

Wargames Unlimited Presents

Orc's & Goblins

An Army List For No Quarter



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The Fantasy Battles Miniatures Wargame

Orcs & Goblins

Introduction

In the dark places, the dank dark places of Genayria live the Orcish races, a bitter and evil mix of humanoids that are bound together only by the hatred of other races. In the Orcish kingdoms below

Composition

One Elite unit per Core unit.
One Support unit per Elite or Core unit.

One of the Character or Individual models must be selected as the Army General.

Undisciplined Army

Orcs and Goblins are an unruly horde of green skin maniacs. Units only tend to listen to the orders of from the general or those they know. To represent this in the game any goblinoid unit may be led by the army general. Units not led by the army general may only benefit from the leaders Command value if unit leaders is of the same race as that of the unit.

Individuals & Leaders

Deep Orcs

The mightiest of the Orc's, Deep Orcs often become powerful leaders in Orc society. Deep Orc Warlords are brutal dangerous foes, hardened through years of bitter fighting with the Dwarven races.

Deep Orc Warlord

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Warlord	10	5	6	6	6	3	7
Weapons	Axe						
Armour	Heavy Armour + Shield (AR 6)						
Special Rules	Extra Attack (x2) Brutes Unerring						
Structure	Individual						
Points Cost	116 Points						



Deep Orc Warlord on Boar

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Warlord	10	5	6	6	6	3	7
Weapons	Axe						
Armour	Heavy Armour + Shield Barding (AR 7)						
Special Rules	Extra Attack (x2) Brutes Unerring Cavalry Move						
Structure	Individual						
Points Cost	125 Points						

Deep Orc Chief

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Warlord	9	4	6	5	6	2	6
Weapons	Axe						
Armour	Heavy Armour, Shield (AR5)						
Special Rules	Extra Attack (x2) Brutes						
Structure	Individual						
Points Cost	68 Points						

Deep Orc Govner

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Warlord	8	4	5	5	5	1	6
Weapons	Axe						
Armour	Heavy Armour, Shield (AR5)						
Special Rules	Extra Attack (x2) Brutes						
Structure	Individual						
Points Cost	51 Points						

Orcs

Orcs are widespread throughout Genayria from the dark woods of the east through to the high mountains of the north where in caves in high out of reach caves, Wyverns live. Orcs take great risks to reach the caves of these powerful creatures and they steal the young to train as mounts for their leaders.

Orc Warlord on Wyvern

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Warlord	10	5	6	6	7	4	7
Wyvern		3	6	6			
Weapons	Halberd						
Armour	Heavy Armour, Shield, Large (AR6)						
Special Rules	Orc - Aggressive Attack Great Leader Wyvern - Flying Extra Attack x2 Fear 0						
Structure	Individual						
Points Cost	157 Points						

Orc Warlord

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Warlord	10	5	6	6	6	3	6
Weapons	Broadsword (UC5 , ST+2)						
Armour	Heavy Armour (AR4)						
Special Rules	Aggressive Attack Great Leader						
Structure	Individual						
Points Cost	95 Points						



Orc Chief

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Chief	9	5	5	5	6	2	6
Weapons	Axe						
Armour	Heavy Armour (AR4)						
Special Rules	Aggressive Attack						
Structure	Individual						
Points Cost	60 Points						

Orc Govner

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Govner	8	5	5	5	5	1	6
Weapons	Axe						
Armour	Chain Armour (AR3)						
Special Rules	Aggressive Attack						
Structure	Individual						
Points Cost	37 Points						

Orc Battle Standard Bearer

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Standard Bearer	8	4	5	5	5	2	5
Weapons	Axe						
Armour	Chain Armour (AR3)						
Special Rules	Battle Standard Aggressive Attack						
Structure	Individual						
Points Cost	61 Points						



Jungle Orcs

In the thick tangled jungles and forests of Genayria their live a primitive and savage form of Orcs that adorn their skins with protective tattoos. Jungle Orcs have not mastered the art of making weapons from iron and hence they often use stone or bronze weapons. Because of this they have restricted access to weapons – Spear, Bow or Hand Weapon.

