INTRODUCTION

When a greenskin horde descends upon the land it leaves little in its wake save devastation and ruin. They raid ceaselessly, carrying war and barbarism to every corner of the world under the resounding roar of their Waaagh!.

Time and again, Orc and Goblin armies arise without warning, their direction and intent dangerously fickle and unpredictable, but with one surety – that nowhere is safe from their attacks for long.

These loose confederations of squabbling tribes are commanded by an especially powerful and ambitious Warboss, and amount to raucous mixes of greenskins and other violent-minded creatures.

WARHAMMER LEGENDS COMPENDIUMS

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

This is where the Warhammer Legends Compendiums come in. They give us a place to publish rules that allow you to play games with your older miniatures. The rules are designed to be definitive, and will only be updated when we change the Warhammer Age of Sigmar core rules. This means that Legends units are not designed for matched play (as they won't, for example, have yearly points updates).

ARMIES OF THE WORLD-THAT-WAS

The warscrolls in this compendium allow you to use Legends Citadel Miniatures to recreate the wars of the world-that-was using the Warhammer Age of Sigmar rules. It includes warscrolls for all of the Legends Orcs & Goblins units, so you can include Orcs & Goblins units and armies from the world-that-was in open and narrative play games.

We have also included warscrolls for Orcs & Goblins units that fought in the world-that-was and whose descendents still fight in the Mortal Realms, the models for which are available as part of the Warhammer Age of Sigmar range. For example, a warscroll is included for Goblin Wolf Riders, so that you can use the models as part of an Orcs & Goblins army from the world-that-was. In addition, Wolf Rider models can also be fielded using the Grot Wolf Riders warscroll in Grand Alliance: Destruction, as part of a Gitmob army from the Mortal Realms.
**WARSCROLLS**

**GORBAD IRONCLAW**

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<th>Damage</th>
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</thead>
<tbody>
<tr>
<td>Morglor the Mangler</td>
<td>1&quot;</td>
<td>5</td>
<td>3+</td>
<td>3+</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Giant Tusks</td>
<td>1&quot;</td>
<td>2</td>
<td>4+</td>
<td>3+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**DESCRIPTION**

Gorbad Ironclaw is a named character that is a single model. He is armed with Morglor the Mangler.

**MOUNT:** Gorbad’s War Boar, Gnarla, attacks with its Giant Tusks.

**ABILITIES**

Choppas: You can re-roll wound rolls of 1 for attacks made with melee weapons by this model if this model made a charge move in the same turn. This ability has no effect on attacks made by this model’s mount.

Orcs are da Best: If this model is your general, you can re-roll hit rolls of 1 for attacks made with melee weapons by friendly Orc units wholly within 18” of this model.

**COMMAND ABILITIES**

Da Great Leader: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase, add 2 to the Bravery characteristic of friendly Orc units while they are wholly within 18” of this model. In addition, if you do so, until your next hero phase you can re-roll wound rolls of 1 for attacks made by friendly Orc units while they are wholly within 18” of this model.

**KEYWORDS**

ORCS & GOBLINS, ORC, HERO, GORBAD IRONCLAW
GROM THE PAUNCH

DESCRIPTION
Grom the Paunch is a named character that is a single model. He is armed with the Axe of Grom.

COMPANION: This model is accompanied by Niblet, who attacks with his Slasha. For rules purposes, Niblet is treated in the same manner as a mount.

MOUNT: This model’s chariot is drawn by Giant Wolves that attack with their Slavering Jaws. For rules purposes, the Giant Wolves are treated in the same manner as a mount.

ABILITIES
Regeneration: In your hero phase, you can heal 1 wound allocated to this model.

Lucky Banner: Roll a dice whenever a wound or mortal wound is allocated to this model. On a 5+ that wound or mortal wound is negated.

COMMAND ABILITIES
Grom’s Waaagh!: You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, until your next hero phase you can re-roll hit rolls for attacks made by friendly Goblin units while they are wholly within 18” of this model.

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Axe of Grom</td>
<td>1”</td>
<td>3</td>
<td>3+</td>
<td>3+</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Slasha</td>
<td>1”</td>
<td>2</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Slavering Jaws</td>
<td>1”</td>
<td>6</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

KEYWORDS
ORCS & GOBLINS, GOBLIN, HERO, GROM THE PAUNCH
**DESCRIPTION**

Azhag the Slaughterer is a named character that is a single model. He is armed with Slagga's Slashas.

**MOUNT:** Azhag’s Wyvern, Skullmuncha, attacks with its Horns, Claws and Teeth, and a Venomous Tail.

**FLY:** This model can fly.

**ABILITIES**

*Agonising Venom:* At the end of any phase in which any wounds inflicted by this model’s Venomous Tail were allocated to an enemy model and not negated, and that enemy model has not been slain, roll a dice. On a 6, that enemy model suffers 1 mortal wound.

*Slagga’s Slashas:* You can re-roll hit rolls for attacks made with Slagga’s Slashas.

*Terror:* Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.

**MAGIC**

Azhag the Slaughterer is a *Wizard*. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Life Drain spells.

**CHOPPAS:** You can re-roll wound rolls of 1 for attacks made with melee weapons by this model if it made a charge move in the same turn. This ability has no effect on attacks made by this model’s mount.

**COMAND ABILITIES**

*Get on Wiv It!:* You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly Orc unit wholly within 24" of this model. Until your next hero phase, add 1 to run and charge rolls for that unit, and add 1 to hit rolls for attacks made by that unit.

**DAMAGE TABLE**

<table>
<thead>
<tr>
<th>Wounds Suffered</th>
<th>Move</th>
<th>Horns, Claws and Teeth</th>
<th>Venomous Tail</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2</td>
<td>12&quot;</td>
<td>6</td>
<td>2+</td>
</tr>
<tr>
<td>3-4</td>
<td>10&quot;</td>
<td>5</td>
<td>3+</td>
</tr>
<tr>
<td>5-6</td>
<td>8&quot;</td>
<td>4</td>
<td>4+</td>
</tr>
<tr>
<td>7-9</td>
<td>6&quot;</td>
<td>3</td>
<td>5+</td>
</tr>
<tr>
<td>10+</td>
<td>4&quot;</td>
<td>2</td>
<td>6+</td>
</tr>
</tbody>
</table>

**KEYWORDS**

ORCS & GOBLINS, ORC, MONSTER, HERO, WIZARD, AZHAG THE SLAUGHTERER
**DESCRIPTION**
Grimgor Ironhide is a named character that is a single model. He is armed with Gitsnik and an Almighty 'Eadbutt.

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gitsnik</td>
<td>1&quot;</td>
<td>4</td>
<td>3+</td>
<td>3+</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Almighty 'Eadbutt</td>
<td>1&quot;</td>
<td>1</td>
<td>3+</td>
<td>4+</td>
<td>-</td>
<td>D3</td>
</tr>
</tbody>
</table>

**ABILITIES**

**Choppas:** You can re-roll wound rolls of 1 for attacks made with melee weapons by this model if it made a charge move in the same turn.

**I'm Da Best:** Add 1 to hit rolls for attacks made with melee weapons by this model while it is within 10" of any friendly **Orc Heroes**.

**Da Immortalz:** After set-up is complete but before the first battle round begins, you can pick 1 friendly **Black Orc** unit wholly within 18" of this model. You can re-roll hit rolls of 1 for attacks made with melee weapons by that unit for the entire battle.

