



WOEHAMMER ARMIES

GREENSKINS



Orcs and Goblins Special Rules

Animosity

Orcs and Goblins love to fight and argue; even if this means they fight and argue amongst themselves, in the midst of battle! War bosses will be constantly bashing heads and shouting at their minions to behave and follow orders, but it doesn't always work.

To represent this, if a unit with the Animosity rule fails an Order test, roll a D6 and consult the table below;

1 - Get em! - *The mob of greenskins can hear their fellows jeering, hooting, and throwing dung, and decide to show them who's harder* - if the unit is armed with missile weapons they immediately target the nearest Greenskin unit that also has the animosity rule, turning to face them if necessary, and opens fire on them, resolving the hits as normal. If there are no other units within range to fire at, the unit squabbles instead, as detailed below. If the unit does not have missile weapons they will instead attempt to charge at the nearest Greenskin unit that has the animosity rule, resolving combat as necessary. If no eligible unit is within charge range then the unit squabbles instead.

2 - 5 - Squabble - *the greenskins bicker amongst themselves, wrestling or slapping each other, and generally being distracted* - place the unit as Down as normal for failing an order test.

6 - We'll show em! - *the greenskins decide to show their mates who's the hardest by duffing up their enemies* - Give the unit a run order and move them a 2M move towards the nearest enemy unit, charging them if possible, resolving combat as normal

Climb

Units with this special rule can climb vertical terrain such as walls and rock faces at their normal movement rate (players should decide which terrain is reasonably climbable before the game begins). The units can run and charge vertically, but cannot sprint

Doom Diver Catapult

The doom diver catapult counts as a small stone thrower, but may reroll the scatter die when seeing landing direction if the to hit roll is a miss. It is assumed there is enough actual willing doom diver volunteers ready to risk their lives for the duration of the battle, the crew models only represent those goblins still sensible enough to operate the catapult.

Monster Hunters

Savage Orc stabber teams live to hunt giant beasts and have an uncanny instinct of where and when to strike giant monsters to cause them grievous wounds, even if it costs them their lives. Units with this rule may add 1 to the result of any rolls on the Monstrosity damage table for any damage they inflict. In addition, as there are two Orcs handling the giant stabba they do not suffer the usual heavily laden penalty.

Squig Hoppers

The night goblins who decide to ride upon crazed squigs have a constant battle to control their steeds, normally particularly onerous squigs who refuse to be herded in the normal fashion and must be controlled by a dedicated rider... and even then the riders level of control is near nonexistent!

Squig hoppers move as if they have the Fast rule and have retained a run at the start of each turn, including the first. They always move before other fast retained run units. As they count as having the fast rule all missile hits against the unit must be rerolled as normal.

Squig Hoppers move 2D10" each time they move, being given a run order. If a double is rolled the unit moves in a random direction decided by a scatter die. The squig hoppers count as having charged any unit they have come into contact with, friend or foe. After combat is resolved, win or lose, the unit consolidates 1D10" away in a random direction. If they come into contact with another unit, friend or foe, they fight again.

This continues until the unit does not meet an opponent. The squig hoppers always consolidate last and can bounce back into combat with any unit it has already fought!

If squig hoppers bounce into a water feature of sufficient depth such as a river or lake then they count as drowned. If they bounce off of the board they are likewise destroyed. They will otherwise move through or over terrain as normal, coming to a stop (with a rather sore head) if they encounter any impassable terrain. Squig hoppers will never enter buildings.

Squig hoppers are immune to dread and terror, and never take break tests. As they are considered to be on a permanent retained run they will never take orders tests either. However, if a double 0 is rolled for their movement the unit is considered to have become too wild to play anymore part in the battle and scatter off in a frenzy. Each model left in the unit scatters individually up to 20", fighting any unit, friend or foe, it encounters on its path. Once all combat, including any combats encountered by models consolidating as detailed above, are resolved the model is considered destroyed and removed.

Waaaaaagh Magic

Orc and Goblin shamans are not particularly elegant magicians, but their crude magics can be very powerful, especially when they are surrounded by their fellow greenskins in the thick of battle.

Orc and Goblin shamans have access to Beast, Destruction, and Waaaaaagh spell lores and magic items. Waaagh magic and Greenskin magic items are detailed below.

The gestalt power of the Shaman's fellow greenskins has a profound effect on the shaman, and the more powerful the shaman, and the more greenskins around him, the more profound the effect.

Casting Waaagh spells - Spells for the Waaagh lore are cast in a slightly different manner to normal spells. Count the number of Orc and Goblin units within 8" of the shaman before he casts a spell (non orc or goblin models, such as trolls, do not count towards this total, nor do units routed or down, and only any bodyguards the shaman has, and not himself, count), add this number to the caster's magic level. Roll a D6 and add the numbers together. If the total equals or beats the casting value of the Waaagh spell the spells is a success. If it is a failure the Shaman must roll a D6 and consult the 'Eadbanger table below;

'Eadbanger Table

1 - Make a Res test for the shaman, adding his magic level to his Res stat. If the test is failed the shamans head explodes! Remove the shaman from play.

