

# Orcs and Goblins

The following army organisation list (AOL) will enable you to build an Orc and Goblin army for War & Conquest.

Please refer to the army organisation list introduction document. This is version 1, March 2014. It is subject to change, and has been created so players can get gaming. Please provide feedback and commentary.

## Background

*Orcs and Goblins come in a variety of colours, ranging from white through to black. The most common are shades of brown and green. Goblins live anywhere where there is plenty of cover, such as deep forests or underground. Orc tribes are different, preferring the big open sky above them. Both types favour a form of democracy amongst the tribe - anyone has the chance to speak up and start a debate, but it is usually the loudest (and biggest) that finishes it. Leaders are chosen through a popular vote, and potential leaders aides come round and explain why it would be a 'bad idea' to not vote for their 'boss'.*

*Orc and Goblin tribes tend to stay in the same locality until the tribe gets too large or two or more Chiefs become too dominant. Then the tribe either splits up, or goes on a migration. Either event can result in them coming into contact with the*

*Kingdoms of men, Dwarfs, Elves or indeed, other Orc or Goblin tribes, usually causing immediate conflict. Where Orc and Goblin tribes live close to men they often (as do Dwarfs) don the armour and fighting styles of mankind. These can lead to some unusually arrayed armies taking to the battlefield. Goblins are not subservient to Orcs, although, being smaller, they are more easily dominated by them. It is considered by some that Orcs were created as an ugly brutish version of Elves and Goblins as a parody of dwarfs, (although it should be noted those trains of thought come from Dwarves and Elves respectively!) but there is no real evidence of either who or what created them. The Orcs and Goblins themselves are not concerned by such details, they simply are what they are, a force to be reckoned with.*

## Theming Orcs and Goblins

Orcs and Goblins are among the most popular of fantasy armies and we approach the challenge of representing them here. In some fiction and background books, Orcs and Goblins are cruel and vicious beasts, in others, they might be stupid, craven or slightly amusing. There is no right or wrong, and scope for more than one 'tribe' or type of Orc and Goblin.

*Within Version 1 of this army organisation list the different types of Orc and Goblin formation can be taken in any mix, but you can expect in subsequent versions for there to be more restrictions and 'sub lists'.*

Feral Orcs - Wild and uncontrollable, badly equipped.

Orcs - Surprisingly well organised, but likely to rush off at a moment's notice to try and kill something. Mercenary Orcs and Goblins - Well disciplined and not so unpredictable. Often found in other armies, even on occasion fighting alongside men against other Orcs or Goblins.

Goblins - they come in a range of colours and sizes, some almost Orc sized.

Feral Goblins - Much like the Feral Orcs, just not as brave. Only found with other feral tribes.

Shadow Goblins - nasty pieces of work and nobody likes them

## Army Composition

### Personalities of War

Up to 25% of the points value of the army.

Strategy Intervention Points may not be pooled.

### Warrior Formations

At least 25% of the points value of the army must be selected from Warrior formations

### Cavalry Formations

Up to 50% of the points value of the army can be selected from Cavalry Formations

### Supporting Formations

Up to 50% of the points value of the army may be selected from supporting formations.

### Allied Formations

Up to 25% of the points value of the army may be selected from the allies list.

## Legends of War

Assuming they are being used, an additional 25% of the points value of the army may be taken as

Legends of War. Alternatively you can increase the size of your army with extra formations.

## Orc and Goblin Feature Rules

### *Tough as Old Boots*

Not an Orc saying as such, but all Orc warriors (infantry and cavalry) are Durability Value 8

### *Stab in the Back!*

Never missing the chance to run a fleeing enemy down, Goblins may reroll their pursuit dice should they choose.

### *Argumentative*

Orcs and Goblins can squabble over the most trivial matters and this can often lead to an exchange of blows. However, in the build up to battle tensions can run extremely high and not only are the rank and file likely to start fighting amongst themselves, a dispute can also lead to into full on combat with weapons!

Even as the battle progresses disputes can kick off, so keeping the army in control can be very challenging for the Orc and Goblin Warlord.

At the start of the Orc and Goblin players Round of Play, all Orc and Goblin formations from the Warriors and Cavalry sections that are NOT currently in combat or routing must take a Command test (Strategy Intervention Points may be used as normal) and if failed roll a D6 and apply the following result as applicable-

### *Born to Be Wild – Feral Orcs and Goblins*

Feral Orc and Feral Goblin infantry formations ignore Uneven and Difficult terrain penalties and move normally, unless it is water or marsh based when their moves are affected in the same way as other formations.