**COMMAND ABILITIES**

**Everyone Fights, or Else!** You can use this command ability in the combat phase if this model is your general and is on the battlefield. If you do so, in that combat phase add 1 to hit rolls for attacks made by friendly **Orc** units wholly within 12" of this model.

**KEYWORDS**

**ORCS & GOBLINS, ORC, BLACK ORC, HERO, GRIMGOR IRONHIDE**
**WURRZAG, DA GREAT GREEN PROPHET**

**DESCRIPTION**
Wurrzag, da Great Green Prophet is a named character that is a single model. He is armed with the Bonewood Staff and the Baleful Mask.

**ABILITIES**
- **Choppas:** You can re-roll wound rolls of 1 for attacks made with melee weapons by this model if it made a charge move in the same turn.
- **Frenzy:** Add 1 to the Attacks characteristic of this model’s melee weapons if it made a charge move in the same turn.
- **Squiggly Beast:** Add 1 to casting and unbinding rolls for this model.
- **Warpaint of Wurrzag:** Roll a dice whenever a wound or mortal wound is allocated to this model. On a 5+ that wound or mortal wound is negated.

**MAGIC**
Wurrzag, da Great Green Prophet is a **Wizard**. He can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wurrzag’s Revenge spells.

- **Wurrzag’s Revenge:** Wurrzag’s Revenge has a casting value of 6. If successfully cast, pick 1 enemy Wizard within 12” of the caster that is visible to them and roll a dice. On a 1 that Wizard suffers 1 mortal wound; on a 2-5 that Wizard suffers D3 mortal wounds; on a 6 that Wizard suffers D6 mortal wounds.

**MISSILE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baleful Mask</td>
<td>12”</td>
<td>2D6</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bonewood Staff</td>
<td>2”</td>
<td>2</td>
<td>4+</td>
<td>3+</td>
<td>-</td>
<td>D3</td>
</tr>
</tbody>
</table>
**DESCRIPTION**

Skarsnik, Warlord of the Eight Peaks is a named character that is a single model. He is armed with Skarsnik’s Prodder.

**COMPANION:** Skarsnik is accompanied by a Giant Cave Squig, Gobbla, that attacks with its Gaping Maw. For rules purposes, Gobbla is treated in the same manner as a mount.

**ABILITIES**

**Skobla’s Killing Blow:** If the unmodified hit roll for an attack made with this model’s Gaping Maw is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

**Sneaky Schemes:** After set-up is complete, but before the first battle round begins, roll a dice for each enemy unit on the battlefield. On a 6, that enemy unit cannot move in the first battle round.

**Tricksy Traps:** If this model is your general, friendly **Night Goblin** units can retreat and still shoot in the same turn.

**COMMAND ABILITIES**

**Warlord of the Eight Peaks:** You can use this command ability at the start of the combat phase if this model is your general and is on the battlefield. If you do so, pick 1 friendly **Night Goblin** unit wholly within 18” of this model. In that combat phase, after that unit has fought in that combat phase for the first time, when it is your turn to pick a unit to fight with later in the same combat phase, that unit can be selected to fight for a second time if it is within 3” of any enemy units.

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**WARSCROLLS**

**SKARNSIK, WARLORD OF THE EIGHT PEAKS**

**MISSILE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skarsnik’s Prodder</td>
<td>14”</td>
<td>D6</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
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**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skarsnik’s Prodder</td>
<td>2”</td>
<td>4</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Gaping Maw</td>
<td>1”</td>
<td>4</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>D3</td>
</tr>
</tbody>
</table>

**KEYWORDS**

ORCS & GOBLINS, GOBLIN, NIGHT GOBLIN, HERO, SKARNSIK
**MELEE WEAPONS**

<table>
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<tr>
<th>Weapon</th>
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<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Hand Weapon(s)</td>
<td>1”</td>
<td>6</td>
<td>3+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Orc Great Weapon</td>
<td>1”</td>
<td>3</td>
<td>4+</td>
<td>3+</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Battle Standard</td>
<td>2”</td>
<td>4</td>
<td>4+</td>
<td>4+</td>
<td></td>
<td>1</td>
</tr>
</tbody>
</table>

**DESCRIPTION**

An Orc Warboss is a single model armed with one of the following weapon options: Orc Hand Weapon and Orc Shield; pair of Orc Hand Weapons; or Orc Great Weapon.

**BATTLE STANDARD:** One Orc Warboss in an army can carry the army’s Battle Standard. You can re-roll wound rolls of 1 for friendly Orc units while they are wholly within 16” of an Orc Warboss with a Battle Standard.

**ABILITIES**

**Choppas:** You can re-roll wound rolls of 1 for attacks made with melee weapons by this model if it made a charge move in the same turn.

**Choppa Boss:** Add 2 to the Attacks characteristic of this model's Orc Hand Weapon(s) if it is armed with a pair of Orc Hand Weapons.

**Orc Shield:** You can re-roll save rolls for attacks that target this model if it is armed with an Orc Shield.

**COMMAND ABILITIES**

**Waaagh!:** You can use this command ability in your hero phase. If you do so, pick 1 friendly Orcs & Goblins unit wholly within 20” of a friendly model with this command ability. That unit can run and still charge later in the same turn. In addition, if you make an unmodified charge roll of 10+ for a friendly Orcs & Goblins unit affected by this command ability, add 1 to the Attacks characteristic of that unit’s melee weapons until the end of that turn. The same unit cannot benefit from this command ability more than once per turn.

**KEYWORDS**

ORCS & GOBLINS, ORC, HERO, ORC WARBOSS
DESCRIPTION
An Orc Warboss on Wyvern is a single model armed with an Orc Hand Weapon and Orc Shield.

MOUNT: This model’s Wyvern attacks with its Horns, Claws and Teeth, and a Venomous Tail.

FLY: This model can fly.

ABILITIES
Agonising Venom: At the end of any phase in which any wounds inflicted by this model’s Venomous Tail were allocated to an enemy model and not negated, and that enemy model has not been slain, roll a dice. On a 6, that enemy model suffers 1 mortal wound.

Choppas: You can re-roll wound rolls of 1 for attacks made with melee weapons by this model if it made a charge move in the same turn. This ability has no effect on attacks made by this model’s mount.

Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3” of any friendly units with this ability.

Orc Shield: You can re-roll save rolls for attacks that target this model if it is armed with an Orc Shield.

COMMAND ABILITIES
Waaagh!: You can use this command ability in your hero phase. If you do so, pick 1 friendly Orcs & Goblins unit wholly within 20” of a friendly model with this command ability. That unit can run and still charge later in the same turn. In addition, if you make an unmodified charge roll of 10+ for a friendly Orcs & Goblins unit affected by this command ability, add 1 to the Attacks characteristic of that unit’s melee weapons until the end of that turn. The same unit cannot benefit from this command ability more than once per turn.

KEYWORDS
ORCS & GOBLINS, ORC, MONSTER, HERO, WARBOSS
**DESCRIPTION**
A Savage Orc Warboss is a single model armed with an Orc Great Weapon.

**ABILITIES**
- **Choppas:** You can re-roll wound rolls of 1 for attacks made with melee weapons by this model if it made a charge move in the same turn.
- **Frenzy:** Add 1 to the Attacks characteristic of this model’s melee weapons if it made a charge move in the same turn.
- **Warpaint:** Roll a dice whenever a wound or mortal wound is allocated to this model. On a 6+ that wound or mortal wound is negated.

