes</u>
<u>Magical Items</u>	<u>Character Mounts</u>
<u>Quick Reference Sheet</u>	<u>Core</u>
	<u>Special</u>
	<u>Rare</u>



Fantasy Battles: The 9th Age is a community-made miniatures wargame.
All rules and feedback can be found/given at <http://www.the-ninth-age.com/>
Recent changes are colour coded **green** and listed at the change log at the end of this document.
⚔️ Goblins were harmed in the creation of this book.

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Army Special Rules

Greenhide Races

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



Common Orc

Unruly, Born to Fight



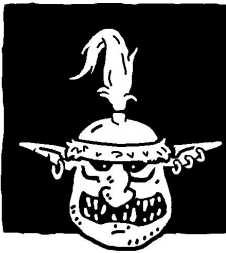
Iron Orc

Born to Fight, Weapon Master,
Immune to Psychology



Feral Orc

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



Common Goblin

Insignificant, Unruly



Cave Goblin

Insignificant, Unruly,
Hatred (Armybook: Dwarven Holds)



Forest Goblin

Insignificant, Unruly,
Strider (Forest)

Unruly

Models with Unruly have -1 Leadership when rolling to restrain Pursuit moves and Frenzy tests. In addition, when a unit in Horde formation with a majority of Unruly models takes a Panic Test, roll one additional D6 and remove the highest D6 rolled.

Born to Fight

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

Waaargh!

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

Green Tide

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

Venomous Fangs

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

Shambolic (X)

Units with this special rule follow the Random Movement (X) special rule. Shambolic units are Immune to Psychology and cannot be joined by Characters. If this unit rolls for its Random Movement and all the dice show the same result, it suffers D3 wounds with no saves of any kind allowed and then moves in a randomized direction. When units with this special rule come into contact with any Terrain Feature except Open Terrain or Hills, touch the board edge or stop 1" away from Impassable Terrain, they must take a Dangerous Terrain (2) test.

Running Amok!!

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

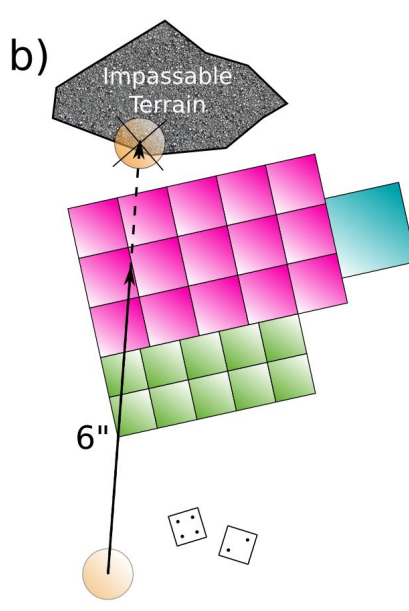
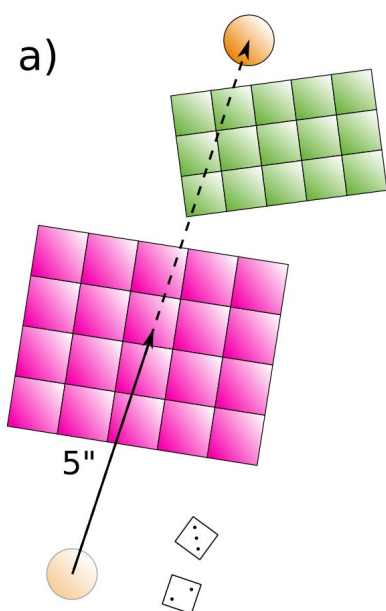
Ricochet (X)

Models with Ricochet ignore the 1" Unit Spacing rule to other units. If a Ricochet model contacts another unit (friend or foe), instead of charging, it continues to move in the same direction until it is 1" clear of this unit (and has reached at least its move distance). If this would cause it to contact or be within 1" of another unit, the Ricochet model keeps moving in the same direction, until it can be placed 1" away from all other units (and has reached at least its move distance). If a Ricochet model moved in this way ends its move within 1" of Impassable Terrain or outside the board edge, remove it as a casualty.