2 - The shaman blasts out a titanic burp of pure waaaagh energy. Place the waaaagh burp template over the shaman. Any models other than the shaman touched by the template take a single SV1 magic missile hit

3 - The shamans skull throbs with an intense pain as his brain shrinks inside. The shaman forgets a random spell that he has access to.

4 - The shaman is thumped by a pulse of Waaaagh energy, takes a single pin, and goes Down. The shaman will automatically recover in the recovery phase but may not attempt to dispel or cast magic again by any means.

5 - the shaman has failed to cast his spell, but is otherwise unaffected

6 - a titanic blast of sheer waaagh energy bursts from the Shaman's mouth, directly ahead. Place a flamer template (hand flamer for level 1, flamer for level 2, heavy flamer for level 3) in front of the shaman in his direct facing. Any models hit by the template take a single SV3 magic missile hit

Also note that due to the wild nature of Waaaagh spells they cannot be dispelled via normal means... the only way to stop waaaagh spells is to stop the waaaagh itself!



Waaaagh spells

The Crunch

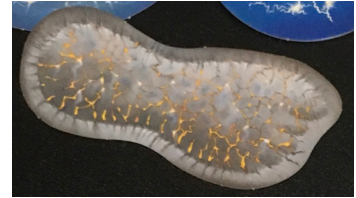
Casting level 8

The shaman calls down the mighty foot of Gork, or Mork, to stomp on his foes.

Range: 12"

Target: Any enemy unit

Effect: Place The Crunch template anywhere wholly within range of the shaman. Any models underneath the template take a SV6 magic missile hit



'Eadbutt

Casting Level 6

A pulse of magical Orcy energy flies off from the shaman to nut an adversary.

Range: 18"

Target: Any enemy wizard unit

Effect: The caster and target both roll a D6 and add their magic level. If the target wizard loses he takes a SV3 magic missile hit.

Mork Save Us!

Casting level 7

A bright green glow emanates from the Shaman as mighty goodness flows into him from his fellows, is amplified, and blasted back out

Range: 18"

Target: All friendly Orc or Goblin units in range

Effect: All units within range lose one pin. Routed units affected can take a recovery test also.

'Ere We Go!

Casting level 9

This spell swells the spirits of all

Range: 8"

Target: All friendly Orc and Goblin units within range

Effect: Affected Orcs and Goblins gain an extra HtH attack with their main melee weapon

Duration: Lasts until end of the turn

The Hand of Gork

Casting level 9

A giant green hand scoops up a mob of greenskins and luzzes them towards the enemy.

Range: 18"

Target: Any single friendly Orc or Goblin unit within range

Effect: The unit is moved from their current point on the battlefield to any other point within 18" chosen by the caster. If this brings them into contact with the enemy they count as having charged.

The Gnashing Jaws of Ravenak

Casting level 9

The Shaman calls forth a mighty set of ravenous jaws that terrorise the battlefield with an eternal hunger

Range: 8"

Target: Any clear point within range and line of sight

Effect: The casting player may set up the Gnashing Jaws model within range and LOS as detailed, bearing in mind the 1" gap rule. Add a differently coloured order die for the model to the draw bag, the jaws activate when this die is drawn only. The caster has control over this unit, unless it goes Wild and then it follows the normal rules for Wild monsters.

The jaws cannot suffer pins in any way, cannot go Down, and can only be given run or advance orders. At the end of each turn in the recovery phase the jaws must pass a command test, or disappear from the battlefield, as if destroyed. In addition, wizards can attempt to dispel the jaws with their dispel for the turn by rolling as normal, assuming a 1 - 5 as a successful dispel. As a 'neutral' unit the jaws do not count towards any victory conditions or break limits.

The jaws are immune to missile fire, but can be defeated in close combat as normal; note how ever that as the jaws cannot suffer pins they can be a fearsome opponent!

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Gnashing Jaws	5	-	6	10	5	8	Large, 5 x HtH SV5, Dread, Spectral Undead, Wild

Greenskin Magic Items

Orcs and Goblins fashion all sorts of charms and trinkets possessed of unusual energies, and can even imbue weapons and armour with portions of their innate psychic energies whether they mean to or not.

Hero units may take magical items as listed below, or magical items of the Beast or Destruction lores. No one hero can take more than one magical item at a time.