**MELEE WEAPONS**
<table>
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<tr>
<th>Range</th>
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<th>To Hit</th>
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<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>2&quot;</td>
<td>5</td>
<td>3+</td>
<td>3+</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**COMMAND ABILITIES**
- **Waaagh!:** You can use this command ability in your hero phase. If you do so, pick 1 friendly **Orcs & Goblins** unit wholly within 20” of a friendly model with this command ability. That unit can run and still charge later in the same turn. In addition, if you make an unmodified charge roll of 10+ for a friendly **Orcs & Goblins** unit affected by this command ability, add 1 to the Attacks characteristic of that unit’s melee weapons until the end of that turn. The same unit cannot benefit from this command ability more than once per turn.

**KEYWORDS**
ORCS & GOBLINS, ORC, SAVAGE ORC, HERO, SAVAGE ORC WARBOSS
DESCRIPTION
A Black Orc Warboss is a single model armed with one of the following weapon options: Orc Hand Weapon and Orc Shield; pair of Orc Hand Weapons; or Orc Great Weapon.

ABILITIES
Armed to da Teef: You can re-roll hit rolls for attacks made by this model if it is armed with a pair of Orc Hand Weapons.

Choppas: You can re-roll wound rolls of 1 for attacks made with melee weapons by this model if it made a charge move in the same turn.

Orc Shield: You can re-roll save rolls for attacks that target this model if it is armed with an Orc Shield.

Quell Animosity: You can re-roll failed battleshock tests for friendly Orcs & Goblins units wholly within 12" of this model.

COMMAND ABILITIES
Waaagh!: You can use this command ability in your hero phase. If you do so, pick 1 friendly Orcs & Goblins unit wholly within 20" of a friendly model with this command ability. That unit can run and still charge later in the same turn. In addition, if you make an unmodified charge roll of 10+ for a friendly Orcs & Goblins unit affected by this command ability, add 1 to the Attacks characteristic of that unit’s melee weapons until the end of that turn. The same unit cannot benefit from this command ability more than once per turn.

KEYWORDS
Orks & Goblins, Orc, Black Orc, Hero, Black Orc Warboss
**DESCRIPTION**
A Goblin Warboss is a single model armed with one of the following weapon options: Goblin Hand Weapon and Goblin Shield; pair of Goblin Hand Weapons; or a Goblin Great Weapon.

**ABILITIES**

**Goblin Shield:** You can re-roll save rolls for attacks that target this model if it is armed with a Goblin Shield.

**Kunnin’ (or just Lucky):** Roll a dice whenever this model suffers a wound or mortal wound and a different friendly Orcs & Goblins unit is within 3” of this model. On a 5+ you can negate that wound or mortal wound, but if you do the nearest other friendly unit suffers 1 mortal wound.

**Pair of Goblin Hand Weapons:** You can re-roll hit rolls of 1 for attacks made by this model if it is armed with a pair of Goblin Hand Weapons.

**COMMAND ABILITIES**

**Wot I Sez Goes! Now Get ’Em!:** You can use this command ability in the combat phase. If you do so, pick 1 friendly Goblin unit that has 10 or more models and is wholly within 18” of a friendly model with this command ability. Until your next hero phase, add 1 to that unit’s Bravery characteristic and 1 to the Attacks characteristic of its melee weapons.

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Hand Weapon(s)</td>
<td>1”</td>
<td>5</td>
<td>3+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Goblin Great Weapon</td>
<td>1”</td>
<td>3</td>
<td>3+</td>
<td>4+</td>
<td>-1</td>
<td>D3</td>
</tr>
</tbody>
</table>
A Night Goblin Warboss is a single model armed with a Goblin Great Weapon.

**ABILITIES**

**Dead Tricksy:** Subtract 1 from hit rolls for attacks that target this model.

**COMMAND ABILITIES**

**I'm Da Boss, Now Stab 'Em Good!**: You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly Night Goblin unit wholly within 12" of a friendly model with this command ability, or wholly within 24" of a model with this command ability that is your general. If the unmodified wound roll for an attack made by that unit in that phase is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. The same unit cannot be picked to be affected by this command ability more than once per phase.
DESCRIPTION
An Orc Great Shaman is a single model armed with a Shaman Staff.

ABLEITIES
Waaagh! Energy: Add 1 to casting rolls made by this model if it is within 8” of 20 or more Orc models.

MAGIC
This model is a Wizard. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Gaze of Mork spells.

Gaze of Mork: Gaze of Mork has a casting value of 6. If successfully cast, pick up to 3 enemy units within 18” of the caster that is visible to them, and roll a dice for each unit. On a 1 this spell has no effect. On a 2-5 that unit suffers 1 mortal wound. On a 6 that unit suffers D3 mortal wounds.

MELEE WEAPONS
<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shaman Staff</td>
<td>2”</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-</td>
<td>D3</td>
</tr>
</tbody>
</table>
**ORC GREAT SHAMAN**

**DESCRIPTION**
An Orc Great Shaman on War Boar is a single model armed with a Shaman Staff.

**MOUNT:** This model’s War Boar attacks with its Tusks.

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**ABILITIES**

**Waaagh! Energy:** Add 1 to casting rolls made by this model if it is within 8" of 20 or more Orc models.

---

**MAGIC**

This model is a Wizard. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Gaze of Mork spells.

**Gaze of Mork:** Gaze of Mork has a casting value of 6. If successfully cast, pick up to 3 enemy units within 18’ of the caster that are visible to them, and roll a dice for each unit. On a 1 this spell has no effect on that unit. On a 2-5 that unit suffers 1 mortal wound. On a 6 that unit suffers D3 mortal wounds.

---

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shaman Staff</td>
<td>2”</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-</td>
<td>D3</td>
</tr>
<tr>
<td>Tusks</td>
<td>1”</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>
DESCRIPTION
A Savage Orc Great Shaman is a single model armed with a Shaman Staff and Orc Hand Weapon.

COMPANION: This model is accompanied by a Squiggly Beast that attacks with its Fanged Maw. For rules purposes, the Squiggly Beast is treated in the same manner as a mount.

ABILITIES
Beast Mask: Subtract 1 from hit rolls for attacks made with melee weapons that target this unit.

Frenzy: Add 1 to the Attacks characteristic of this model’s melee weapons if it made a charge move in the same turn.

Waaagh! Energy: Add 1 to casting rolls made by this model if it is within 8” of 10 or more Orc models.

Warpaint: Roll a dice whenever a wound or mortal wound is allocated to this model. On a 6+ that wound or mortal wound is negated.

MAGIC
This model is a Wizard. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Fists of Gork spells.

Fists of Gork: Fists of Gork has a casting value of 8. If successfully cast, pick 1 enemy unit within 18” of the caster that is visible to them. Roll a number of dice equal to the number of models in that unit. For each 6 that unit suffers 1 mortal wound. If the casting roll was 10+, that unit suffers 1 mortal wound for each roll of 5+ instead.

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shaman Staff</td>
<td>2”</td>
<td>2</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Orc Hand Weapon</td>
<td>1”</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Fanged Maw</td>
<td>1”</td>
<td>D3</td>
<td>4+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>
DESCRIPTION
A Goblin Great Shaman is a single model armed with a Shaman Stick.