#### 1 -3 - *Squabble and Bicker!*

Confused and disorganised due to some random pushing the formation decides to do nothing whilst a dispute breaks out. The formation cannot move and may do nothing else. Any Personalities are also affected, and so any of their bonus are lost. The formation becomes disordered until order is restored at the start of the players following Round of Play (assuming the formation does not fail a Command test again!).

#### 4 -6 - *Der over dere! Let's show 'em!*

If the enemy are potentially within Charge Range the Formation must charge and may add +1 to its Combat Resolution for that Round of Combat only. If no enemy are within potential reach to declare a charge, the formation moves towards any suitable enemy in the front facing at the fastest possible move, adding D3" which is not adjusted for terrain. If no enemy are in the front facing, they may make any suitable manoeuvres following the rules (including Change Formation) and then apply the D3" move. The formation may not shoot missile weapons.

Although Orc and Goblin formations have been known to attack one another, this rarely happens during battle conditions, and so can be ignored.

### *Final Note*

Results are to be applied immediately, and the intention of the rules is to have a frail battle line, your Orcs or Goblins may suddenly leap forward on a whim - Play them in the fashion with which

this is intended or I will have to write lots of extra and probably unnecessary rules text - so just get stuck in!!

### *Base Sizes*

A number of companies mount their Orc infantry on 25mm x 25mm square bases while most War & Conquest infantry are based on 20mm x 20mm. If your Orcs are based on 25mm sq, simply add an additional 15 points to the total cost of the

formation. Then when the unit is in combat, it gains an additional 3 strikes provided it is in a battle formation. Resolve all the other strikes as normal, depending on which models are in contact.

## Armour Value

Some Orcs (and Goblins) may carry a shield and may have pieces of rusted armour, boiled leather or other methods of protection stuck to them. Rather than list armour types, we have simply given an Armour Value (which includes any

allowance for a mount), plus options where suitable. Therefore their ability to use particular weapons (such as double handed weapons) does not affect their Armour Value unlike puny humans and elves

## Personalities of War

### Orc Warlord

Mo	L	S	Pts
9	3	+3	180

Formation: Personality. Must be deployed with a unit at the start of the battle.

Equipment: As unit.

Special: Army General. The Warlord has 2 Strategy Intervention Points and a Zone of Command of 10". A Warlord may add up to 2 additional Strategy Intervention Points for 20 points each.

*The mightiest of Orcs can on occasion bring a number of tribes together in a common cause. These Warlords should not be under estimated. Their belief in the 'Big Sky' is unshakable.*

### Orc Shaman

Mo	L	S	Pts
8	2	+1	140

Formation: Personality. Must be deployed with a unit at the start of the battle.

Equipment: As unit. A Shaman knows 3 Orc spells and may select up to 2 more at 20 points each

Special: Zone of Command of 10". An Orc Shaman has 2 Magical Intervention Points and may take up to 2 more Magical Intervention Points for 20 points each.

*Feral Orc Shamans tend to lead the tribes, and so can become an Army General for 20 points. In the event the Orc Warlord or Chieftain is killed, they automatically take over command of the army, the Feral Orcs tend to look to their Shamans when times are tough.*

### Goblin Lord

Mo	L	S	Pts
8	3	+2	170

Formation: Personality. Must be deployed with a unit at the start of the battle.

Equipment: As unit.

Special: Army General. The Lord has 2 Strategy Intervention Points and a Zone of Command of 10". A Lord may add up to 2 additional Strategy Intervention Points for 20 points each.

*Cunning beyond belief, Goblin Lords rule with an iron fist. Their ability to command armies to victory should not be under estimated.*

### Orc Chieftain

Mo	L	S	Pts
8	2	+2	130

Formation: Personality. Must be deployed with a unit at the start of the battle.

Equipment: As unit.

Special: Army General. A Chieftain has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 2 additional Strategy Intervention Points for 20 points each. May move independently and should he do so, we can assume he has a mount at his disposal, and has an Armour Value of 3

### Orc Standard

Mo	L	S	Pts
7	2	+1	80

Formation: Personality. Must be deployed with a unit at the start of the battle.