Jungle Orc Warlord

Individual

Name	AC	RA	CC	ST	T	W	CO
Jungle Orc Warlord	10	5	5	6	6	3	6
Weapons	Hand Weapon						
Armour	Tattoos AR 4						
Special Rules	Extra Attack (x3)						
Structure	Individual						
Points Cost	94 Points						

Jungle Orc Chief

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Warlord	9	5	5	5	6	2	5
Weapons	Hand Weapon						
Armour	Tattoos (AR3)						
Special Rules	Extra Attack (x3)						
Structure	Individual						
Points Cost	57 Points						

Jungle Orc Govner

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Warlord	9	4	4	4	5	1	5
Weapons							
Armour	Tattoos 2, Shield (AR3)						
Special Rules	Extra Attack (x2)						
Structure	Individual						
Points Cost	36 Points						

Goblins

Goblins are the most numerous of the green skin race, often appearing in large hordes to overwhelm settlements or strongholds on the borders of the wilderness. Goblins live in damp jagged caverns connected by narrow twisting passage ways. When raids for food or “man flesh” are unsuccessful they rely on the poisonous fungi that grow in the filth in their cavern systems.

Goblins have over millennia fought bitter battles with the Dwarves. Because of this Goblins have a hatred of Dwarves. A goblin army general is considered the Nemesis of a Dwarf army general.



Goblin King

Individual

Name	AC	RA	CC	ST	T	W	CO
Noble	9	5	5	5	5	2	6
Weapons	Sword (UC4, ST+1)						
Armour	Heavy Armour (AR4)						
Special Rules	Taunt Dodge Nemesis (Dwarf Army General) – Only if Orc and Goblin Army General						
Structure	Individual						
Points Cost	57 Points						

Great Goblin

Individual

Name	AC	RA	CC	ST	T	W	CO
Noble	9	5	5	4	5	2	5
Weapons	Sword						
Armour	Chain Armour (AR3)						
Special Rules	Taunt Dodge						
Structure	Individual						
Points Cost	49 Points						

Goblin Boss

Individual

Name	AC	RA	CC	ST	T	W	CO
Noble	9	4	4	4	5	1	5
Weapons	Sword						
Armour	Chain Armour (AR3)						
Special Rules	Taunt						
Structure	Individual						
Points Cost	33 Points						

Goblin Army Standard Bearer

Individual

Name	AC	RA	CC	ST	T	W	CO
Goblin Army Standard	9	4	4	4	5	2	5
Weapons	Sword						
Armour	Chain Armour (AR3)						
Special Rules	Battle Standard Taunt						
Structure	Individual						
Points Cost	55 Points						

Shade Goblins

Of all the Goblins, Shade Goblins are the most wicked and evil. They live in places left abandoned after a goblin attack or in ruined buildings preferring the decay and misery of these surroundings.

Shade Goblins leaders use spores from a fungus to create a toxin with which they coat their weapons. A cut from such a weapon is enough to kill lesser foes. Shade Goblins also have an affinity with Maulers, evil creatures that are mostly a gaping maul. They will ride or herd these creatures into battle at their bite can penetrate even the thickest armour.

Shade Goblins have a bitter hatred of all Elves. In the past, Shade Goblins have suffered great losses to Elven attacks and sorties to purge their lands of Shade Goblins. Because of this, if an Orc and Shade Goblin army is considered the Nemesis of a Elf army general.

Spore Attack (Ability 2 Points)

Spore attack works in much the same way as poisonous attack except it only inflicts an automatic wound on models with a toughness of 4 or less.



Shade Goblin King

Individual

Name	AC	RA	CC	ST	T	W	CO
Noble	9	6	4	5	5	3	6
Weapons	Sword (UC4, ST+1)						
Armour	None						
Special Rules	Evade, Spore (Poisonous) Attack Nemesis (Elf Army General) – Only if Army General						
Structure	Individual						
Points Cost	78 Points						

Great Shade Goblin

Individual

Name	AC	RA	CC	ST	T	W	CO
Noble	9	5	4	5	4	2	5
Weapons	Sword (UC4, ST+1)						
Armour	None						
Special Rules	Spore (Poisonous) Attack Nemesis (Elff Army General) – Only if Army General						
Structure	Individual						
Points Cost	39 Points						

Shade Goblin Boss

Individual

Name	AC	RA	CC	ST	T	W	CO
Noble	9	4	4	5	4	1	5
Weapons	Sword (UC4, ST+1)						
Armour	None						
Special Rules	Spore (Poisonous) Attack						
Structure	Individual						
Points Cost	28 Points						



Orc and Goblin Shamans

Orc and goblin shaman are highly revered and often become leaders of large war bands. The Shaman obtains their powers from their gods. In order to ensure that the bond between shaman and god remains strong, the shaman quaffs strange potions brewed from all manner of unspeakable ingredients which leave them in intoxicated and able to walk amongst the gods.