ABILITIES
Kunnin’ (or just Lucky): Roll a dice whenever this model suffers a wound or mortal wound and a different friendly Orcs & Goblins unit is within 3” of this model. On a 5+ you can negate that wound or mortal wound, but if you do the nearest other friendly unit suffers 1 mortal wound.

MAGIC
This model is a Wizard. It can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Sneaky Stabbin’ spells.

Sneaky Stabbin’: Sneaky Stabbin’ has a casting value of 7. If successfully cast, pick 1 friendly Goblin unit within 16” of the caster. Until your next hero phase, add 1 to wound rolls for attacks made by that unit, and improve the Rend characteristic of that unit’s melee weapons by 1.

KEYWORDS
ORCS & GOBLINS, GOBLIN, WIZARD, HERO, GOBLIN GREAT SHAMAN
A Night Goblin Great Shaman is a single model armed with a Shaman Stick.

**ABILITIES**

**Madcap Mushroom:** Once per battle, in your hero phase, you can attempt to cast one additional spell with this model. If you do so, and the casting roll is a double, this model suffers D3 mortal wounds after the effects of the spell (if any) have been resolved.

**MAGIC**

This model is a **Wizard**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Night Shroud spells.

**Night Shroud:** Night Shroud has a casting value of 5. If successfully cast, pick 1 friendly **Orcs & Goblins** unit wholly within 12" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made with missile weapons that target that unit.
WARSCROLLS

ORC BULLY

DESCRIPTION
An Orc Bully is a single model armed with a Bully Whip.

ABILITIES
Choppas: You can re-roll wound rolls of 1 for attacks made by this model if this model made a charge move in the same turn.

Load it Again!: If the unmodified hit roll for an attack made with a friendly Goblin Rock Lobber's Big Rocks or friendly Goblin Spear Chukka's Chukkin' Spears is 6, and that unit is within 1" of a friendly Orc Bully, that attack inflicts 3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll). The same unit cannot benefit from this effect more than once per turn.

MELEE WEAPONS

<table>
<thead>
<tr>
<th></th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bully Whip</td>
<td>2&quot;</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

KEYWORDS
ORCS & GOBLINS, ORC, HERO, ORC BULLY
**SAVAGE ORC BIG BOSS**

**DESCRIPTION**
A Savage Big Boss is a single model, armed with a Savage Orc Great Weapon.

**ABILITIES**
- **Frenzy**: Add 1 to the Attacks characteristic of this model’s melee weapons if it made a charge move in the same turn.
- **Let Me At ’Em**: After this model has attacked in the combat phase, you can pick 1 friendly SAVAGE ORC unit wholly within 10” of this unit. That unit can immediately pile in and attack if it is within 3” of an enemy unit and has not yet attacked in that combat phase.
- **Warpaint**: Roll a dice whenever a wound or mortal wound is allocated to this model. On a 6+ that wound or mortal wound is negated.

**COMMAND ABILITIES**
- **Savage Attack**: You can use this command ability in the combat phase. If you do so, pick 1 SAVAGE ORC unit wholly within 10” of a friendly model with this command ability. If the unmodified hit roll for an attack made with a melee weapon by that unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. The same unit cannot benefit from this command ability more than once per turn.

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1”</td>
<td>5</td>
<td>3+</td>
<td>3+</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**WARSCROLLS**

**KEYWORDS**
ORCS & GOBLINS, ORC, SAVAGE ORC, HERO, SAVAGE ORC BIG BOSS
WARSCROLLS

BLACK ORC BIG BOSS

DESCRIPTION
A Black Orc Big Boss is a single model armed with one of the following weapon options: Orc Hand Weapon and Orc Shield; pair of Orc Hand Weapons; or Orc Great Weapon.

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Hand Weapon(s)</td>
<td>1&quot;</td>
<td>6</td>
<td>3+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Orc Great Weapon</td>
<td>1&quot;</td>
<td>3</td>
<td>3+</td>
<td>3+</td>
<td>-2</td>
<td>D3</td>
</tr>
</tbody>
</table>

ABILITIES

Armed to da Teef: You can re-roll hit rolls for attacks made by this model if it is armed with a pair of Orc Hand Weapons.

Choppas: You can re-roll wound rolls of 1 for attacks made with melee weapons by this model if it made a charge move in the same turn.

Orc Shield: You can re-roll save rolls for attacks that target this model if it is armed with an Orc Shield.

COMMAND ABILITIES

Keepin’ Order: You can use this command ability at the start of the battleshock phase. If you do so, pick 1 friendly BLACK ORC unit wholly within 6” of a friendly BLACK ORC HERO with this command ability, or wholly within 12” of a BLACK ORC HERO with this command ability that is your general. You can re-roll failed battleshock tests for that unit.

KEYWORDS
ORCS & GOBLINS, ORC, BLACK ORC, HERO, BLACK ORC BIG BOSS
**SAVAGE ORC SHAMAN**

**DESCRIPTION**
A Savage Orc Shaman is a single model, armed with a Shaman Staff.

**ABILITIES**
**Ritual Dance:** At the start of your hero phase you can roll a dice for this model and refer to the table below:

<table>
<thead>
<tr>
<th>D6 Result</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td><strong>Grimdokk Dance:</strong> Pick 1 friendly Savage Orc model within 10&quot; of this model. Heal D3 wounds allocated to that model.</td>
</tr>
<tr>
<td>3-4</td>
<td><strong>Ju-ju Dance:</strong> Pick 1 friendly Savage Orc unit wholly within 10&quot; of this model. Until the start of your next hero phase, re-roll save rolls of 1 for attacks that target that unit.</td>
</tr>
<tr>
<td>5-6</td>
<td><strong>Weird Dance:</strong> Pick 1 friendly Savage Orc Wizard within 10&quot; of this model. Until the start of your next hero phase, add 1 to the casting and unbinding rolls for that model.</td>
</tr>
</tbody>
</table>

**MAGIC**
This model is a Wizard. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shaman Staff</td>
<td>1&quot;</td>
<td>1</td>
<td>3+</td>
<td>4+</td>
<td>-</td>
<td>D3</td>
</tr>
</tbody>
</table>

**KEYWORDS**
ORCS & GOBLINS, ORC, SAVAGE ORC, HERO, WIZARD, SAVAGE ORC SHAMAN
DESCRIPTION
A unit of Orc Boyz has any number of models. The unit is armed with one of the following weapon options: Orc Hand Weapon and Orc shield; Orc Spear and Orc Shield; or pair of Orc Hand Weapons.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model’s melee weapons.

MUSICIAN: 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

STANDARD BEARER: 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

ABILITIES
Mob Rule: Add 1 to hit rolls for attacks made with melee weapons by this unit while it has 10 or more models.

Orc Shield: You can re-roll save rolls for attacks made with melee weapons that target this unit if any models from this unit are armed with Orc Shields.

Pair of Orc Hand Weapons: Re-roll hit rolls of 1 for attacks made by a model with a pair of Orc Hand Weapons.

---

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th></th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Hand Weapon(s)</td>
<td>1&quot;</td>
<td>1</td>
<td>4+</td>
<td>4+</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Orc Spear</td>
<td>2&quot;</td>
<td>1</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

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**KEYWORDS**

ORCS & GOBLINS, ORC, ORC BOYZ
ORC ARRER BOYZ

DESCRIPTION
A unit of Orc Arrer Boyz has any number of models, each armed with an Orc Bow and Orc Hand Weapon.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model’s melee weapons.