Equipment: As unit.

Special: Any Orc Personality that has the option to become an Army General may take a Standard. This increases his Zone of Control by 5" provided the Standard meets the rules for the Army Standard on page 107.

### Goblin Chieftain

Mo	L	S	Pts
7	2	+2	130

Formation: Personality. Must be deployed with a unit at the start of the battle.

Equipment: As unit.

Special: Army General. The Chieftain has 2 Strategy Intervention Points and a Zone of Command of 10". A Chieftain may add 1 additional Strategy Intervention Point for 20 points.

### Goblin Magician

Mo	L	S	Pts
7	3	+1	120

Formation: Personality. Must be deployed with a unit at the start of the battle.

Equipment: As unit. A Magician knows 2 Goblin spells and may select up to 3 more at 20 points each

Special: A Goblin Magician has 2 Magical Intervention Points and may take up to 3 more Magical Intervention Points for 20 points each. Can be an Army General with a Zone of Command of 10" for 40 points.

### Goblin Standard

Mo	L	S	Pts
6	2	+1	80

Formation: Personality. Must be deployed with a unit at the start of the battle.

Equipment: As unit.

Special: Any Goblin Personality that has the option to become an Army General may take a Standard. This increases his Zone of Control by 5" provided the Standard meets the rules for the Army Standard on page 107.

### Goblin Shaman

Mo	L	S	Pts
6	2	-	90

Formation: Personality. Must be deployed with a unit at the start of the battle.

Equipment: As unit. A Goblin Shaman knows 2 Goblin spells and may select up to 2 more at 20 points each

Special: A Goblin Shaman has 2 Magical Intervention Points and may take 1 more Magical Intervention Point for 20 points

### *A Note on Orc and Goblin Personalities*

Orcs rarely take orders from Goblins. Therefore a Goblin Personality cannot use his Morale bonus, Strategy Intervention Points or a Goblin Magic User cast spells on an Orc formation unless it specifically states otherwise or he is a 'Big Personality'.

## Warrior Formations

### Dark Orcs

CA	SA	KA	Mo	Pts
3	2	3	7	14

Formation: Regular

Equipment: Hand weapon. The Formation may take two handed weapons at 3 points per model or add an additional strike for 5 points per model  
Armour Value: 2

Special: Weight of Numbers (page 128). Silent Death - Dark Orcs may reroll the Kill Rolls (all the dice, not just the misses)

*Dark Orcs are not necessarily dark skinned, they are just moody and mean. Unlike other Orcs they fight in almost total silence. Other Orcs tend to shun them.*

### Big Orcs

CA	SA	KA	Mo	Pts
3	2	3	7	14

Formation: Regular

Equipment: Hand weapon. The Formation may take two handed weapons at 3 points per model or thrusting spears for 2 points per model  
Armour Value: 2

Special: Weight of Numbers (page 128). Prize fighter- Big Orcs may reroll the 'to hit' rolls (all the dice, not just the misses).

*Big Orcs are the among the best fighters in the tribe and often accompany the warlord or shaman. If taken as a Feral Orc formation, the rules for Feral Orcs apply and the formation becomes Undisciplined - they cannot take thrusting spears, but may take throwing weapons at 1 point per model*

### Orcs

CA	SA	KA	Mo	Pts
3	2	3	7	12

Formation: Regular

Equipment: Hand weapon. May be armed with thrusting spears at 2 points per model or halberds at 2 points per model

Armour Value: 1. Formation may upgrade to AV2 at 2 points per model.

Special: Undisciplined. Weight of Numbers (page 128).

### Feral Orcs

CA	SA	KA	Mo	Pts
3	2	3	6	12

Formation: Light

Equipment: Hand weapon and throwing weapons. Formation may replace throwing weapon with bow at 1 point per model or double handed weapons at 2 points per model

Armour Value: 1

Special: Undisciplined. Weight of Numbers (page 128). Bow armed Feral Orcs may adopt Skirmish Formation instead of Light Formation when deployed, but may not change back into Light Formation.

### Goblins

CA	SA	KA	Mo	Pts
2	2	3	6	5

Formation: Regular

Equipment: Hand weapon and shield or other protection. May be armed with thrusting spears 2 points per model or double handed weapons at 3 points per model

Armour Value: 1. May upgrade to AV 2 for 2 points per model

Special: Undisciplined. Weight of Numbers (page 128). Shieldwall. Up to 50% of a formation may be Goblin missile troops. These take up position in the rear ranks.