Magic Weapons

Skull Splitta - *This crude chopper is extremely effective at crumpling gits* - This Large sword inflicts 1D3 additional hits for each natural 1 to hit - 10 points

Axe of Grom - *This axe was wielded by a mighty Goblin warlord* - This Giant axe causes Dread in Elves. The wielder is classed as having the Dread Rule when facing Elves - 10 points

Kleeva's Cleaver of Cleavage - *All Orcs agree this is the sharpest thing ever* - This hand axe ignores all non-magical armour - 15 points

Basha's Bashing Axe - *Basha was massive, and so was his Bashin' Axe* - This Giant axe has SV5 on the charge. Orcs only, Goblin heroes may not wield. - 12 points

Mongo's Monster Mashing Mallet - *Mongo was a famed hunter of beasts, and his mallet was mysteriously found in an abandoned dragon nest one day* - the bearer of this large hammer may add or subtract 1 from rolls made on the monstrosity damage table for damages inflicted with this weapon. Orcs only, Goblin Heroes may not wield - 12 points

Git Stikka - *this razor sharp blade is slick with foul venoms* - this dagger can be used once per battle in place of the hero's usual weapon, and only one HtH attack may be made in that combat. If it hits it does a single SV8 venomous hit. Goblins only, this nasty little blade is not impressive looking enough for any respectable Orc Boss to carry around. - 12 points.

Magic Armour

Armour of Protectyness - *This armour is tougher than Squig hide and nearly as smelly* - Counts as medium armour. If any Res save results are a natural 1 then no damage is taken from that round of attacks. Cannot be worn by wizards - 12 points

Helmet of Gork - *This helmet is fashioned with the crude snarl of Gork* - This helmet extends the range of Command, Hero, and Follow rules to 16" - 10 points

Squigskin Longjohns - *These stylish pantaloons are made from the hide of the very most luckiest of Squigs* - This garment reduces the SV of all missile and magic missile attacks that hit the wearer by 1, to a minimum of 0 - 10 points

Night Cloak - *This cloak is darker than night itself* - The wearer of this cloak is -1 to hit from all missile attacks that target him - 12 points

Magic Standards

Bad Moon Banner - *This humongous banner focuses the Waaaagh energy of the Mob* - This banner extends the range of rally orders to 24" as long as the fleeing unit has line of sight onto it (bearing in mind they'll be facing towards their designated table edge!) - 15 points

Massive Banner of Super Fightyness - *This grisly banner covered in trophies makes the boyz want to fight with even more extra fightyness* - This banner makes all Orc and Goblin units within 12" automatically pass any order tests that result in a charge or missile attacks on enemy units - 12 points

Magic Items

Madcap Mushrooms - *These mushrooms grow in the dankest of caves, harvested by the Night Goblins to give them and their allies frenzied bloodlusts* - Once per battle at the start of their activation the bearer may consume these mushrooms and gain a further 1D6 attacks in HtH this turn. However if a 1 is rolled for these attacks the mushrooms have a terrifying effect on the consumer who instantly charges the nearest unit, friend, foe, or otherwise! Resolve combat as normal, with the consumer getting the +1 attack in this or further combats this turn. Warlords riding Monstrosities cannot consume these mushrooms - they'd fall off! - 10 points

Lucky Squig - *This tiny creature brings good fortune to its owner* - if the bearer of this Squig rolls any natural 1s on Res tests then they suffer no damage in that event, regardless of any other test results - 10 points

Spider Juice - *This cask of venoms is highly toxic to those who haven't developed a sufficient tolerance for it* - The bearer of this item can chose to consume this fluid himself, or toss it over an enemy in HtH. If the bearer drinks it, roll 1D10. On a 5+ the juice increases his metabolism and he gains +1 Str and Res, however on a 1 - 4 it is too potent and Res and Str are reduced by one instead. If thrown at an enemy the same test is made however the results are reversed, with a 1 - 4 deducting 1Str and Res and a 5+ adding 1 to Str and Res. Effects last until the end of the turn - 5 points

Sizzla's Shiny Baubles - *These trinkets are filled with Morky Ju-Ju* - if the bearer rolls a natural 1 for a dispel check they reflect the spell back on their enemies, use the spell as if they themselves had cast it. This does not prevent the bearer from casting their own spell later in the turn if they haven't already yet. Shaman units only - 10 points

Magic Warpaint - *These crude daubings and tattoos bring great fortune to their bearer* - the bearer of this item does not have their Res tests affected by SV in any way. Savage Orc and Forest Goblin units only - 12 points

Greenskin Army List

Army Composition

When choosing a Greenskin army the following restrictions apply, based on max percentage of overall points, except in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an armies may take a spell caster per 1,000 points.