MUSICIAN: 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

STANDARD BEARER: 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

ABILITIES
Mob Rule: Add 1 to hit rolls for attacks made with melee weapons by this unit while it has 10 or more models.

Ready Boyz! Aim! Fire!: Add 1 to hit rolls for attacks made with this unit’s Orc Bows if this unit did not move in the movement phase of the same turn.

MISSILE WEAPONS
<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Bow</td>
<td>18”</td>
<td>1</td>
<td>5+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

MELEE WEAPONS
<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Hand Weapon</td>
<td>1”</td>
<td>1</td>
<td>4+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

KEYWORDS
ORCS & GOBLINS, ORC, ORC ARRER BOYZ
DESCRIPTION
A unit of Savage Orcs has any number of models. The unit is armed with one of the following weapon options: Orc Hand Weapons and Orc Shields; pair of Orc Hand Weapons; or Orc Spears and Orc Shields. For every ten Savage Orcs in the unit, two may instead carry a Big Stabba between them.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model’s melee weapons.

MUSICIAN: 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

STANDARD BEARER: 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

ABILITIES
Big Stabba: The two Savage Orcs carrying a Big Stabba count as a single model with a Wounds characteristic of 2.

Frenzy: Add 1 to the Attacks characteristic of this unit’s melee weapons if it made a charge move in the same turn.

Mad with the Power of the Waaagh!: You can re-roll wound rolls of 1 for attacks made by this unit while it has 20 or more models. In addition, you can re-roll wound rolls for attacks made by this unit while it has 30 or more models.

Orc Shield: You can re-roll save rolls for attacks made with melee weapons that target this unit if any models from this unit are armed with Orc Shields.

Pair of Orc Hand Weapons: Re-roll hit rolls of 1 for attacks made by a model with a pair of Orc Hand Weapons.

Warpaint: Roll a dice whenever a wound or mortal wound is allocated to this unit. On a 6 that wound or mortal wound is negated.

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Hand Weapon(s)</td>
<td>1&quot;</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Orc Spear</td>
<td>2&quot;</td>
<td>1</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Big Stabba</td>
<td>2&quot;</td>
<td>2</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>3</td>
</tr>
</tbody>
</table>
DESCRIPTION
A unit of Goblins has any number of models. The unit is armed with one of the following weapon options: Goblin Spears and Goblin Shields; or Goblin Bows and Goblin Hand Weapons.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model’s melee weapons.

MUSICIAN: 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

STANDARD BEARER: 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

ABLEITIES
Goblin Shield: Add 1 to save rolls for attacks that target this unit while it has 10 or more models armed with Goblin Shields.

Unruly Rabble: Add 1 to hit rolls for attacks made by this unit while it has 20 or more models. Add 2 to hit rolls for attacks made by this unit instead while it has 30 or more models.

<table>
<thead>
<tr>
<th>MISSILE WEAPONS</th>
<th>MELEE WEAPONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Bow</td>
<td>Goblin Hand Weapon</td>
</tr>
<tr>
<td>Range</td>
<td>16” 16”</td>
</tr>
<tr>
<td>Attacks</td>
<td>1 1</td>
</tr>
<tr>
<td>To Hit</td>
<td>5+ 5+</td>
</tr>
<tr>
<td>To Wound</td>
<td>5+ 5+</td>
</tr>
<tr>
<td>Rend</td>
<td>- -</td>
</tr>
<tr>
<td>Damage</td>
<td>1 1</td>
</tr>
</tbody>
</table>

KEYWORDS
ORCS & GOBLINS, GOBLIN, GOBLINS
**GOBLIN WOLF RIDERS**

**DESCRIPTION**
A unit of Goblin Wolf Riders has any number of models. The unit is armed with one the following weapon options: Goblin Bows and Goblin Hand Weapons; or Goblin Spears and Goblin Shields.

**MOUNT:** This unit’s Giant Wolves attack with their Slavering Jaws.

**CHAMPION:** 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model’s melee weapons.

**MUSICIAN:** 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

**STANDARD BEARER:** 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

**ABILITIES**
- **Goblin Shield:** Add 1 to save rolls for attacks that target this unit while it has 10 or more models armed with Goblin Shields.
- **Goblin Spear:** Add 1 to wound rolls for attacks made with this unit’s Goblin Spears if it charged in the same turn.
- **Pounce:** This unit is eligible to fight in the combat phase if it is within 6” of an enemy unit instead of 3”, and it can move an extra 3” when it piles in.

**MISSILE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Bow</td>
<td>16”</td>
<td>2</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Hand Weapon</td>
<td>1”</td>
<td>1</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Goblin Spear</td>
<td>2”</td>
<td>1</td>
<td>5+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Slavering Jaws</td>
<td>1”</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**KEYWORDS**
- ORCS & GOBLINS
- GOBLIN
- GOBLIN WOLF RIDERS
DESCRIPTION
A unit of Night Goblins has any number of models. The unit is armed with one of the following weapon options: Goblin Spear and Goblin Shield; Goblin Hand Weapon and Goblin Shield; or Goblin Bow and Slitta. The unit can also be armed with Barbed Nets in addition to its other weapons.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model's melee weapons.

MUSICIAN: 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

STANDARD BEARER: 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

ABILITIES
Backstabbing Mob: Add 1 to wound rolls for attacks made with melee weapons by this unit while it has 15 or more models. Add 2 to wound rolls for attacks made with melee weapons by this unit instead while it has 30 or more models.

Goblin Shield: Add 1 to save rolls for attacks that target this unit while it has 10 or more models armed with Goblin Shields.

Netters: Subtract 1 from hit rolls for attacks made by enemy models while they are within 2" of any friendly models with a Barbed Net.

MISSILE WEAPONS
<table>
<thead>
<tr>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Bow</td>
<td>16&quot;</td>
<td>1</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
</tr>
</tbody>
</table>

MELEE WEAPONS
<table>
<thead>
<tr>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barbed Net</td>
<td>2&quot;</td>
<td>3</td>
<td>4+</td>
<td>5+</td>
<td>-</td>
</tr>
<tr>
<td>Goblin Hand Weapon</td>
<td>1&quot;</td>
<td>1</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
</tr>
<tr>
<td>Goblin Spear</td>
<td>2&quot;</td>
<td>1</td>
<td>5+</td>
<td>4+</td>
<td>-</td>
</tr>
<tr>
<td>Slitta</td>
<td>1&quot;</td>
<td>1</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
</tr>
</tbody>
</table>

KEYWORDS
ORCS & GOBLINS, GOBLIN, NIGHT GOBLIN
**DESCRIPTION**
A unit of Forest Goblin Spider Riders has any number of models, each armed with a Goblin Spear and Goblin Bow.

**MOUNT:** This unit’s Giant Spiders attack with their Fangs.

**CHAMPION:** 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model’s melee weapons.

**MUSICIAN:** 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

**STANDARD BEARER:** 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

**ABILITIES**
- **Spider Venom:** If the unmodified hit roll for an attack made with this unit’s Fangs is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).
- **Wall Crawler:** When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

---

**MISSILE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Bow</td>
<td>16&quot;</td>
<td>2</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Spear</td>
<td>2&quot;</td>
<td>1</td>
<td>5+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Fangs</td>
<td>1&quot;</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>
DESCRIPTION
A unit of Black Orcs has any number of models. The unit is armed with one of the following weapon options: Orc Hand Weapon and Orc Shield; pair of Orc Hand Weapons; or Orc Great Weapon.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model’s melee weapons.