When Shamans enter battle they prepare themselves by drinking these potions until they become intoxicated.

Intoxicated (Trait 4 Points)

An intoxicated model is immune to fear and is not required to make any command tests required when charging or being charged by fear causing enemy. The intoxicated model is assumed to automatically pass this test. Units led by intoxicated models must still make the appropriate fear tests and may panic because they are outnumbered by a fear causing enemy, leaving the intoxicated model to fight the enemy alone. When rolling a command check for the unit the +1 penalty for fear causing enemy apply as normal.

Each time an intoxicated model automatically passes a fear test as described above, roll a D10 for the model. On the roll of a 10, the model sobers up and does not benefit from the intoxicated trait for the remainder of the battle.

Orc Great Shaman

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Great Shaman	10	4	4	5	5	2	7
Weapons	Hand Weapon (UC3, ST+0)						
Armour							
Special Rules	Magic User 2 Intoxicated						
Structure	Individual						
Points Cost	79 Points						

Orc Shaman

Individual

Name	AC	RA	CC	ST	T	W	CO
Orc Shaman	9	4	4	5	5	2	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour							
Special Rules	Magic User 1 Intoxicated						
Structure	Individual						
Points Cost	62 Points						

Jungle Orc Great Shaman

Individual

Name	AC	RA	CC	ST	T	W	CO
Jungle Orc Great Shaman	10	5	5	5	5	2	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Tattoos 4 (AR4)						
Special Rules	Magic User 2 Extra Attack (x2) Intoxicated						
Structure	Individual						
Points Cost	96 Points						

Jungle Orc Shaman

Individual

Name	AC	RA	CC	ST	T	W	CO
Jungle Orc Shaman	9	4	4	4	5	1	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Tattoos 3 (AR3)						
Special Rules	Magic User 1 Extra Attack (x2) Intoxicated						
Structure	Individual						
Points Cost	67 Points						

Goblin Great Shaman

Individual

Name	AC	RA	CC	ST	T	W	CO
Goblin Great Shaman	9	4	4	4	5	2	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	None						
Special Rules	Magic User 2 Intoxicated						
Structure	Individual						
Points Cost	65 Points						

Goblin Shaman

Individual

Name	AC	RA	CC	ST	T	W	CO
Goblin Shaman	9	4	4	4	5	1	5
Weapons	Hand Weapon (UC3, ST+0)						
Armour	None						
Special Rules	Magic User 1 Intoxicated						
Structure	Individual						
Points Cost	47 Points						

Shade Goblin Great Shaman

Individual

Name	AC	RA	CC	ST	T	W	CO
Shade Gobin Great Shaman	10	4	4	4	5	1	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	None						
Special Rules	Magic User 2 Fungal (Poisonous) Attacks Intoxicated						
Structure	Individual						
Points Cost	76 Points						

Shade Goblin Shaman

Individual

Name	AC	RA	CC	ST	T	W	CO
Shade Gobin Shaman	9	4	4	4	5	1	5
Weapons	Hand Weapon (UC3, ST+0)						
Armour	None						
Special Rules	Magic User 1 Fungal (Poisonous) Attacks Intoxicated						
Structure	Individual						
Points Cost	49 Points						

Elite Units

Orc Bruiser Boar Riders

Elite

Name	AC	RA	CC	ST	T	W	CO
Orc Bruiser Boar Rider	10	4	5	5	5	1	5
Weapons	Spear or Axe						
Armour (AR)	Light Armour, Shield, Barding (AR4)						
Special Rules	Cavalry Move						
Structure	4+ Models per unit						
Points Cost	48 Points						

Deep Orcs

Elite

Name	AC	RA	CC	ST	T	W	CO
Deep Orcs	8	4	5	5	5	1	6
Weapons	Halberd						
Armour (AR)	Heavy Armour, Shield (AR5)						
Special Rules	Brutes						
Structure	5+ Models per unit						
Points Cost	45 Points						

Trolls

Elite

Trolls are large, ugly, ungainly humanoids that tag along with Orc Warbands in the chance of obtaining a good meal – even if they don't get a good bit of man flesh they can always resort to eating the green skins.

Name	AC	RA	CC	ST	T	W	CO
Troll	9	3	5	6	6	3	5
Weapons							
Armour (AR)	AR3 + Large						
Special Rules	Fear 0, Extra Attack x2, Confused, Regenerate						
Structure	3+ Models per unit						
Points Cost	78 Points						



Ogres

Elite

Ogres live in small nomadic bands in the foot hills and mountainous regions of Genayria. They have a liking for gold and other fine things made by Dwarves, Elves and Men which often leads them into ambushing traders on the remote passes. Ogres are often tempted into battle by payment in gold of the promise of the first pick of the loot.