### Feral Goblins

CA	SA	KA	Mo	Pts
2	2	3	5	4

Formation: Light

Equipment: Hand and throwing weapon.

Armour Value: 0. May upgrade to AV 1 for 2 points per model.

Special: Undisciplined. Weight of Numbers (page 128). Limitless supply of Throwing weapons - So long as the Feral Goblins outnumber the enemy they are fighting, they may always reroll their kill rolls, but must reroll all the dice, not just the misses.

### Missile Orcs

CA	SA	KA	Mo	Pts
2	3	3	7	14

Formation: Light or Skirmish

Equipment: Hand weapon and bow. The Formation may replace bow with a crossbow at 3 points per model

Armour Value: 1.

Special: Undisciplined. May adopt Skirmish Formation instead of Light Formation when deployed, but may not change back into Light Formation.

### Goblin Missile troops

CA	SA	KA	Mo	Pts
2	2	3	6	5

Formation: Light

Equipment: Hand weapon and short bow. May replace short bow with light crossbow at 2 points per model

Armour Value: 0 (1 when skirmishing). Formation may take pavise at 30 points

Special: Undisciplined. Units of Goblin Missile troops may skirmish. May combine with Goblin warriors but may not take pavise

### Feral Goblin Missile troops

CA	SA	KA	Mo	Pts
2	2	3	6	5

Formation: Light

Equipment: Hand weapon and short bow. May replace short bow with darts (free) and become a Skirmish Formation

Armour Value: 0 (1 when skirmishing)

Special: Undisciplined. Warband. Units of Feral Goblin Missile troops may skirmish.

### Shadow Goblin Warriors

CA	SA	KA	Mo	Pts
2	2	3	6	5

Formation: Regular

Equipment: Hand weapon. May be armed with thrusting spears 2 points per model or double handed weapons at 3 points per model.

Armour Value: 1. May upgrade to AV 2 for 2 points per model.

Special: Undisciplined. Weight of Numbers (page 128). Up to 50% of a formation may be Shadow Goblin missile troops. These take up position in the rear ranks.

### Goblin Crazies

CA	SA	KA	Mo	Pts
-	-	-	-	+15

Formation: Personality

Equipment: Various

Armour Value: As unit

Special: Up to 2 goblins in any relevant goblin infantry formation may be upgraded to Crazies. Roll a D6 each Round of Combat and apply the results -

1 - The Crazy sits down and gibbers to itself - it does not strike this Round

2 -3 The Crazy adds 2 strikes to the formation, resolved normally.

4-5 The Crazy adds to the formation as follows - Shadow Goblins 3 automatic hits at AP2 and KA5 Goblins 4 or 5 strikes (depending on the die roll), resolved normally

Feral Goblins - 3 strikes resolved normally with no Armour Save and KA4

### Smeggies

CA	SA	KA	Mo	S	L	Pts
1	1	2	6	3	3	15

Formation: Light

Equipment: Hand weapons and teeth and claws.

Armour Value: 1

Special: Smeggies should be mounted on a 40mm square (or round) base with a minimum of 3 bases. Place 3 or more models on each base. The formation may skirmish.

*Smeggies are a very small goblin that can be either very annoying, or very helpful. They like to follow Orcs and Goblins around, copying what they do. In battle they tend to get in the way, and die in droves, but they do it very enthusiastically!*

### Shadow Goblin Missile troops

CA	SA	KA	Mo	Pts
2	2	3	6	5

Formation: Light

Equipment: Hand weapon and short bow. May replace short bow with darts (free) and become a Skirmish Formation

Armour Value: 0 (1 when skirmishing)

Special: Undisciplined. Warband. May combine with Shadow Goblin warriors. Units of Shadow Goblin Missile troops may skirmish.

6 - The Crazy chokes or is otherwise incapacitated and is removed from play. Alternatively you may remove D3 goblins but the Killing a Personality rules applies to the host goblin formation - so watch out!

Crazies can be killed in the same way as a Personality - see page 105

Although a Personality, Crazies come from the Warrior Formations cost.