MUSICIAN: 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

STANDARD BEARER: 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

ABILITIES
Armed to da Teef: Re-roll hit rolls of 1 for attacks made by models from this unit that are armed with a pair of Orc Hand Weapons.

Orc Shield: You can re-roll save rolls for attacks made with melee weapons that target this unit if any models from this unit are armed with Orc Shields.

We’s da Best: Add 1 to hit rolls for attacks made by this unit while it is wholly within 8” of a friendly Black Orc Big Boss.

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Hand Weapon(s)</td>
<td>1”</td>
<td>2</td>
<td>4+</td>
<td>3+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Orc Great Weapon</td>
<td>1”</td>
<td>2</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>
**DESCRIPTION**

A unit of Orc Boar Boyz has any number of models. The unit is armed with one of the following weapon options: Orc Hand Weapon and Orc Shield; or Orc Spear and Orc Shield.

**MOUNT:** This unit’s War Boars attack with their Tusks.

**CHAMPION:** 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model’s melee weapons.

**MUSICIAN:** 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

**STANDARD BEARER:** 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

**ABILITIES**

**Orc Shield:** You can re-roll save rolls for attacks made with melee weapons that target this unit if any models from this unit are armed with Orc Shields.

**Tusker Charge:** Re-roll wound rolls for attacks made with this unit’s Tusks if it charged in the same turn.

---

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Hand Weapon</td>
<td>1&quot;</td>
<td>1</td>
<td>4+</td>
<td>4+</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Orc Spear</td>
<td>2&quot;</td>
<td>1</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Tusks</td>
<td>1&quot;</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

---

**KEYWORDS**

ORCS & GOBLINS, ORC, ORC BOAR BOYZ
**DESCRIPTION**
A unit of Savage Orc Boar Boyz has any number of models. The unit is armed with one of the following weapon options: Orc Hand Weapon and Orc Shield; Orc Spear and Orc Shield; or pair of Orc Hand Weapons.

**MOUNT:** This unit’s War Boars attack with their Tusks.

**CHAMPION:** 1 model in this unit can be a Champion. Add 2 to the Attacks characteristic of that model’s melee weapons.

**MUSICIAN:** 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

**STANDARD BEARER:** 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

**ABILITIES**

**Frenzy:** Add 1 to the Attacks characteristic of this unit’s melee weapons if it made a charge move in the same turn.

**Orc Shield:** You can re-roll save rolls for attacks made with melee weapons that target this unit if any models from this unit are armed with Orc Shields.

**Pair of Orc Hand Weapons:** Re-roll hit rolls of 1 for attacks made by a model with a pair of Orc Hand Weapons.

**Tusker Charge:** Re-roll wound rolls for attacks made with this unit’s War Boar’s Tusks if it charged in the same turn.

**Warpaint:** Roll a dice whenever a wound or mortal wound is allocated to this unit. On a 6 that wound or mortal wound is negated.

---

**WARSCROLLS**

**SAVAGE ORC BOAR BOYZ**

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Hand Weapon(s)</td>
<td>1&quot;</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Orc Spear</td>
<td>2&quot;</td>
<td>1</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Tusks</td>
<td>1&quot;</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**KEYWORDS**

ORCS & GOBLINS, ORC, SAVAGE ORC, SAVAGE ORC BOAR BOYZ
**DESCRIPTION**
A unit of Orc Boar Chariots has any number of models, each armed with Orc Spears.

**MOUNT:** This unit’s War Boars attack with their Tusks.

**ABILITIES**
- **Scythed Wheels:** After this unit completes a charge move, pick 1 enemy unit within 1” of this unit and roll a dice. On a 2+ that unit suffers D3 mortal wounds.

- **Tusker Charge:** Re-roll wound rolls for attacks made with this unit’s Tusks if it charged in the same turn.

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapons</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Spears</td>
<td>2”</td>
<td>2</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Tusks</td>
<td>1”</td>
<td>4</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>
**GOBLIN WOLF CHARIOTS**

**DESCRIPTION**
A unit of Goblin Wolf Chariots has any number of models, each armed with a Goblin Bow and Goblin Hand Weapons.

**MOUNT:** This unit’s Giant Wolves attack with their Slavering Jaws.

**STANDARD BEARER:** 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

**ABILITIES**
- **Fightin’ Platform:** This unit can run and still shoot and/or charge later in the same turn.
- **Loping Charge:** You can re-roll run and charge rolls for this unit.

---

**MISSILE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Bow</td>
<td>16”</td>
<td>2</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slavering Jaws</td>
<td>1”</td>
<td>4</td>
<td>4+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Goblin Hand Weapons</td>
<td>1”</td>
<td>3</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

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**KEYWORDS**

ORCS & GOBLINS, GOBLIN, GOBLIN WOLF CHARIOTS
# Goblin Spear Chukka

**Description**
A Goblin Spear Chukka consists of a Spear Chukka and a crew of 3 Goblins. The Spear Chukka is armed with Chukkin’ Spears, while the Goblins are armed with Improvised Weapons. The Spear Chukka and its crew are treated as a single model, using the characteristics given above. The crew must remain within 1” of the Spear Chukka.

<table>
<thead>
<tr>
<th>MISSILE WEAPONS</th>
<th>MELEE WEAPONS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Chukkin’ Spears</strong></td>
<td><strong>Improvised Weapons</strong></td>
</tr>
<tr>
<td>Range</td>
<td>36”</td>
</tr>
<tr>
<td>Attacks</td>
<td>2</td>
</tr>
<tr>
<td>To Hit</td>
<td>4+</td>
</tr>
<tr>
<td>To Wound</td>
<td>3+</td>
</tr>
<tr>
<td>Rend</td>
<td>-2</td>
</tr>
<tr>
<td>Damage</td>
<td>D3</td>
</tr>
</tbody>
</table>

**Abilities**

**Get the One with the Big Hat:** Add 1 to hit rolls for attacks made with this unit’s Chukkin’ Spears if the target is an enemy **Hero**.

**You Better Hit ’Em!** You can re-roll hit rolls for attacks made with this unit’s Chukkin’ Spears if it is within 3” of another friendly **Goblin Spear Chukka**.

**Keywords**
ORCS & GOBLINS, GOBLIN, GOBLIN SPEAR CHUKKA
DESCRIPTION
A unit of Squig Hoppers has any number of models, each armed with a Goblin Hand Weapon.

MOUNT: This unit’s Cave Squigs attack with their Fang-filled Gobs.

FLY: This unit can fly.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model’s melee weapons.

ABILITIES
Boing! Boing! Boing!: After this unit has made a normal move, pick 1 enemy unit and roll a dice for each model in this unit that passed across a model from that unit. For each 4+ that unit suffers 1 mortal wound.

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Hand Weapon</td>
<td>1”</td>
<td>1</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Fang-filled Gob</td>
<td>1”</td>
<td>2</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>
## Night Goblin Squig Herd

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fang-filled Gob</td>
<td>1&quot;</td>
<td>2</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Squig Prodder</td>
<td>1&quot;</td>
<td>2</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**DESCRIPTION**

A Night Goblin Squig Herd unit has any number of models, each armed with a Fang-filled Gob.