Hero Units

Black Orc Boss on Allied Wyvern, 323 points Monstrosity Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Black Orc Boss with axe, heavy armour	[5]	4	7	[5(8)]	6	8	[Tough], Command, Follow, [Wound], 3 x HTH, Ferocious Charge, Zealous
Wyvern	5	5	6	10	-	-	Large, MoD 2, 5 x HtH SV3 Venomous, Beastly Breath, Dread, Flies

Upgrade to Tough 2 @ 10 points, Tough 3 @ 20 points, to wound 2 @ 14 points, wound 3 @ 28 points. Give unit big axes @ free, or giant axes adding heavily laden @ 1 point. Give unit heavy armour increasing res to (8) and adding Heavily Laden rule (whilst on foot) @ 10 points. Give boss Frenzied Charge @ 2 points. Give Wyvern 5 x flaming breath SV4 attacks instead of beastly breath @ 15 points, deathly chill instead of venomous @ free

Orc Boss on Boar, 136 points Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Orc Boss with axe, light armour, riding boar	5	4	6	6(7)	6	8	Tough, Command, Follow, Wound, 3 x HTH, Ferocious Charge, Fast 6, Boar 1 x HtH Attack SV3
2 x orc bodyguards with axes, light armour, riding wild boars	5	4	6	6(7)	6	7	Ferocious Charge, Fast 6, Boar 1 x HtH Attack SV3

Upgrade to Tough 2 @ 10 points, to wound 2 @ 14 points. Give unit big axes @ free, or giant axes adding heavily laden @ 1 point. Give unit Frenzied Charge @ 2 points. Give unit medium armour increasing Res to 6(8) @ 10 points + 2 points per bodyguard. Add up to 2 bodyguards @ 25 points per model.

Orc Boss, 95 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Orc Boss with axe, light armour	5	4	6	5(6)	6	8	Tough, Command, Follow, Wound, 3 x HTH,
2 x orc bodyguards with axes, light armour	5	4	6	5(6)	6	7	

Upgrade to Tough 2 @ 10 points, to wound 2 @ 12points. Give unit big axes @ free, or giant axes adding heavily laden @ 1 point. Give unit Ferocious Charge @ 1 point, Frenzied Charge @ 2 points. Give unit medium armour increasing Res to 6(8) @ 10 points + 2 points per bodyguard. Add up to 2 bodyguards @ 12 points per model.

Black Orc Boss, 146 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Black Orc Boss with big axe, heavy armour	5	4	7	5(9)	6	9	Tough, Command, Follow, Wound, 3 x HTH, Heavily Laden, Zealous
2 x Black Orc bodyguards with big axes, heavy armour	5	4	7	5(9)	6	8	Heavily Laden, Zealous

Upgrade to Tough 2 @ 10 points, to wound 2 @ 12 points. Give unit giant axes @ 1 point. Give unit Ferocious Charge @ 1 point, Frenzied Charge @ 2 points. Add up to 2 bodyguards @ 21 points per model.

Savage Orc Boss, 121 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Savage Orc Boss with axe, light armour	5	4	6	5(6)	6	8	Tough, Command, Follow, Wound, 3 x HTH, Savage, Frenzied Charge, Ferocious Charge
2 x savage orc bodyguard with axes, light armour	5	4	6	5(6)	6	7	Savage, Frenzied Charge, Ferocious Charge

Upgrade to Tough 2 @ 10 points, to wound 2 @ 12 points. Give unit big axes @ free. Add up to 2 bodyguards @ 16 points per model.

Goblin Boss, 59 points**Warrior Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Boss with sword, light armour	6	5	4	4(5)	7	8	Tough, Command, 3 x HtH, Wound
2 x Goblin Bodyguards with swords, light armour	6	5	4	4(5)	7	7	

Upgrade to Tough 2 @ 10 points, Wound 2 @ 10 points. Give unit spears or big swords @ free, medium armour @ 10 points + 2 points per bodyguard. Add up to 2 bodyguards @ 9 points each. Mount unit on Wolves increasing Res to 5(6) and adding Rapid Sprint, Fast 6 and 1 x HtH SV1 @ 10 points per model.

Goblin Boss riding Wolf, 89 points**Mounted Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Boss with sword, light armour	6	5	4	5(6)	7	8	Tough, Command, 3 x HtH, Wound, Fast 6, Rapid Sprint, Wolf 1 x HtH SV1
2 x Goblin Bodyguards with swords, light armour	6	5	4	5(6)	7	7	Fast 6, Rapid Sprint, Wolf 1 x HtH SV1

Upgrade to Tough 2 @ 10 points, Wound 2 @ 10 points. Give unit spears or big swords @ free, medium armour @ 10 points + 2 points per bodyguard. Give unit bows @ 2 points per model. Add up to 2 bodyguards @ 9 points each. Mount unit on Dire Wolves @6pts per model increasing Wolf to 2x HtH SV1

Forest Goblin Boss on Allied Massive Spider, 232 points**Monstrosity Warlord Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Boss with sword, light armour	[6]	5	4	[4(5)]	7	8	[Tough], Command, 3 x HtH, [Wound], [Woodsman]
Gigantic Spider	6	-	6	10	-	-	Large, MoD 2, 4 x HtH SV6, Dread, Climb

Upgrade to Tough 2 @ 10 points, Wound 2 @ 10 points. Give unit spears or big swords @ free,