Any unit passed through by a Ricochet model and within the movement distance it rolled is hit by a Special Ranged Attack: it suffers X hits, where X is given in brackets. Units engaged in the same Combat are treated as a single unit for hit purposes. The owner of the Ricochet model distributes hits as evenly as possible between all units in the combat, then follows normal rules for distributing hits to models within each unit.

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

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



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

b) After moving through units, the Ricochet model is placed within 1" of Impassable Terrain, and is thus removed as a casualty. The Ricochet model moves through at least one unit engaged in the Close Combat, inflicting X hits in total, which have to be evenly distributed among all units taking part in it.

Armoury

Power 'Shroom

One Use Only. The bearer may use a single Power 'Shroom when casting a non-bound spell (declare usage before rolling any Power Dice). Any Dispel attempt against this spell will have its dispel roll reduced by D3. If a natural '1' is rolled, the wizard using the Power 'Shroom suffers a hit with Toxic Attacks.

Mammoth Stabber

Units with this upgrade and with at least one Full Rank count as having Impact Hits (D3) with Strength 5 and Multiple Wounds (Ordnance, Large Target). **These Impact Hits are applied by the unit, not by individual models in the unit (the Impact Hits do not gain additional strength from more additional Ranks)**

Magical Items

Magical Weapons

Axe of the Aporcalypse (65 pts / 45 pts)

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

Maza's Zappin Bow (30 pts) - Goblins only

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

Backstabbing Dirk (15 pts)

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

Magical Armour

Crown of the Cavern King (40 pts) - Goblins only

Cannot be taken by a Large Target.

Type: None (6+ Armour Save). The wearer can only join or be joined by a unit if all its models share at least one part of the same Greenhide race with the wearer. The wearer's unit gains Vanguard and may move after Rallying, although it does not gain the ability to March or shoot in the same turn. The wearer's Inspiring Presence or Hold Your Ground range is increased by 6".

Plates of Tuktek (35 pts)

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

Talismans

Pan of Protection Pinchin' (15 pts) - Goblins only

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

Enchanted Items

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

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

Waaargh! Paint (15 pts) - Feral Orc only

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

Magical Standards

Mikinok's Totem (40 pts)

Other Magical Items in the bearer's unit and Magical Items in units (friend or foe) in base contact with the bearer's unit cease to work and revert to their mundane type (if it has any). **The effect on Magical Items in other units** lasts as long as the units remain in base contact.

Ironhide Icon (25 pts)

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

Army List

LORDS



Orc Warlord 120 pts

single model

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

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

Must take one of the following Greenhide Races:

Common Orc (free)		Iron Orc (20 pts)		Feral Orc (15 pts)	
<i>Armour:</i>		<i>Armour:</i>			
Light Armour		Heavy Armour			
<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>
Heavy Armour	12	Plate Armour	20	A mount (one choice only):	
A mount (one choice only):		A mount (one choice only):		War Boar	10
War Boar	20	War Boar	20	Wyvern	90
Orc Boar Chariot	30	Orc Boar Chariot	30		
Wyvern	105	Wyvern	105		



Orc Big Shaman 175 pts

single model

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

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

Must take one of the following Greenhide Races:

Common Orc (free)		Feral Orc (5 pts)	
<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>
A mount (one choice only):		A mount (one choice only):	
Orc Boar Chariot	10	War Boar	20
War Boar	20	Wyvern	80
Wyvern	80		



Goblin King 60 pts

single model

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

Infantry 20x20mm base

Armour:

Light Armour

Options:

May take Magical Items

May take Green Tide (General only)

May take any of the following:

Shield

Heavy Armour

May take a Shortbow

May take a weapon (one choice only):

Paired Weapons

Great Weapon

Lance

pts

up to 100

free

5

8

2

5

15

15

Must take one of the following Greenhide Races

Common Goblin (free)

Options:

A mount (one choice only):

Wolf

Goblin Wolf Chariot

pts

15

25

Cave Goblin (5 pts)

Options:

Ride a Cave Gnasher

pts

20

Forest Goblin (free)

Options:

Poisoned Attacks

A mount (one choice only):

Scuttler Spider

Huntsmen Spider

Gargantula

pts

10

20

20

250



Goblin Big Shaman 170 pts

single model

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

Infantry 20x20mm base

Magic:

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

Options:

May take Magical Items

May become a Level 4 Wizard Master

pts

up to 100

30

Must take one of the following Greenhide Races:

Common Goblin (free)

Options:

A mount (one choice only):

Wolf

Goblin Wolf Chariot

pts

15

20

Cave Goblin (free)

Options:

2 Power 'Shrooms

pts

20

Forest Goblin (free)

Options:

A mount (one choice only):

Scuttler Spider

Gargantula

pts

15

225

HEROES



Orc Chief 50 pts

single model

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

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

Must take one of the following Greenhide Races:

Common Orc (free)		Iron Orc (10 pts)		Feral Orc (5 pts)	
<i>Armour:</i>		<i>Armour:</i>			
Light Armour		Heavy Armour			
<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>
Heavy Armour	5	Plate Armour	15	A mount (one choice only):	
A mount (one choice only):		A mount (one choice only):		War Boar	15
War Boar	15	War Boar	15	Wyvern (One of a Kind)*	125
Orc Boar Chariot	60	Wyvern (One of a Kind)*	140		
Wyvern (One of a Kind)*	135				

*Wyverns taken by Orc Chiefs are One of a Kind (Wyverns mounted by Lords are unaffected and ignored for this restriction)



Orc Shaman 65 pts

single model

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

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

Must take one of the following Greenhide Races:

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



Goblin Chief 35 pts

single model

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

Armour:

Light Armour

Options:

May become the Battle Standard Bearer

May take Magical Items

Green Tide (General only)

May take a Shield

May take a Shortbow

May take a weapon (one choice only)

Paired Weapons

Light Lance

Great Weapon

Lance

pts

25

up to 50

free

free

2

3

3

6

6

Must take one of the following Greenhide Races

Common Goblin (free)

Options:

Heavy Armour

A mount (one choice only):

Wolf

Goblin Wolf Chariot

pts

5

20

45

Cave Goblin (free)

Options:

Ride a Cave Gnasher

pts

35

Forest Goblin (free)

Options:

Poisoned Attacks

A mount (one choice only):

Scuttler Spider

Huntsmen Spider

pts

5

15

25



Goblin Shaman 60 pts

single model

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

Magic:

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

Options:

May take Magical Items

May become a Level 2 Wizard Apprentice

pts

up to 50

25

Must take one of the following Greenhide Races:

Common Goblin (free)

Options:

A mount (one choice only):

Wolf

Goblin Wolf Chariot

pts

15

40

Cave Goblin (free)

Options:

2 Power 'Shrooms

pts

20

Forest Goblin (free)

Options:

Ride a Scuttler Spider

pts

15

CHARACTER MOUNTS

War Boar

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

War Beast, 25x50mm base

Mount's Protection (5+)
Thunderous Charge

Wolf

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

War Beast, 25x50mm base

Mount's Protection (6+)
Fast Cavalry

Scuttler Spider

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

War Beast, 25x50mm base

Mount's Protection (6+)
Fast Cavalry, Poisoned Attacks, Scout, Strider

Wyvern

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

Monstrous Beast, 50x50mm base

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

Cave Gnasher

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

Monstrous Beast, 40x40mm base

Mount's Protection (6+)
Fly (6), Impact Hits (1), Immune to Psychology, Hard Target
Oi, it bites!: This unit cannot be joined by Characters
Bouncers: May only join units of Gnasher Dashers and other Characters on Cave Gnashers. (Ignore the restrictions under the Skirmishers and Oi, it bites! special rules).

Huntsmen Spider

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

Monstrous Beast, 50x50mm base

Mount's Protection (5+)
Poisoned Attacks, Strider

Orc Boar Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Eadbasher (1)	-	4	3	4	-	-	2	1	7
War Boars (2)	7	3	-	3	-	-	3	1	3

Chariot, 50x100mm base

Common Orc (Rider)

Lance (Rider)
Mount's Protection (5+), Light Armour
Born to Fight (Rider), Thunderous Charge (War Boars), Impact Hits (+1)

Goblin Wolf Chariot

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

Chariot, 50x100mm base

Common Goblin (Riders)

Light Lance (Riders), Shortbow (Riders)
Mount's Protection (6+), Light Armour
Insignificant, Impact Hits (+1), Light Troops

Gargantula (One of a Kind)