**Squig Herders:** 1 in every 6 models in this unit must be a Squig Herder model instead of a Cave Squig model. A Squig Herder is armed with a Squig Prodder instead of a Fang-filled Gob.

**ABILITIES**

**Go Dat Way!** You can re-roll run and charge rolls for this unit while it includes any Squig Herders.

**Squigs Go Wild:** Roll a dice each time a Squig model from this unit flees, before the model is removed from play. On a 4+ the nearest other unit within 6" of the fleeing model suffers 1 mortal wound. If two or more units are equally close, you can pick which suffers the mortal wound.

**Keywords**

ORCS & GOBLINS, SQUIG, GOBLIN, NIGHT GOBLIN, NIGHT GOBLIN SQUIG HERD
DESCRIPTION
A unit of Snotlings has any number of models, each armed with Snotling Sticks and Explodin' Spores.

ABILITIES
Enthusiastic Show-offs: Add 1 to hit rolls for attacks made with this unit's Snotling Sticks if there are any friendly Orc units within 6" of this unit.
DESCRIPTION
A unit of Trolls has any number of models, each armed with a Troll Club and Troll Vomit.

ABILITIES
Regeneration: In your hero phase, you can roll a dice for this unit. If you do so, on a 4+ heal up to D3 wounds allocated to this unit.

Too Dumb to Die: Roll a dice each time you allocate a wound or mortal wound to a model from this unit that would slay it, before the slain model is removed from play. On a 5+ the wound or mortal wound is negated and the model is not slain.

MISSILE WEAPONS
<table>
<thead>
<tr>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>6”</td>
<td>1</td>
<td>3+</td>
<td>3+</td>
<td>-2</td>
<td>D3</td>
</tr>
</tbody>
</table>

MELEE WEAPONS
<table>
<thead>
<tr>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>2”</td>
<td>3</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

KEYWORDS
ORCS & GOBLINS, TROLL
**DESCRIPTION**
A Goblin Rock Lobber consists of a Rock Lobber and a crew of 3 Goblins. The Rock Lobber is armed with Big Rocks, while the Goblins are armed with Improvised Weapons. The Rock Lobber and its crew are treated as a single model, using the characteristics given above. The crew must remain within 1" of the Rock Lobber.

**ABILITIES**
- **Flatten the Lot of 'Em**: Big Rocks can target enemy units that are not visible to the attacking model. In addition, add 1 to hit rolls for attacks made with Big Rocks if the target has 10 or more models.

- **Goblin War Artillery**: You can re-roll wound rolls for attacks made with Big Rocks if the attacking model is within 3" of another friendly Goblin Rock Lobber.

---

**MISSILE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big Rocks</td>
<td>6-40&quot;</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-2</td>
<td>3</td>
</tr>
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</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Improvised</td>
<td>1&quot;</td>
<td>3</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**KEYWORDS**
ORCS & GOBLINS, GOBLIN ROCK LOBBER
DOOM DIVER CATAPULT

DESCRIPTION
A Doom Diver Catapult consists of a Catapult and a crew of 4 Goblins. The Catapult is armed with Divin’ Goblins, while the Goblins are armed with Improvised Weapons. The Catapult and its crew are treated as a single model, using the characteristics given above. The crew must remain within 1” of the Catapult.

ABILITIES
Goblin-guided Missile: Divin’ Goblins can target enemy units that are not visible to the attacking model. In addition, if the hit roll for an attack made with Divin’ Goblins fails, roll a dice. On a 4+ pick 1 different enemy unit within 10” of the original target. That unit suffers D3 mortal wounds (do not make a wound or save roll).

Oi Tubby, You’re Next!: This model’s Divin’ Goblins has a Damage characteristic of D6 instead of D3 if this model is within 3” of another friendly Doom Diver Catapult.

MISSILE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Divin’ Goblins</td>
<td>6-40”</td>
<td>1</td>
<td>3+</td>
<td>3+</td>
<td>-1</td>
<td>D3</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Improvised Weapons</td>
<td>1”</td>
<td>4</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

KEYWORDS
ORCS & GOBLINS, GOBLIN, DOOM DIVER CATAPULT
SNOTLING PUMP WAGON

DESCRIPTION
A unit of Snotling Pump Wagons has any number of models, each armed with Ram Spikes and Scythed Wheels, Snotling Sticks and Explodin' Spores.

ABILITIES
- **Enthusiastic Show-offs**: Add 1 to hit rolls for attacks made with this unit’s Snotling Sticks if there are any friendly Orc units within 6” of this unit.

- **Pump Harder Ladz**: If a move or charge roll for this unit is a double, add 6 to the roll. In addition, if a charge roll for this unit is a double, the Attacks characteristic of its Ram Spikes and Scythed Wheels is 2D6 instead of D6 until the end of the turn.

**MISSILE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Explodin' Spores</td>
<td>6”</td>
<td>4</td>
<td>5+</td>
<td>6+</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ram Spikes and Scythed Wheels</td>
<td>1”</td>
<td>D6</td>
<td>5+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Snotling Sticks</td>
<td>1”</td>
<td>5</td>
<td>5+</td>
<td>6+</td>
<td>-</td>
<td>1</td>
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</tbody>
</table>

**KEYWORDS**

ORCS & GOBLINS, SNOTLING, WAR MACHINE, SNOTLING PUMP WAGONS
**WARSCROLLS**

## ARACHNAROK SPIDER

### DESCRIPTION

An Arachnarok Spider is a single model armed with a Flinger, Chitinous Legs and Monstrous Fangs.

**CREW:** This model has a Forest Goblin crew that attack with their Goblin Spears and Goblin Bows. For rules purposes, the crew are treated in the same manner as a mount.

### ABILITIES

**Flinger:** Do not use the attack sequence for an attack made with a Flinger. Instead roll a dice. Add 1 to the dice roll if the target unit has at least 5 models. Add 2 to the dice roll instead if the target unit has at least 10 models.

On a 6+ the target unit suffers D3 mortal wounds and is engulfed in sticky webs. A unit that is engulfed in sticky webs fights at the end of the next combat phase, after the players have picked any other units to fight.

**Spider Venom:** If the unmodified hit roll for an attack made with this model’s Monstrous Fangs is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

**Wall-crawler:** When this model makes a move, it can pass across terrain features in the same manner as a model that can fly.

### MISSILE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flinger</td>
<td>36”</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td>See below</td>
</tr>
<tr>
<td>Goblin Bows</td>
<td>16”</td>
<td>8</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chitinous Legs</td>
<td>3”</td>
<td>✹</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Monstrous Fangs</td>
<td>1”</td>
<td>4</td>
<td>✹</td>
<td>3+</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Goblin Spears</td>
<td>1”</td>
<td>8</td>
<td>5+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

### DAMAGE TABLE

<table>
<thead>
<tr>
<th>Wounds Suffered</th>
<th>Move</th>
<th>Chitinous Legs</th>
<th>Monstrous Fangs</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-3</td>
<td>8”</td>
<td>8</td>
<td>2+</td>
</tr>
<tr>
<td>4-6</td>
<td>7”</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>7-9</td>
<td>6”</td>
<td>6</td>
<td>3+</td>
</tr>
<tr>
<td>10-12</td>
<td>5”</td>
<td>5</td>
<td>4+</td>
</tr>
<tr>
<td>13+</td>
<td>4”</td>
<td>4</td>
<td>4+</td>
</tr>
</tbody>
</table>

### KEYWORDS

ORCS & GOBLINS, GOBLIN, FOREST GOBLIN, MONSTER, ARACHNAROK SPIDER
**DESCRIPTION**

Mangler Squigs are a single model armed with Huge Fang-filled Gobs and Balls and Chains.