Goblin Boss on Wolf Chariot, 151 points
Chariot Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Boss with sword, light armour	[6]	5	4	[4(5)]	7	8	[Tough], Command, 3 x HtH, [Wound]
1 x Goblin crew with sword, light armour	-	5	4	-	-	-	
Chariot pulled by two wolves	3	-	-	10	-	-	Large, Tough, Irresistible Charge, Fast 6, Rapid Sprint
2 x Wolves	-	-	5	-	-	-	1 x HtH SV1
0 x Dire wolves	-	-	5	-	-	-	2 x HtH SV2

Give chief and crew spears, big axes @ free. Give crew bows @ 2 points per model. Upgrade to chief to [Tough 2] @ 10 points, [Wound 2] @ 10 points. Give Chariot Scythes adding 1D6 SV1 hits on the charge @ 25 points. Give chief medium armour @ 10 points. Replace wolves with dire wolves @ 12 points for 2 wolves. Add up to 2 Goblin crew @ 5 points each. Chariot may be fitted with a battle standard @ free.

Goblin Boss on Bound Giant Cave Squig, 193 points
Monstrosity Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Boss with sword, light armour	[6]	5	4	[4(5)]	7	8	[Tough], Command, 3 x HtH, [Wound]
Giant Cave Squig	5	-	6	10	-	-	Large, Mod 2, 3 x HtH SV 5, Dread, Stampede, Irresistible Charge, Bound Monster

Upgrade to Tough 2 @ 10 points, Wound 2 @ 10 pts. Give unit Lance @ 1 point, medium armour @ 10 points

Note. The warband must include one Warlord Unit, and one only

0 - 1 x Orc Shaman, 57 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Orc Shaman with sword	5	4	6	5	6	8	Tough, Magic Level 1, Wound
0 x Orc Bodyguards with swords, light armour	5	4	6	5(6)	6	7	

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points. Give unit Ferocious Charge @ 1 points per model. Add up to 4 Bodyguards @ 12 points each. Give bodyguards big swords @ free. Give unit boars to ride increasing Res to 6, Fast 6, 1 x HtH SV3 @ 10 points per model.

0 - 1 Orc Shaman on Boar Chariot, 148 points
Chariot Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Orc Shaman	[5]	4	6	5	6	8	[Tough], Magic Level 1, [Wound]
1 x Orc crew with sword	-	4	6	-	-	-	
Chariot pulled by two boars	3	-	-	10	-	-	Large, Tough, Irresistible Charge, Fast 6
2 x Boars	-	-	5	-	-	-	1 x HtH SV3

Give crew spears @ free. Give crew bows @ 2 points per model. Upgrade shaman to [Tough 2] @ 10 points, [Wound 2] @ 10 points. Upgrade Shaman to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points. Give Chariot Scythes adding 1D6 SV1 hits on the charge @ 25 points. Add up to 2 Goblin crew @ 5 points each. Chariot may be fitted with a battle standard @ free.

0 - 1 x Goblin Shaman, 52 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Goblin Shaman with sword	6	5	4	4	7	8	Tough, Magic Level 1, Wound
0 x Goblin Bodyguards with swords, light armour	6	5	4	4(5)	7	7	
0 x Squigs	6	-	5	5	5	5	Frenzied Charge, 2 x HtH SV2

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points. Give unit Ferocious Charge @ 1 points per model. Add up to 4 Bodyguards @ 9 points each OR 4 squigs @ 16 points each. Give unit (without squigs) wolves to ride increasing Res to 5, Fast 6, Rapid Sprint, 1 x HtH SV1 @ 10 points per model.

0 - 1 Goblin Shaman on Wolf Chariot, 144 points**Chariot Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Shaman	[6]	5	4	[4(5)]	7	8	[Tough], Magic Level 1, [Wound]
1 x Goblin crew with sword, light armour	-	5	4	-	-	-	
Chariot pulled by two wolves	3	-	-	10	-	-	Large, Tough, Irresistible Charge, Fast 6, Rapid Sprint
2 x Wolves	-	-	5	-	-	-	1 x HtH SV1
0 x Dire wolves	-	-	5	-	-	-	2 x HtH SV2

Give crew spears @ free. Give crew bows @ 2 points per model. Upgrade shaman to [Tough 2] @ 10 points, [Wound 2] @ 8 points. Upgrade Shaman to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points. Give Chariot Scythes adding 1D6 SV1 hits on the charge @ 25 points. Replace wolves with dire wolves @ 12 points for 2 wolves. Add up to 2 Goblin crew @ 5 points each. Chariot may be fitted with a battle standard @ free.

Forest Goblin Shaman on Allied Massive Spider, 225 points
Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Shaman with sword	[6]	5	4	[4]	7	8	[Tough], Magic Level 1, [Wound], [Woodsman]
Gigantic Spider	6	-	6	10	-	-	Large, MoD 2, 4 x HtH SV6, Dread, Climb

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points. Upgrade to Tough 2 @ 10 points, Wound 2 @ 8 points.