Name	AC	RA	CC	ST	T	W	CO
Ogre Freebooter	8	4	6	6	7	2	6
Weapons	Sword (UC4 ST+1)						
Armour	Light Armour (AR4)						
Special Rules	Extra Attack x2						
Structure	2+ Models per unit						
Points Cost	67 Points						

Goblin Spider Scouts

Elite

Goblins that live in the treacherous wood use the giant spiders that live there as mounts. The spiders provide speed and can cover difficult ground with ease. The goblins also coat their blades with the spiders powerful venom.

Name	AC	RA	CC	ST	T	W	CO
Goblin Spider Scout	10	2	4	3	4	1	5
Weapons	Axe (UC 4 ST+1 AP 1)						
Armour (AR)	Leather Armour and Shield (AR3)						
Special Rules	Poisonous Attack Double Time Agile						
Structure	4+ Models per unit						
Points Cost	36 Points						



Monstrous Creatures

Elite

Goblins often form alliances with other evil and wicked creatures – who ever said opposites attract? For each unit of goblins in the army, the player may also include one Monstrous creature from the list below.

Venomous Gaze (Mutation 14 Points)

Some creatures have been imbued with the power to slay a creature with the merest glance. Creatures with Venomous Gaze can spend 7 AC to initiate this attack. The attack uses the Small Teardrop Template and all models completely covered are hit automatically whilst those partially covered are hit on a roll of a 1-5 on a D10. Any model hit takes a strength 4 hit with no armour save allowed. This attack may be used when in close combat.

Serpent Tail (Trait 4 Points)

A Serpent Tail allows a model to gain one additional attack each turn it is activated. The attack is made last of all and cannot be used if the model rolls a fumble in its turn. The attack is made using the creatures CC and ST profiles.

Name	AC	RA	CC	ST	T	W	CO
Cockatrice	10	4	4	5	5	4	4
Weapons	Claws and a sharp beak						
Armour (AR)	Scales, Large (AR4)						
Special Rules	Fear 0 Serpent Tail Venomous Gaze						
Structure	1 Model per unit						
Points Cost	97 Points						

Rarely does the larger species of spider grow to a gigantic size, but when they do they become powerful creatures indeed. In combat they must choose from either attacking with its many legs (Extra Attack x4) or using its poisonous bite.

Name	AC	RA	CC	ST	T	W	CO
Gigantic Spider	10	3	5	5	6	4	5
Weapons							
Armour (AR)	Leathery Hide and Large (AC3)						
Special Rules	Extra Attack X4 Poisonous Attack Agile Double Time Fear 0						
Structure	1 Model per unit						
Points Cost	122 Points						

Giants

The vast stretches of wilderness are interspersed with the strongholds of the giants. Where the realms of the fairer races meet the wilderness conflict arises over land and resources. Giants often team up with the green skins to help defend their territory. Giants are always hungry and are likely to pick up anything that moves as a potential snack. As a result Orcs and Goblins are wary of them and therefore a giant may never join an orc or goblin unit.

Insatiable Hunger (Trait 6 Points)

Whenever a giant is activated and a model is base to base contact with the Giant, there is a chance that the giant may give in to its hunger and pick up this light snack. Roll a D10 for the Giant – on a roll of 1 the Giant picks up a random model in base contact with it and gobbles it down. To determine which model suffers this nasty fate, roll a D10 for all none large creatures in base to base contact with the giant. The creature with the highest score is devoured and removed from play (any ties should be re-rolled). Whenever a giant succumbs to its insatiable hunger it wastes 4 AC on consuming the unlucky fellow.

Stomp (Special Attack Model) (Ability 15 Points)

Giants have a particularly nasty attack which involves squashing the enemy under foot into bloody puddles. Giants cannot perform this attack on a unit that contains models taller than knee height. A stomp attack costs 6 AC and cause D5 hits on the unit at the giants strength. Using this attack is not without risk, if 5 hits are rolled, the giant has gotten carried away and forgets about anything else – the giant's activation ends immediately.

Hurl Boulder (Ability 6 Points)

Giants are able to pickup and hurl boulders or other debris lying around on the battlefield as a ranged attack. When a giant is in difficult terrain, it may spend 5 AC to hurl debris. The debris has a 1 ½" template and can be thrown as per a grenade on page 31 of the rules. Any model hit by the boulder takes a strength 5 hit with armour saves taen as normal.