*Often uncontrollable, most Goblin Crazies are found within the ranks of the Shadow Goblins where they are justifiably feared for their big weapons - usually a large lump of rock or metal attached to a chain. Feral Crazies use poisoned blades while other goblins tend to be simply crazed individuals that turn into a whirlwind of death! Some have become quite legendary - assuming they live long enough!*

## Cavalry Formations

### Orc Wolf Riders

CA	SA	KA	Mo	S	Pts
3	3	3	7	2	25

Formation: Light (cavalry)

Equipment: Hand weapon and throwing weapon.

May take bow at 2 points per model.

Armour Value: 2

Special: May change into Skirmish formation.

*Riding the largest and fiercest of wolves, Orc Wolf riders are a formidable foe*

### Orc Wild Hog Riders

CA	SA	KA	Mo	S	Pts
3	3	3	7	2	32

Formation: Regular (cavalry)

Equipment: Heavy throwing weapon - on the charge AP 2.

Armour Value: 3

Special: May count Rank Bonus of 1 in all Rounds of Combat. Undisciplined. Weight of Numbers (page 128).

*The heaviest of the Orc cavalry, the ground thunders as the Hog Riders charge into battle, and they are more than a match for a well armoured knight*

### Goblin Wolf Riders

CA	SA	KA	Mo	Pts
3	2	3	6	17

Formation: Light (cavalry)

Equipment: Hand weapon, thrusting spear and darts.

Armour Value: 2 (3 when skirmishing)

Special: Undisciplined. Feign Flight. May change into Skirmish formation.

### Goblin Wolf Archer Riders

CA	SA	KA	Mo	Pts
2	3	3	6	16

Formation: Light (cavalry)

Equipment: Hand weapon and short bow

Armour Value: 1 (2 when skirmishing)

Special: Undisciplined. Feign Flight. Nomad Cavalry. May change into Skirmish formation.

### Feral Goblin Spider Riders

CA	SA	KA	Mo	S	Pts
2	3	3	7	2	13

Formation: Light (cavalry)

Equipment: A mix of weapons giving an Armour Penetration 1. Alternatively the formation may take short bows.

Armour Value: 1 (2 when skirmishing)

Special: Undisciplined.

Scuttle - Spiders are unaffected by uneven and difficult terrain. To move they use the Cavalry flee and Pursuit roll (use 3D6, taking the 2 highest rolls). They do not double or triple pace and so are not restricted by the closeness of the enemy.

When charging or making glancing attacks, they roll 4D6, and select the highest 2. Spiders can still be delayed by water features though (including marsh) - Any models ending their move in these features are removed from play. May change into Skirmish formation

### Shadow Goblin Hopper Riders

CA	SA	KA	Mo	S	Pts
2	2	4	6	2	18

Formation: Skirmish (cavalry)

Equipment: Teeth and claws with a goblin hanging on for dear life. Armour Penetration 1

Armour Value: 1 (2 when skirmishing)

Special: Undisciplined. Random Move - To move hoppers use the Cavalry flee and Pursuit roll (use 3D6, taking the 2 highest rolls). They do not double or triple pace and so are not restricted by the closeness of the enemy. Before moving - take a Command test, if failed use the template on page 167 to determine the new direction of the formation, moving the leader first. Should hoppers end their move in passable water or marsh features, they cannot move in their following Round of Play. If the feature is impassable, they are removed from play.

*Hoppers are strange looking beasts, a sort of cross between a kangaroo and a frog, but occasionally the Shadow Goblins will use goats.*

## Supporting Formations

### Trolls

CA	SA	KA	Mo	D	L	S	Pts
2	2	4	6	8	3	4	66

Formation: Regular

Equipment: Bad smell and huge strength.

Armour Value: 2

Special: Undisciplined. A single troll may be included in any Orc or Goblin infantry formation. Trolls can be on 50 x 50 or 40 x 40mm bases. They take the space of either 4 Orcs or Goblins and it is assumed the troll takes one of the spaces that would be occupied by the leader model. Therefore, use its location as the 'leader' when any such measurements are required. For outnumber purposes, they have a unit size of 4.

Including a troll means the formation is not required to take an *Argumentative* Test although a Command test is still required at the start of your Round of Play. If the formation is in combat or routing, the test is not required. If passed, the formation can move and act normally, subject to any other restrictions. If the test is failed roll a D6 and apply the result below -

1, 2 or 3 - *Dohhhh* The troll sits down and does nothing this Round of Play. The orcs or goblins are also hampered by this, and spend the Round attempting to 'encourage' the troll the get on its feet. The formation becomes disordered.