0 - 1 x Orc Champion, 75 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Orc Champion with axe, light armour	5	4	6	5(6)	8	8	Tough 2, Hero, Wound, 3 x HtH, Ferocious Charge

Upgrade to medium armour @ 8 points, heavy armour increasing Res to 5(8) and adding Heavily Laden rule @ 10 points. Wound 2 @ 12 points, Wound 3 @ 24 points, Tough 3 @ 10 points, Give unit big axe @ free, Giant Axe @ 1 point. Give hero Vengeful rule @ 1 point, Frenzied Charge @ 2 points, Irresistible charge instead of ferocious charge @ 9 points. Give hero boar to ride increasing Res to 6, Fast 6, 1 x HtH SV3 @ 10 points. Champion may carry a battle standard giving the heavily laden rule @ free.

0 - 1 x Black Orc Champion, 94 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Black Orc Champion with axe, heavy armour	5	4	7	5(8)	8	9	Tough 2, Hero, Wound, 3 x HtH, Ferocious Charge, Zealous

Upgrade to Wound 2 @ 16 points, Wound 3 @ 32 points, Tough 3 @ 10 points, Give unit big axe @ free, Giant Axe @ 1 point. Champion may carry a battle standard giving the heavily laden rule @ free.

0 - 1 x Savage Orc Champion, 80 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Orc Champion with axe, light armour	5	4	6	5(6)	8	8	Tough 2, Hero, Wound, 3 x HtH, Ferocious Charge, Frenzied Charge, Savage

Upgrade to Wound 2 @ 12 points, Wound 3 @ 24 points, Tough 3 @ 10 points, Give unit big axe @ free, Giant Axe @ 1 point. Give hero boar to ride increasing Res to 6, Fast 6, 1 x HtH SV3 @ 10 points. Champion may carry a battle standard giving the heavily laden rule @ free.

0 - 1 x Goblin Champion, 71 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Champion with sword, light armour	6	5	5	4(5)	7	8	Tough 2, Hero, Wound, 3 x HtH

Upgrade to Wound 2 @ 10 points, Wound 3 @ 20 points, Tough 3 @ 10 points. Give unit spear @ free. Champion may carry a battle standard giving the heavily laden rule @ free.

Goblin Hero on Bound Giant Cave Squig, 205 points
Monstrosity Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin hero with sword, light armour	[6]	5	5	[4(5)]	7	8	[Tough 2], Hero, 3 x HtH, [Wound]
Giant Cave Squig	5	-	6	10	-	-	Large, Mod 2, 3 x HtH SV 5, Dread, Stampede, Irresistible Charge, Bound Monster

Upgrade to Tough 3 @ 10 points, Wound 2 @ 10 pts. Give unit Lance @ 1 point, medium armour @ 10 points

Elite Troops

0 - 1 Units of Black Orcs, 130 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Black Orc Leader with axe, heavy armour	5	4	7	5(8)	6	8	Tough, Heavily Laden, Zealous
4 x Black Orcs with axes, heavy armour	5	4	7	5(8)	6	8	Heavily Laden, Zealous

Give unit large axes @ free. Add up to 5 Black Orcs @ 24 points per model

0-1 Units of Savage Orc Big Stabba teams, 31 Points Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Savage Orcs Stabba team with Giant Stabba	4	4	6	5	5	7	Crazed Psychotic, Irresistible Charge, Monster Hunter, Animosity

Add up to 2 Stabba Teams @ 31 points each

0-1 Units of Orc Big Uns, 126 Points Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Orc Big Uns with Gigantic Axes, heavy armour	4	4	6	6(9)	5	7	Large, 2 x HtH, Irresistible Charge, Heavily Laden, Animosity

Add up to 2 Big Uns @ 42 points each

0-1 Units of Orc Big Uns riding War Boars 172 Points
Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Orc Big Uns with Gigantic Axes, heavy armour	4	4	6	7(10)	5	7	Large, 2 x HtH, Fast 6, Irresistible Charge, Heavily Laden, Animosity, War Boar 2 x HtH SV3

0-1 Units of Goblin Fanatics, 90 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Goblin Fanatics	6	5	10	10	7	9	Whirling Dervishes

Add up to 2 Fanatics @ 30 points per model

0-1 Units of Stone Trolls, 105 Points
Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Stone Trolls	4	5	6	8	4	7	Large, 3 x HtH SV2, Regenerate

Add up to 2 Stone Trolls @ 35 points each

0-1 Units of River Trolls, 105 Points
Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x River Trolls	4	5	6	7	4	7	Large, 3 x HtH SV2, Regenerate, Chunder

Add up to 2 River Trolls @ 35 points each

Troop Units

Orc Warriors, 70 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Orc Leader with axe, light armour	5	4	6	5(6)	6	7	Tough, Animosity
4 x Orcs with axes, light armour	5	4	6	5(6)	6	7	Animosity