	M	WS	BS	S	T	W	I	A	Ld
Spider	7	4	-	5	6	8	4	8	-
Forest Goblins (8)	-	2	3	3	-	-	2	1	6

Monster, 100x150mm base

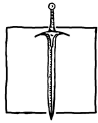
Forest Goblin (Riders)

Light Lance (Riders), Shortbow (Riders)
Innate Defence (4+)
Venomous Fangs, Immune to Psychology, Poisoned Attacks (Spider), Strider, Stubborn, Swiftstride

Options:
Spider-Mother Shrine (Wizard mount only) pts
40

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

CORE



Orcs 90 pts

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

M WS BS S T W I A Ld

4 3 3 3 4 1 2 1 7

Infantry 25x25mm base

Options:

pts

May take any of the following:

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

May upgrade one model to each of the following:

Champion 10
Musician 10
Standard Bearer 10

- may become the Veteran Standard Bearer

Must take one of the following Greenhide Races:

Common Orc (free)

Feral Orc (1 pts / model)

Armour:

Light Armour

Options:

pts

May exchange all equipment for

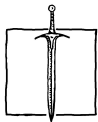
Crossbow and Heavy Armour 4 / model

Options:

pts

May take a Mammoth Stabber

15 / unit



Orc 'Eadbashers 70 pts (One of a Kind)

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

M WS BS S T W I A Ld

4 4 3 4 4 1 2 1 7

Infantry 25x25mm base

Options:

pts

May upgrade one model to each of the following:

Champion 10
Musician 10
Standard Bearer 10

- may become the Veteran Standard Bearer

Must take one of the following Greenhide Races

Common Orc (free)

Feral Orc (1 pts / model)

Armour:

Light Armour

Options:

pts

May take any of the following:

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

Options:

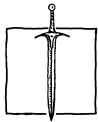
pts

May take a Mammoth Stabber

15 / unit

May take any of the following:

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



Goblins 60 pts

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

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

Infantry 20x20mm base

Options:

May take equipment (one choice only):

Shortbow	free
Shield	1 / two models
Spear & Shield	1 / two models

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10

- may become the Veteran Standard Bearer

Must take one of the following Greenhide Races:

Common Goblin (free)

Armour:

Light Armour

Options: pts

Exchange all weapons for

Shield and Short Bow 1 / two models

Take Shady Gits* 10 / git

*Max one Shady Git for each 10 Common Goblins in the unit, but no more than 3 Gits.

Cave Goblin (free)

Options: pts

Take Nets 1 / model

Take Mad Gits* 20 / git

*Max one Mad Git for each 15 Cave Goblins in the unit, but no more than 3 Gits.

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

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

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

Forest Goblin (free)

Options: pts

Throwing Weapons 1 / two models

Mother's Kiss 3 / two models

May Skirmish (max 20 models) 1 / model

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

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

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



Shady Git

(This model is part of a Goblin unit)

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

Greenhide Race:

Common Goblin

Weapons:

Paired Weapons

Armour:

Light Armour

Special Rules:

Lethal Strike

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



Mad Git

(This model is part of a Goblin unit)

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

Greenhide Race:

Cave Goblin

Special Rules:

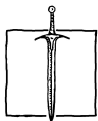
Shambolic (2D6), Running Amok!!, Ricochet (D6), Hard Target

Surprise!: Mad Gits are not deployed, but must be concealed inside their Cave Goblin unit. They are unit upgrades and as such they are ignored when calculating Victory Points (their points are already included in the Goblin unit concealing them, and victory points are awarded for destroying the Goblin unit concealing them). Until released and moved out of their units, Mad Gits cannot be harmed or otherwise affected, nor affect the game in any way. When Mad Gits are removed as casualties they do not cause Panic tests. They still move, act and are influenced by special rules independently like normal units (once released) and do not count towards the model count of the unit concealing them.

Mad Gits can be released in two ways:

- Any number of Mad Gits may be released when their unit is declaring a Stand and Shoot or a Hold charge reaction (normal Stand and Shoot reactions may still also be taken).
- If a unit with concealed Mad Gits is not Engaged in Combat and not Fleeing at the start of controlling player's Shooting Phase, and is within 8" of an enemy unit, it must release all its Mad Gits.