4, 5 or 6 - *Argghhh* The troll, dragging the hapless orcs or goblins with it, must move up to 6" +D6 forward ( only wheels and drift allowed), charging anything - friend or foe - that is within the formations Frontal Attack Zone. The troll will favour enemy over friends, selecting the closest first. When in doubt on unit choices, randomise. Should the troll occupied formation contact a friendly formation, no fighting occurs except for

the troll - which strikes the target unit. After these strikes are resolved, both formations become disordered until their next round of play and neither formation may move, other than to move the target formation 1" away from the troll occupied formation.

Shooting

Randomise hits on the formation, with 50% of the hits hitting the troll, rounding down.

Combat

Should the formation complete a charge on an enemy formation, it receives an Impact bonus of 2. Models in base contact with a Troll may attack it as normal.

*Trolls found within orc and goblin formations are usually the most stupid or slow witted of their type. However once roused they are incredibly difficult to control! Troll formations can also be taken as allies and these are altogether a more dangerous and intelligent type of troll - we will introduce these in their own troll list.*

### Goblin Assassins

Mo	L	S	Pts
6	1	+1	40

Formation: Personality

Equipment: As unit.

Special: Sneak attack - once a formation is in combat, you may add up to 3 assassins. Once revealed, they must remain with the formation and their Morale Value can be used by the formation if no other suitable Personality accompanies it. An assassin increases the likelihood of a Personality being hit and failing a Divine Intervention roll. Each assassin adds '1' to the chance of being hit (so hit a Personality on a 5 or 6 - or 4. 5 or 6 if 2 assassins are included) and

reduces the Divine Intervention roll by '1' per assassin (so if the target formation is other half strength, the Personality is hit on a 4, 5 or 6, rather than 3, 4, 5 or 6 if one assassin is included, and if it were 3 assassins, the Personality would only avoid losing a life on a roll of 6)

Assassins do not have a Divine Intervention roll so if they do get hit they are dead (although there may be Legend in a future version)

*Assassins are found in formations of any Goblin type - although a Personality, they come from the Supporting Formation cost. They are never included in a formation that includes Crazies or Trolls - its just too dangerous for them!*

## Mammoth

CA	SA	KA	Mo	L	S	D	Pts
4	3	4	7	6	5	8	200

Formation: Elephant

Equipment: Two Orc or Goblin warriors armed with bows. Up to two additional warriors may be added for 7 points each.

Armour value: 2 If the model has a Howdah, the Armour value must be increased to 3 for 25 points

Special: Refer to page 148 of the War & Conquest rulebook for details - Shadow Goblins may not take Mammoths

*We will expand the rules for mammoths, but for now, this profile will get you started*

*Chariots, Catapults and Bolt Shooters will arrive in a future version, if you make up your own in the meantime, let us know*

## Allied Formations

Mercenary Orcs and Goblins are *Argumentative* but as they are drilled, you may reroll the Command test if you wish. You may choose to purposely 'fail' the roll, but its good form to advise your opponent that mercenaries can do this.

### Mercenary Orcs

CA	SA	KA	Mo	Pts
3	3	3	7	18

Formation: Regular

Equipment: Hand weapon. Formation may take either halberd or thrusting spears at 2 points per model

Armour Value: 2. May upgrade to AV 3 for 2 points per model.

Special: Weight of Numbers (page 128). Drilled. In any Round of Combat the Orc mercenaries may choose to reroll the 'to hit' dice (all of them) or reroll the 'to kill' dice (all of them). They may only use one of these per Round of Combat and may decide during the Round, not at outset.

### Mercenary Orc Missile troops

CA	SA	KA	Mo	Pts
3	4	3	7	20

Formation: Light

Equipment: Hand weapon and bow. Formation may replace bow, with crossbow at 3 points per model.

Armour Value: 1. May upgrade to AV 2 for 2 points per model. Take Pavise 25 points per formation

Special: May skirmish. Drilled

### Goblin Mercenaries

CA	SA	KA	Mo	Pts
3	2	3	7	11

Formation: Regular

Equipment: Hand weapon. May be armed with thrusting spears at 2 points per model or double handed weapons at 3 points per model

Armour Value:2.