Give unit large axes or spears @ free, halberds @ 1 point. Give medium armour @ 2 points. Add up to 5 Orcs @ 12 points per model

Orc Archers, 70 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Orc Leader with sword, bow	5	4	6	5	6	7	Tough, Animosity
4 x Orcs with sword, bow	5	4	6	5	6	7	Animosity

Give unit light armour @ 2 points per model. Add up to 5 Orcs @ 12 points per model

Savage Orcs , 80 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Savage Orc Leader with sword, light armour	5	4	6	5(6)	6	7	Tough, Savage, Ferocious Charge, Animosity
4 x Savage Orcs with swords, light armour	5	4	6	5(6)	6	7	Savage, Ferocious Charge, Animosity

Give unit large axes or spears @ free. Add up to 5 Savage Orcs @ 14 points per model

Savage Orc Archers , 80 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Savage Orc Leader with sword, bow	5	4	6	5	6	7	Tough, Savage, Ferocious Charge, Animosity
4 x Savage Orcs with swords, bows	5	4	6	5	6	7	Savage, Ferocious Charge, Animosity

Add up to 5 Savage Orcs @ 14 points per model

Orc Boar Boyz, 85 Points**Mounted Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Boar Riders Leader with axe, light armour	5	4	6	6(7)	6	7	Tough, Fast 6, Ferocious Charge, Boar 1 x HtH SV3, Animosity
2 x Boar Riders with axes, light armour	5	4	6	6(7)	6	7	Fast 6, Ferocious Charge, Boar 1 x HtH SV3, Animosity

Give unit spears @ free. Give medium armour @ 2 points. Add up to 3 Orcs @ 25 points per model

Savage Orc Boar Boyz, 90 Points**Mounted Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Boar Riders Leader with axe, light armour	5	4	6	6(7)	6	7	Tough, Fast 6, Ferocious Charge, Savage, Boar 1 x HtH SV3, Animosity
2 x Boar Riders with axes, light armour	5	4	6	6(7)	6	7	Fast 6, Ferocious Charge, Savage, Boar 1 x HtH SV3, Animosity

Give unit spears @ free. Add up to 3 Orcs @ 26 points per model

Goblin Warriors, 47 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Leader with sword, light armour	6	5	4	4(5)	7	7	Tough, Animosity
4 x Goblins with swords, light armour	6	5	4	4(5)	7	6	Animosity

Give unit spears @ free. Add up to 5 Goblins @ 7 points per model. Give unit nets @ 1 point per model.

Goblin Archers, 47 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Leader with sword, bow	6	5	4	4	7	7	Tough, Animosity
4 x Goblins with swords, bow	6	5	4	4	7	6	Animosity

Give unit light armour @ 2 points per model. Add up to 5 Goblins @ 7 points per model

Forest Goblins, 52 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Leader with sword, light armour	6	5	4	4(5)	7	7	Tough, Woodsman, Animosity
4 x Goblins with swords, light armour	6	5	4	4(5)	7	6	Woodsman, Animosity

Give unit spears @ free. Add up to 5 Goblins @ 8 points per model

Forest Goblin Archers, 52 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Goblin Leader with sword, bow	6	5	4	4	7	7	Tough, Woodsman, Animosity
4 x Goblins with swords, bow	6	5	4	4	7	6	Woodsman, Animosity

Add up to 5 Goblins @ 8 points per model

Goblin Wolf Riders, 69 Points
Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wolf Rider Leader with sword	6	5	5	5	7	7	Tough, Fast 6, Rapid Sprint, Wolf 1 x HtH SV1, Animosity
2 x Wolf Riders with swords	6	5	5	5	7	6	Fast 6, Rapid Sprint, Wolf 1 x HtH SV1, Animosity

Give unit spears @ free, bows @ 2 points per model. Give unit light armour @ 2 points per model. Add up to 3 Wolf Riders @ 19 points per model

Forest Goblin Spider Riders, 77 Points
Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Spider Rider Leader with sword	6	5	5	5	7	7	Tough, Fast 6, Woodsman, Spider 1 x HtH SV1 Venemous, Climb
2 x Spider Riders with swords	6	5	5	5	7	6	Fast 6, Woodsman, Spider 1 x HtH SV1 Venemous, Climb

Give unit spears @ free, bows @ 2 points per model. Give unit light armour @ 2 points per model. Add up to 3 Spider Riders @ 20 points per model

Squig Herder Teams, 83 Points
Warrior / Beast Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Squig Herder with sword, light armour	6	5	4	4(5)	7	7	Tough
4 x Squigs	6	-	5	5	5	5	Frenzied Charge, 2 x HtH SV2

Give herder spear @ free. Add up to 5 Squigs @ 16 points per model

Squig Hoppers, 95 Points
Warrior / Beast Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Squig Hoppers	6	5	5	5	7	7	Frenzied Charge, 2 x HtH SV2, Surly, Squig Hoppers