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



Goblin Raiders 60 pts

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

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

Special Rules:

Fast Cavalry

Options:

Must take one or more of the following:

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

May upgrade one model to each of the following:

Champion	10
Musician	10
Standard Bearer	10

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

Common Goblin (free)

Mount:

Wolf

Armour:

Mount's Protection (6+), Light Armour

Forest Goblin (free)

Mount:

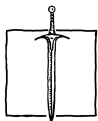
Scuttler Spider

Armour:

Mount's Protection (6+)

Special Rules:

Scout, Strider, Poisoned Attacks (Scuttler Spider only)



Orc Boar Riders 70 pts

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

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

Weapons:

Light Lance (Rider only)

Options:

May take a Shield

pts

3 / model

May upgrade one model to each of the following:

Special Rules:

Thunderous Charge (War Boar only)

Champion

10

Musician

10

Standard Bearer

10

- may become the Veteran Standard Bearer

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

Common Orc (free)

Armour:

Mount's Protection (5+), Light Armour

Feral Orc (1 pts / model)

Armour:

Mount's Protection (5+)

Options:

May take a Lance

pts

2 / model

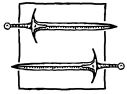
Options:

May take Paired Weapons

pts

2 / model

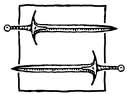
SPECIAL



Iron Orcs 90 pts

10 models, may add up to 25 models 12 pts/model

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



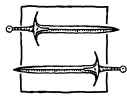
Mounted 'Eadbashers 80 pts

5 models, may add up to 10 models 15 pts/model

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

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

Common Orc (free)		Feral Orc (1 pts / model)	
<i>Armour:</i>		<i>Armour:</i>	
Mount's Protection (5+), Light Armour		Mount's Protection (5+)	
<i>Options:</i>	<i>pts</i>	<i>Options:</i>	<i>pts</i>
May take Heavy Armour	3 / model	May take Paired Weapons	3 / model
May take a Lance	3 / model		



Orc Boar Chariot 80 pts

single model

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

Greenhide Race:

Common Orc (Riders only)

Options:

May take Heavy Armour

pts

15

Weapon:

Lance (Riders only)

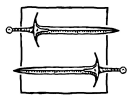
Armour:

Mount's Protection (5+), Light Armour

Special Rules:

Thunderous Charge (War Boars only),

Impact Hits (+1)



Goblin Wolf Chariot 60 pts

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

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

Greenhide Race:

Common Goblin (Riders only)

Weapons:

Light Lance (Riders only), Shortbow (Riders only)

Armour:

Mount's Protection (6+), Light Armour

Special Rules:

Light Troops, Insignificant, Impact Hits (+1)



Gnasher Dashers 60 pts

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

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

Greenhide Race:

Cave Goblin (Rider only)

Armour:

Mount's Protection (6+), Light Armour

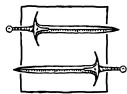
Special Rules:

Immune to Psychology, Fly (6), Skirmishers, Impact Hits (see Rows of Teeth)

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

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

Gnasher Dashers have Impact Hits, with the following exception from the normal rules: instead of causing one Impact Hit per (charging) Gnasher Dasher model in base contact with an enemy model, the (charging) Gnasher Dasher unit causes D3 Impact Hits for each 5 Gnasher Dashers in the unit (round fractions up) to a single enemy unit in base contact with the unit. For example, a unit of 1 to 5 Gnashers Dashers would inflict D3 Impact Hits, while a unit of 6 to 10 Gnasher Dashers would do 2D3 Impact Hits.



Gnasher Herd 80 pts

10 models, may add up to 30 models 8 pts/model

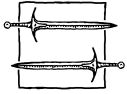
	M	WS	BS	S	T	W	I	A	Ld	
	5	4	-	5	3	1	4	2	5	War Beast 20x20mm base

Special Rules:

Immune to Psychology, Insignificant

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

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



Greenhide Catapults -

single model

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

Options:

May take an Orc Overseer

pts

10

Special Rules:

Insignificant

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

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

Must take one of the following:

Splatterer (90 pts)

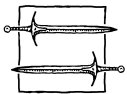
0-2 Choice

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

Git Launcher (90 pts)

0-2 Choice

Catapult (1") Artillery Weapon with
Range 12-60", Strength 5, Armour Piercing (2).
After the scatter of the Template has been determined, you may roll a D6 and move the Template that number of inches in any direction. You may however not deliberately move onto units in Close Combat or onto friendly units if this can be avoided. This is the final position of the Template. Instead of hitting models under the Template, any unit under the Template suffers D3+1 hits.