Special: Weight of Numbers (page 128). Drilled. In any Round of Combat the Goblin mercenaries may choose to reroll the 'to hit' dice (all of them).

*Whilst Goblin Mercenary formations are rarely seen, they are very much in demand. They are very callous and vicious, taking enjoyment from the pain of others.*

*We will also include Ogres and Giants here once the profiles are confirmed*

## Legends of War

*Various Orc and Goblin Personalities including mercenaries*

None at this time except for -

### **Big Personality**

The Goblin Personality has the respect of the Orcs. He is treated like an Orc Personality

Goblin Lord 40 points

Goblin Magicians 30 points

Other Goblins 20 Points

## Orc and Goblin Spells

### **Fist Fight!** (All Orcs and Goblins)

The formation gains +1 Combat Ability. May attempt to recast immediately on another formation

Caster with formation - Standard spell

Up to 10" away - Dangerous Spell

Up to 15" away - Deadly Spell

### **Kill Kill and Kill again!** (All Orcs)

Enthused by the battle around them, the formation gains +1KA

Caster with formation - Standard spell

Up to 10" away - Dangerous Spell

Up to 15" away - Deadly Spell

### **Let the Sky Protect Us!** (Feral Orc and Goblin spell)

*Feral Orcs and Goblins where protective amulets and daub their body in brightly coloured woad, believing this will protect them from harm.*

If this spell is successfully cast the formation gains a +1 Armour Value which remains in play until the formation or Magic User routs or is killed. It may be recast in subsequent Rounds of Play on other formations.

Caster with formation - Standard spell

Up to 5" away - Dangerous Spell

Up to 10" away - Deadly Spell

### **The Hand** (All Orcs and Goblins)

With dirt and stone cascading through its fingers, a great green hand rises from the ground, lifting an Orc or Goblin infantry or cavalry formation forward into battle. Measuring from the leader model, the formation may be moved 2D6" in any direction ignoring terrain and other troops. It counts as charging should it make contact with enemy and does not need to be able to see them at the start of the move. Should the formation pass across the frontal attack zone of enemy missile troops, these may shoot at the formation,

### **Go Berserk** (Feral Goblins and Orcs only)

The formation may double the number of Strikes it has this Round of Play

Caster with formation - Standard spell

Up to 10" away - Dangerous Spell

Up to 15" away - Deadly Spell

### **Black Night** (Shadow Goblins)

With a clap of his hands and a malicious cackle, the Magician brings down an aura of darkness around him.

All non Shadow Goblins and Dark Orcs within 24" of the caster have their Morale Value lowered by 1.

This is a Deadly Spell and such is its power, that not only does the Power of 6 apply, but the Power of 5 applies as well, so if a 5 and 6 are in the roll, then a life is lost.

### **Shout it Out Loud!** (All Orcs and Goblins)

The Magic User summons a spell to amplify the voices of the tribal leaders on the battlefield. All Zones of Control are increased by 5". Orcs will only be affected by Goblin Big Personality Magic Users - A Dangerous Spell

### **Our Cunning knows no Bounds**

Goblins and Shadow Goblins roll a D3 and receive that many additional Strategy or Magical Intervention Points which may be shared out as the player sees fit. Once these are used up, the spell may be cast again.

unless they are shooting at another enemy as part of a charge reaction.

Should the formation have this spell cast upon it then it becomes disordered until its next Round of Play. If contact is made with an enemy formation then that also becomes disordered. The disorder remains for the entire combat

Cast in the Movement Phase.

Caster with formation - Dangerous Spell

Up to 10" away - Deadly Spell

### Remove Spell

This spell removes a target spell that is in play during the End Phase- the most basic of spells, but essential. *May be recast.*

Up to 10" Standard spell

Up to 20" Dangerous Spell

Up to 30" Deadly Spell

### Bring Down the Sky!

The target formation or Personality on their own is struck D6 times in the Shooting phase. Killing Ability 4.

Up to 10" Dangerous Spell

Up to 20" Deadly Spell

Both the above are available to all Orc and Goblin Magic Users and are from the generic list of spells

*We will add more Legends and Spells - please send us your ideas!*

*Finally - apologies the layout needs a bit of work, but I wanted to get the list completed and online  
Cheers - Rob March 2014*



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