Huge Weapon (Special Attack Mode) (Ability 6 Points)

Creatures with huge weapons cause multiple hits on an enemy when they attack in close combat. Each successful close combat attack cause two hits on the enemy unit

Giant

Elite

Name	AC	RA	CC	ST	T	W	CO
Giant	9	4	5	7	7	5	6
Weapons	Anything to hand e.g. a large rock, tree, cow or even the enemy.						
Armour (AR)	Thick Skin + Large (AR4)						
Special Rules	Hurl Boulder Insatiable Hunger Stomp Huge Weapon Fear 0						
Structure	1 Model Per Unit						
Points Cost	155 Points						

Great Giant

Elite

Some Giants are bigger than others... need I say more...

Name	AC	RA	CC	ST	T	W	CO
Great Giant	9	4	5	8	8	7	6
Weapons	Anything to hand e.g. a large rock, tree, cow or even the enemy.						
Armour (AR)	Thick Skin + Large (AR4)						
Special Rules	Hurl Boulder Insatiable Hunger Stomp Huge Weapon Fear 0						
Structure	1 Model per unit						
Points Cost	230 Points						



Core Units

Goblin Wolf Scouts

Core

Roaming across the wilderness are packs of giant wolves. The wolves are covered in thick coats of coarse grey hair and their eyes sparkle with an evil intellect beyond that of normal wolves. When Orc and Goblin war bands form, wolves act as mounts that carry goblins into the thick of the battle.

Name	AC	RA	CC	ST	T	W	CO
Goblin Wolf Scouts	10	2	4	3	4	1	5
Weapons	Spear						
Armour	Leather + Shield (AR3)						
Special Rules	Cavalry Move						
Structure	5+ Models per unit						
Points Cost	31 Points						



Goblin Warriors

Core

The mainstay of the army, goblin warriors are cheap and effective in large numbers. Orcs though prefer to think of them as arrow fodder and Trolls like to think of them as a light snack.

Name	AC	RA	CC	ST	T	W	CO
Goblin Warrior	9	4	4	3	4	1	5
Weapons	Hand Weapon						
Armour	Leather Armour + Shield (AR3)						
Special Rules	Taunt						
Structure	5+ Models per unit						
Points Cost	24 Points						

Name	AC	RA	CC	ST	T	W	CO
Goblin Archers	9	5	4	3	4	1	5
Weapons	Bow						
Armour	Leather Armour (AR2)						
Special Rules	Taunt						
Structure	5+ Models per unit						
Points Cost	28 Points						

Shade Goblin Warriors

Core

More cunning than normal goblins, Shade goblins favour more exotic weaponry than their simpler cousins the Goblins.

Name	AC	RA	CC	ST	T	W	CO
Shade Goblin Archer	9	4	4	3	4	1	4
Weapons	Bow (Points Included)						
Armour	None						
Special Rules							
Structure	5+ Models per unit						
Points Cost	21 Points						

Name	AC	RA	CC	ST	T	W	CO
Shade Goblin Warrior	9	4	4	3	4	1	4
Weapons	Battle Axe						
Armour	None						
Special Rules							
Structure	5+ Models per unit						
Points Cost	25 Points						



Snotters

Core

Snotters are tiny humanoids standing no more than a foot tall with impish features and mischievous mannerisms. Snotters live alongside their larger orc and goblin cousins building their own tunnel systems and survive by assisting in raids, stealing or eating toxic mushrooms when pressed. When a warband forms, snotters tag along in swarms hoping to overwhelm the enemy with their numbers.

Snotters Chief

Core

Name	AC	RA	CC	ST	T	W	CO
Snotters	7	1	4	3	4	1	4
Weapons	Hand						
Armour	None						
Special Rules	Fungal (Poisonous) Attacks Evade						
Structure	3+ Models per unit						
Points Cost	35 Points						

Snotters

Core

Name	AC	RA	CC	ST	T	W	CO
Snotters	7	1	3	3	3	3	4
Weapons	Hand						
Armour	None						
Special Rules	Fungal (Poisonous) Attacks						
Structure	3+ Models per unit						
Points Cost	35 Points						

Snotter Spider Scouts

Core

Name	AC	RA	CC	ST	T	W	CO
Snotter Spider Scouts	8	1	3	3	3	1	4
Weapons	Spear and Short Bow						
Armour	Shield (AR1)						
Special Rules	Poisonous Attacks Double Time						
Structure	5+ Models per unit						
Points Cost	23 Points						

Snotter Cave Drake Scouts

Core

Name	AC	RA	CC	ST	T	W	CO
Snotter Spider Scouts	9	1	4	3	3	1	4
Weapons	Spear						
Armour	None						
Special Rules	Double Time						
Structure	4+ Models per unit						
Points Cost	20 Points						



Maulers

Core

Shade Goblins also have an affinity with Maulers, evil creatures that are mostly a gaping maw. They will ride or herd these creatures into battle.

