

## Orcs & Goblins

**Alignment:** Evil

**Army Special Rule:** Power of the Horde

### Goblin Scouts

**Goblin Scout Troop** **Cost: 50 PTS**

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	6+	5+	3+	10	2

**Special:** Bow, Piercing (1) (if within 6" of Goblin Tactician)

Can have Banner (+10 pts), Musician (+5 pts).

**Goblin Scout Regiment** **Cost: 90 PTS**

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	6+	5+	3+	20	4

**Special:** Bow, Piercing (1) (if within 6" of Goblin Tactician)

Can have Banner (+10 pts), Musician (+5 pts).

### Goblin Spears

**Goblin Spear Troop** **Cost: 45 PTS**

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	4	5+	6+	4+	10	3

**Special:** Phalanx, Brace

Can have Banner (+10 pts), Musician (+5 pts).

**Goblin Spear Regiment** **Cost: 80 PTS**

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	4	5+	6+	4+	10	6

**Special:** Phalanx, Brace

Can have Banner (+10 pts), Musician (+5 pts).

**Goblin Spear Horde** **Cost: 150 PTS**

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	4	5+	6+	4+	20	9

**Special:** Phalanx, Brace

Can have Banner (+10 pts), Musician (+5 pts).

### Orc Marauder

**Orc Marauder Troop** **Cost: 55 PTS**

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	4+	6+	4+	10	4

**Special:** Can have Banner (+10 pts), Musician (+5 pts).

**Orc Marauder Regiment** **Cost: 100 PTS**

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	4+	6+	4+	10	8

**Special:** Can have Banner (+10 pts), Musician (+5 pts).

**Orc Marauder Horde** **Cost: 190 PTS**

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	5	4+	6+	4+	20	12

**Special:** Can have Banner (+10 pts), Musician (+5 pts).

### Orc Immortal

**Orc Immortal Troop** **Cost: 70 PTS**

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	4	5+	-	5+	5	6

**Special:** Crushing Strength (1), Elite, Steadfast

Can have Banner (+10 pts), Musician (+5 pts).

**Orc Immortal Regiment** **Cost: 130 PTS**

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	4	5+	-	5+	10	12

**Special:** Crushing Strength (1), Steadfast

Can have Banner (+10 pts), Musician (+5 pts).

### Goblin Interdictor

**Goblin Interdictor Troop** **Cost: 80 PTS**

Type	Sp	Me	Ra	De	At	Ne
Cav (5)	10	5+	-	4+	5	4

**Special:** Nimble, Piercing (1)

Can have Banner (+15 pts), Musician (+10 pts).

**Goblin Interdictor Regiment** **Cost: 150 PTS**

Type	Sp	Me	Ra	De	At	Ne
Cav (10)	10	5+	-	4+	10	8

**Special:** Nimble, Piercing (1)

Can have Banner (+15 pts), Musician (+10 pts).

## Orc Vanguard

**Orc Vanguard Troop** **Cost: 100 PTS**

Type	Sp	Me	Ra	De	At	Ne
Cav (5)	8	4+	-	5+	8	5

**Special:** Crushing Strength (1), Phalanx

Can have Banner (+15 pts), Musician (+10 pts).

**Orc Vanguard Regiment** **Cost: 190 PTS**

Type	Sp	Me	Ra	De	At	Ne
Cav (10)	8	4+	-	5+	16	10

**Special:** Crushing Strength (1), Phalanx

Can have Banner (+15 pts), Musician (+10 pts).

### War Engines

**Goblin Mortar** **Cost: 75 PTS**

Type	Sp	Me	Ra	De	At	Ne
WarEng	4	-	5+	3+	8	3

**Special:** Indirect Fire, Piercing (2) [(3) if within 6" of Goblin Engineer]

**Goblin Rocket Launcher** **Cost: 85 PTS**

Type	Sp	Me	Ra	De	At	Ne
WarEng	4	-	6+	4+	10	4

**Special:** Piercing (2) [(3) if within 6" of Goblin Engineer]

### Heroes/Monsters

**Goblin Tactician** **Cost: 40 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	6	4+	-	4+	4	2

**Special:** Individual, Inspiring

**Goblin Warlock** **Cost: 50 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	5	6+	5+	4+	2	3

**Special:** Fly, Individual, Zap! (6)

**Goblin Engineer** **Cost: 40 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	5	5+	5+	4+	3	2

**Special:** Bow, Individual, Inspiring, Piercing (1)

**Orc Tyrant** **Cost: 200 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	5	4+	6+	5+	8	8

**Special:** Crushing Strength (2), Elite, Individual, Inspiring

**Orc Seer** **Cost: 100 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	5	6+	4+	5+	4	5

**Special:** Crushing Strength (2), Elite, Heal (8), Individual, Inspiring

**Orc Standard Bearer** **Cost: 60 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	6	5+	-	4+	1	2

**Special:** Individual, Inspiring

**Troll** **Cost: 150 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	5	3+	6+	3+	8	8

**Special:** Crushing Strength (4), Elite, Regeneration (4) Steadfast

### Special Rule

#### Power of the Horde

*Draw strength from your brothers and sisters who fight alongside you. If they fall, fight to avenge them...*

All units gain a +1 Nerve if you have an allied unit within 6", or a +2 if it's a horde. If an allied unit within 6" is routed, you gain +1 Attack for the next round.

#### Brace

*Brace for impact!*

Defense increases by 1 against enemies who charged this turn