Grotlings 40 pts

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

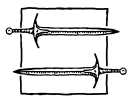
	M	WS	BS	S	T	W	I	A	Ld	
	4	2	3	2	2	5	2	5	4	Swarm 40x40mm base

Weapons:

Throwing Weapons

Special Rules:

Insignificant, Scout, Vanguard



Scrap Wagon 45 pts

single model

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

Weapons:

Throwing Weapons (Grotlings only)

Armour:

Mount's Protection (6+)

Special Rules:

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

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

Options:

May take any of the following:

Smasher (15 pts)

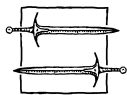
The Scrap Wagon has Strength 5.

Pointed Sticks (10 pts)

The Scrap Wagon's Impact Hits gain Armour Piercing (2).

Smells Like Green Spirit (10 pts)

The Scrap Wagon gains Distracting and Hard Target.



Trolls 55 pts

1 model, may add up to 9 models 37 pts/model

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

Must take one of the following Troll Types:

Common Trolls (free)

Special Rules:

Fear, Stupidity, Regeneration (4+)

Cave Trolls (8 pts / model)

Armour:

Innate Defence (4+)

Special Rules:

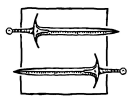
Fear, Stupidity, Regeneration (4+),
Magic Resistance (3)

Bridge Trolls (8 pts / model)

Special Rules:

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

Troll Belch: Instead of making its normal Close Combat Attacks, any Troll model may choose to make a single special Close Combat Attack instead. This attack hits automatically and has Strength 5 and Armour Piercing (6).



Giant 135 pts

single model

M WS BS S T W I A Ld

6 3 - 6 5 6 3 * 10

Monster 50x75mm base

Weapons:

Giant Attacks (see below)

Options:

May take Ward Save (6+)

pts

20

Special Rules:

Immune to Psychology, Stubborn

Giant Attacks: When a Giant attacks in Close Combat, instead of attacking normally, choose an enemy unit in base contact with the Giant to attack and roll on the chart below. The Giant's attack depends on the Troop Type of the target enemy unit.

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

- 1: Bellow
- 2: Jump
- 3: Grab
- 4-6: Swing

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

- 1: Bellow
- 2-3: Thump
- 4-6: Smash

Bellow: Neither the Giant nor the chosen unit can make any further Close Combat attacks this phase. Attacks already resolved (including attacks resolved simultaneously with this attack) are not affected. The Giant's side automatically wins the combat by 2. If two (or more) opposing Giants "Bellow", the combat is a draw.

Jump: The chosen unit suffers D6 hits using the Giant's Strength. The Giant must take a Dangerous Terrain (1) test.

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

Swing: The Giant makes 2D6 normal Close Combat attacks against the chosen unit.

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

Smash: Select a single model in the chosen unit and in base contact with the Giant. This model suffers 1 wound with Armour Piercing (6). If the model has not yet attacked this phase, it cannot attack in this Round of Combat. If the model has already attacked, it cannot make attacks in the following Round of Combat.

- Notes-

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

RARE



Skewerer 45 pts (0-3 Choice)

single model

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

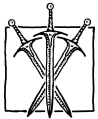
Weapons:

Ballista:

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

Special Rules:

Insignificant



Gnasher Wrecking Team 65 pts

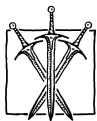
single model

	M	WS	BS	S	T	W	I	A	Ld	
	*	-	-	6	4	3	3	2	3	Monstrous Beast 60mm round base

Special Rules:

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

Look At 'Em Go!: After contacting a unit for the first time in the game, the Gnasher Wrecking Team gains Running Amok!!