Name	AC	RA	CC	ST	T	W	CO
Mauler	8	2	4	4	4	1	4
Weapons	A big mouth filled with lots of razor sharp teeth.						
Armour	None						
Special Rules	Extra Attack x2						
Structure	5+ Models per unit						
Points Cost	21 Points						

Name	AC	RA	CC	ST	T	W	CO
Mauler Rider	9	2	4	4	4	1	5
Weapons	Hand Weapon and teeth – lots of teeth						
Armour	None						
Special Rules	Extra Attack x2						
Structure	3+ Models per unit						
Points Cost	25 Points						

Orc Bruiser

Core

The bulk of an Orc force are the Brusiers, troops who are experienced in battle from numerous raids.

Name	AC	RA	CC	ST	T	W	CO
Orc Bruiser	8	4	5	5	5	1	5
Weapons	Axe						
Armour	Light Armour + Shield (AR3)						
Special Rules							
Structure	5+ Models per unit						
Points Cost	32 Points						

Name	AC	RA	CC	ST	T	W	CO
Orc Archer	8	5	5	5	5	1	5
Weapons	Bow						
Armour	Light Armour (AR2)						
Special Rules							
Structure	5+ Models per unit						
Points Cost	32 Points						

Name	AC	RA	CC	ST	T	W	CO
Orc Archer	8	5	5	5	5	1	5
Weapons	Crossbow						
Armour	Light Armour (AR2)						
Special Rules							
Structure	5+ Models per unit						
Points Cost	33 Points						

Jungle Orc Warriors

Core

These primitive but brutal warriors make excellent shock troops with which to smash through the enemy lines.

Name	AC	RA	CC	ST	T	W	CO
Jungle Orc	9	4	4	4	5	1	5
Weapons	Axe						
Armour	Tattoos 2, Shield (AR3)						
Special Rules							
Structure	8+ Models per unit						
Points Cost	32 Points						



Support Units

Goblin Wolf Chariot

Core

Name	AC	RA	CC	ST	T	W	CO
Crew	10	4	4	4	6	3	5
Chariot		-	-	6			
Weapons	Hand Weapon (UC3, ST+0)						
Armour	AR4 (Includes Large)						
Special Rules	Cavalry Move						
Structure	1+ Models per unit						
Points Cost	73 Points						

Orc Wolf Chariot

Core

Name	AC	RA	CC	ST	T	W	CO
Crew	9	5	5	5	5	1	5
Chariot		-	-	6			
Weapons	Hand Weapon (UC3, ST+0)						
Armour	AR4 (Includes Large)						
Special Rules							
Structure	1+ Models per unit						
Points Cost	101 Points						

Orc Crew

Core

Orcs like machines of war, especially catapults and bolt throwers – See page 44 of the manual for the points cost of these machines of war .

Name	AC	RA	CC	ST	T	W	CO
Orc Crew	8	5	5	5	5	1	5
Weapons	Hand Weapon (UC3, ST+0)						
Armour	None						
Special Rules							
Structure							
Points Cost	26 Points						

Snotters War Cart

Core

Snotters sometimes build machines of war, carts equipped with spikes and blades that they plough into the enemy cutting them into satisfyingly small chunks.

Sporadic Movement 6 Points

A unit affected by sporadic movement tends to move in fits and bursts. To represent this, each time the unit moves the unit must spend 5 AC and the unit is moved forward D10". If a 0 is rolled on the d10 the unit fails to move at all. On a roll of 1-9 the unit moves the corresponding number of inches. The unit must move the number of inches rolled in one direction i.e. forwards or backwards.

Name	AC	RA	CC	ST	T	W	CO
Snotters	10	3	3	3		3	5
Cart				6	6		
Weapons	Hand Weapon (UC3, ST+0) Fungal (Poisonous) Attacks Scythes Overrun						
Armour	Large + Cart (AR4)						
Special Rules	Overrun Sporadic Movement						
Structure	1+ Models per unit						
Points Cost	77 Points						