**CREW:** This model has a Goblin crew that attack with their Bashin’ Stikks. For rules purposes, the crew are treated in the same manner as a mount.

**FLY:** This model can fly.

**ABILITIES**

**Ker-splat!:** Add 1 to hit rolls for attacks made with this model’s Balls and Chains if this model made a charge move in the same turn.

**Watch Out!:** If this model is slain, before the model is removed from play roll a dice for each unit within 6’ of this model. On a 4+ that unit suffers D3 mortal wounds.

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Huge Fang-filled Gobs</td>
<td>2”</td>
<td>4</td>
<td>3+</td>
<td>-1</td>
<td>D6</td>
<td></td>
</tr>
<tr>
<td>Balls and Chains</td>
<td>2”</td>
<td>3+</td>
<td>3+</td>
<td>2</td>
<td>D3</td>
<td></td>
</tr>
<tr>
<td>Bashin’ Stikks</td>
<td>1”</td>
<td>4</td>
<td>4+</td>
<td>1</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

**DAMAGE TABLE**

<table>
<thead>
<tr>
<th>Wounds Suffered</th>
<th>Move</th>
<th>Huge Fang-filled Gobs</th>
<th>Balls and Chains</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2</td>
<td>3D6”</td>
<td>3+</td>
<td>7</td>
</tr>
<tr>
<td>3-4</td>
<td>2D6”</td>
<td>4+</td>
<td>6</td>
</tr>
<tr>
<td>5-7</td>
<td>D6”</td>
<td>5+</td>
<td>5</td>
</tr>
<tr>
<td>8-9</td>
<td>2D6”</td>
<td>4+</td>
<td>6</td>
</tr>
<tr>
<td>10+</td>
<td>3D6”</td>
<td>3+</td>
<td>7</td>
</tr>
</tbody>
</table>
WARSCROLLS

STONE TROLLS

DESCRIPTION
A unit of Stone Trolls has any number of models, each armed with a Massive Stone Maul.

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Massive Stone Maul</td>
<td>2&quot;</td>
<td>2</td>
<td>3+</td>
<td>3+</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

ABILITIES

Regeneration: In your hero phase, you can roll a dice for this unit. If you do so, on a 4+ heal up to D3 wounds allocated to this unit.

Stony Skin: Roll a dice each time you allocate a wound or mortal wound to this unit. On a 5+ that wound or mortal wound is negated.

Throwin' Boulders: In your shooting phase, pick 1 enemy unit within 12" of this unit and visible to it, and roll a dice. If the roll is equal to or less than the number of models in this unit, that enemy unit suffers D3 mortal wounds.

KEYWORDS
ORCS & GOBLINS, TROLL, STONE TROLLS
DESCRIPTION
A unit of River Trolls has any number of models, each armed with a Spiked Club and Noxious Vomit.

ABILITIES
Regeneration: In your hero phase, you can roll a dice for this unit. If you do so, on a 4+ heal up to D3 wounds allocated to this unit.

Terrible Stench: Subtract 1 from hit rolls for attacks made with melee weapons that target this unit.
**DESCRIPTION**
A Giant is a single model armed with an ‘Eadbutt, Massive Club and Mighty Kick.

**ABILITIES**

**Drunken Stagger:** If a charge roll for this model is a double, this model cannot make a charge move that phase. In addition, the players must roll off. The player who wins the roll-off picks a point on the battlefield 3” from this model. Each unit within 2” of that point suffers D3 mortal wounds.

**Stuff ‘Em In Me Bag:** After this model piles in, you can pick 1 enemy model within 3” of this model and roll a dice. If the roll is equal to or greater than double that model’s Wounds characteristic, it is slain.

**Timber!** If this model is slain, before removing the model from the battlefield the players must roll off. The player who wins the roll-off picks a point on the battlefield 3” from this model. Each unit within 2” of that point suffers D3 mortal wounds. This model is then removed from the battlefield.
## Night Goblin Fanatics

### MELEE WEAPONS

<table>
<thead>
<tr>
<th></th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ball and Chain</td>
<td>1&quot;</td>
<td>D6</td>
<td>4+</td>
<td>3+</td>
<td>-2</td>
<td>D3</td>
</tr>
</tbody>
</table>

### DESCRIPTION

A unit of Night Goblin Fanatics can have any number of models, each armed with a Ball and Chain.

### ABILITIES

**Release the Fanatics!**: When you select this unit to be part of your army, you must pick 1 friendly unit from the Night Goblins warscroll that has at least 5 models and is already part of your army as the unit that this unit is with. Record this information on a piece of paper. Do not set up this unit until it is released as described below. A unit cannot be with more than 1 unit of Night Goblin Fanatics.

At the start of a charge phase, you can release this unit. If you do so, set up this unit wholly within 3" of the unit it was with, and more than 3" from any enemy units. If this unit was released in your charge phase, it can attempt to make a charge move in that phase unless the unit it was with has any restrictions that would stop it from attempting to charge (if it ran, for example); if it was released in the enemy charge phase, it cannot attempt to make a charge move. This unit is destroyed if the unit it is with is destroyed before this unit is released.

**Splat!**: If the charge roll for this unit is a double, after the charge move (or after the charge fails), this unit suffers 1 mortal wound and each other unit within 1" of this unit suffers D3 mortal wounds.

**Whirling Death**: This unit fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This unit cannot fight again in the combat phase unless an ability or spell allows it to fight more than once.

### Keywords

ORCS & GOBLINS, GOBLIN, NIGHT GOBLIN, NIGHT GOBLIN FANATICS
**NASTY SKULKERS**

**DESCRIPTION**
A unit of Nasty Skulkers can have any number of models, each armed with a pair of Goblin Hand Weapons.

**ABILITIES**
- **Surprise!**: When you select this unit to be part of your army, you must pick 1 friendly unit from the Goblins warscroll that has at least 5 models and is already part of your army as the unit that this unit is with. Record this information on a piece of paper. Do not set up this unit until it is revealed as described below. A unit cannot be with more than 1 unit of Nasty Skulkers.

  At the start of a charge phase, you can release this unit. If you do so, set up this unit wholly within 3” of the unit it was with, and more than 3” from any enemy units. If this unit was released in your charge phase, it can attempt to make a charge move in that phase unless the unit it was with has any restrictions that would stop it from attempting to charge (if it ran, for example); if it was released in the enemy charge phase, it cannot attempt to make a charge move. This unit is destroyed if the unit it is with is destroyed before this unit is released.

- **Right in da ‘Urty Bitz!**: If the unmodified hit roll for an attack made with this unit’s Goblin Hand Weapons is 6, that attack inflicts 1 mortal wound and the attack sequence ends (do not make a wound or save roll).

---

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Melee Weapon</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Hand Weapons</td>
<td>1”</td>
<td>2</td>
<td>5+</td>
<td>5+</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**KEYWORDS**

ORCS & GOBLINS, GOBLIN, NASTY SKULKERS