Gargantula 225 pts

single model

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

Greenhide Race:

Forest Goblin (Riders only)

Options:

May take Web Launcher

pts

30

Weapons:

Light Lance (Riders only), Shortbow (Riders only)

Armour:

Innate Defence (4+)

Special Rules:

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

Web Launcher (Gargantula only):

Catapult (3") Artillery Weapon with

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



Great Green Idol 215 pts (One of a Kind)

single model

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

Armour:

Innate Defence (5+)

Options:

May become the Battle Standard Bearer

May take Innate Defence (4+)

pts

50

25

Special Rules:

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

Smash 'Em Flat: If the Great Green Idol is Engaged in Combat, all friendly units within 8" of it may gain either Devastating Charge or +1 to wound. Each unit chooses which bonus to use at the start of each Round of Combat.

Icon of the Waaargh!: The Great Green Idol benefits from Waaargh! as if it was a member of a Greenhide Race.

Quick Reference Sheet

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

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

INFANTRY

C	Orc	4	3	3	3	4	1	2	1	7
	Orc 'Eadbasher	4	4	3	4	4	1	2	1	7
	Goblin***	4	2	3	3	3	1	2	1	6
	- Mad Git	2D6	-	-	5	3	1	3	1	5
	- Shady Git	4	4	3	3	3	1	3	2	6
S	Iron Orcs	4	5	3	4	4	1	2	1	8
	* Iron Orcs get +1 WS, ** Cave Goblins gets +1 I *** Cave Goblins gets +1 I, -1 Ld									

MONSTROUS INFANTRY

S	Troll	6	3	2	5	4	3	1	3	4
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WAR BEASTS

S	Gnasher Herd	5	4	-	5	3	1	4	2	5
M	Wolf	9	3	-	3	3	1	3	1	3
	War Boar	7	3	-	3	3	1	3	1	3
	Scuttler Spider	7	3	-	3	3	1	4	1	2

MONSTROUS BEASTS

R	Gnasher Wrecking Team	3D6	-	-	6	4	3	3	2	3
M	Wyvern	4	5	-	6	5	4	3	3	6
	Cave Gnasher	5	4	-	6	4	3	3	3	3
	Huntsmen Spider	7	3	-	4	4	3	4	3	7

SWARMS

S	Grotlings	4	2	3	2	2	5	2	5	4
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	<u>CAVALRY</u>	M	WS	BS	S	T	W	I	A	Ld
C	Goblin Raider	4	2	3	3	3	1	2	1	6
	- Wolf	9	3	-	3	3	1	3	1	3
	- Scuttler Spider	7	3	-	3	3	1	4	1	2
	Orc Boar Rider	4	3	3	3	4	1	2	1	7
	- War Boar	7	3	-	3	4	1	3	1	3
S	Mounted 'Eadbasher	4	4	3	4	4	1	2	1	8
	- War Boar	7	3	-	3	3	1	3	1	3
	Gnasher Dasher	5	4	-	5	3	1	4	2	5
	- Rider	-	2	3	3	3	1	3	1	5

CHARIOTS

S	Orc Boar Chariot	-	-	-	5	5	4	-	-	-
	- 'Eadbasher (2)[1]	-	4	3	4	-	-	2	1	7
	- War Boar (2)	7	3	-	3	-	-	3	1	3
	Goblin Wolf Chariot	-	-	-	5	4	4	-	-	-
	- Riders (3)[2]	-	2	3	3	-	-	2	1	6
	- Wolves (2)	9	3	-	3	-	-	3	1	3
	Scrap Wagon	3D6	-	-	4	4	4	-	-	-
	- Grotlings	-	2	3	2	-	-	2	5	4

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

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

MONSTERS

S	Giant	6	3	-	6	5	6	3	*	10
R	Great Green Idol	6	2	-	6	8	6	2	3	8

RIDDEN MONSTERS

R	Gargantula	7	4	-	5	6	8	4	8	-
	- Forest Goblins (8)	-	2	3	3	-	-	2	1	6

WAR MACHINES

S	Greenhide Catapult	-	-	-	-	7	3	-	-	-
	- Crew (3)	4	2	3	3	3	-	2	1	6
	- [Orc Overseer]	4	3	3	3	4	+1	2	1	7
R	Skewerer	-	-	-	-	7	3	-	-	-
	- Crew (3)	4	2	3	3	3	-	2	1	6

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

Changelog:

v1.1.0

- Mammoth Stabber, implementing FAQ
- Mikinok's Totem, clarification