Add up to 5 Squig Hoppers @ 19 points per model

Snotlings, 81 Points
Swarm Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Snotling Swarms	8	5	5	6	8	8	Surly, 3 x HtH SV0

Give unit rocks to throw adding one ranged attack per swarm @ 1 point. Add up to 2 swarms @ 27 points per swarm

Spider Swarms, 81 Points
Swarm Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Spider Swarms	6	-	4	5	3	8	4 x HtH SV0, Climb

Add up to 2 swarms @ 29 points per swarm

Artillery Units

Rock Lobber, 111 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Orc crew with axes, large stone thrower	5	4	6	5	6	7	Large, Slow 3

Add up to 2 Crew @ 10 points each. Give crew light armour @ 2 points per model.

Spear Chukka, 72 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Goblin crew with daggers, large bolt thrower	6	5	4	4	7	6	Large, Slow 3

Add up to 2 Crew @ 3 points each. Give crew light armour @ 2 points per model. Give crew swords @ 1 point per model.

Forest Goblin Web Chukka, 63 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Goblin crew with daggers, small stone thrower	6	5	4	4	7	6	Large, Slow 3

Add up to 2 Crew @ 3 points each. Give crew swords @ 1 point per model.

Doom Diver, 68 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Goblin crew with daggers, doom diver catapult	6	5	4	4	7	6	Large, Slow 3

Add up to 2 Crew @ 3 points each. Give crew light armour @ 2 points per model. Give crew swords @ 1 point per model.

Squig Gobba, 90 points**Artillery Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Goblin crew with daggers, squig gobba (large stone thrower)	6	5	4	4	7	6	Large, Slow 3

Add up to 2 Crew @ 3 points each. Give crew light armour @ 2 points per model. Give crew swords @ 1 point per model.

Monstrosity / Chariot Units**Orc Boar Chariot, 101 points****Chariot Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
2 x Orc crew with swords	-	4	6	-	6	7	
Chariot pulled by two boars	3	-	-	10	-	-	Large, Irresistible Charge, Fast 6
2 x Boars	-	-	5	-	-	-	1 x HtH SV3

Give crew spears @ free. Give crew bows @ 2 points per model. Give Chariot Scythes adding 1D6 SV1 hits on the charge @ 25 points. Add up to 2 crew @ 5 points each

Goblin Wolf Chariot, 99 points**Chariot Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
2 x Goblin crew with sword	-	5	4	-	7	7	
Chariot pulled by two wolves	3	-	-	10	-	-	Large, Irresistible Charge, Fast 6, Rapid Sprint
2 x Wolves	-	-	5	-	-	-	1 x HtH SV1
0 x Dire wolves	-	-	5	-	-	-	2 x HtH SV2

Give crew spears @ free. Give crew bows @ 2 points per model. Give Chariot Scythes adding 1D6 SV1 hits on the charge @ 25 points. Replace wolves with dire wolves @ 12 points for 2 wolves. Add up to 2 Goblin crew @ 5 points each

0-1 Colossal Squig, 168 points**Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Colossal Squig	5	-	6	12	6	8	Large, MoD 2, Fast 6, Frenzied Charge, Stampede, Surly, Wild Monster, Dread, 4 x HtH SV 6

0-1 Unit of Mangler Squigs, 158 points**Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Mangler Squigs with 3 Goblin crew	5	-	6	10	6	8	Large, Mod 2, 6 x HtH SV 5, Dread, Stampede, Irresistible Charge, Wild Monster
3 x Goblin crew with clubs	-	-	4	-	-	-	

0-1 Snotling Pump Wagon, 100 points**Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Snotling Pump Wagon	3	-	5	10	5	8	Large, MoD 2, Fast 6, Scythes D6 x SV1 impact hits on the charge, Ramshackle Contraption, Surly, Crazy Psychotic, Blundering, 4 x HtH SV 0

0 - 1 Rogue Idol, 220 points**Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Rogue Idol (Allied)	4	-	6	15	6	8	Large, MoD 2, 4 x HtH SV4 Dread, Terror, Blundering, Stampede

0-1 Gigantic Spider, Wild 223, Bound 243, Allied 263 Points**Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Gigantic Spider	6	-	6	13	7	9	Large, MoD 2, 6 x HtH SV6 Venomous, Dread, Terror

0-1 Giant, Wild 253, Bound 283, Allied 313 Points
Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Giant	5	5	6	13	3	8	Large, MoD 3, 5 x HtH SV5, Dread, Terror, Blundering

Give Giant rock to hurl @ 15 points

0-1 Squiggoth 156 Points
Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Squiggoth with 4 Orc crew	4	-	5	12	-	-	Large, MoD 2, 5 x HtH SV5, Surly, Stampede
4 x Orc crew with spears	-	4	6	-	6	7	