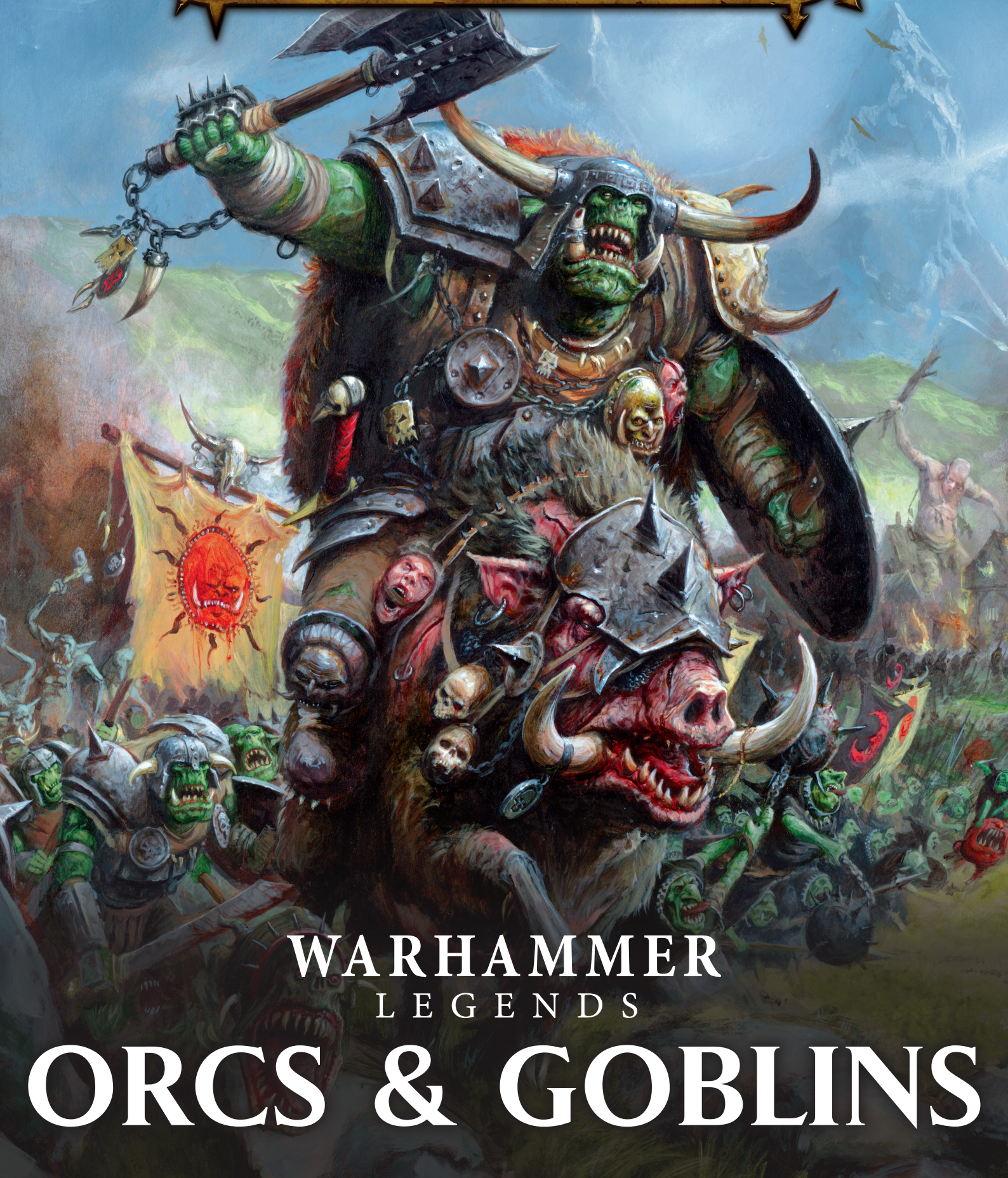


WARHAMMER

AGE OF SIGMAR



WARHAMMER
LEGENDS

ORCS & GOBLINS

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 descendants 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.

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WARSCROLLS

GORBAD IRONCLAW



MELEE WEAPONS

Morglor the Mangler

Giant Tusks

Range

1"

1"

Attacks

5

2

To Hit

3+

4+

To Wound

3+

3+

Rend

-2

-

Damage

D3

1

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

WARSCROLLS

GROM THE PAUNCH



MELEE WEAPONS

Axe of Grom

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

Slasha

1"

2

5+

5+

-

1

Slavering Jaws

1"

6

4+

4+

-

1

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.

KEYWORDS

ORCS & GOBLINS, GOBLIN, HERO, GROM THE PAUNCH

AZHAG THE SLAUGHTERER



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Slagga's Slashas	1"	6	3+	3+	-1	1
Horns, Claws and Teeth	2"	✱	4+	3+	-1	2
Venomous Tail	3"	2	4+	✱	-1	3

DAMAGE TABLE

Wounds Suffered	Move	Horns, Claws and Teeth	Venomous Tail
0-2	12"	6	2+
3-4	10"	5	3+
5-6	8"	4	4+
7-9	6"	3	5+
10+	4"	2	6+

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.

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.

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.

Life Drain: Life Drain has a casting value of 5.

If successfully cast, pick 1 enemy unit within 24" of the caster that is visible to them and roll 2D6. If the roll is greater than that unit's Bravery characteristic, it suffers D3 mortal wounds. If roll is at least double that unit's Bravery characteristic, it suffers D6 mortal wounds instead.

COMMAND 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.

KEYWORDS

ORCS & GOBLINS, ORC, MONSTER, HERO, WIZARD, AZHAG THE SLAUGHTERER

WARSCROLLS

GRIMGOR IRONHIDE



MELEE WEAPONS

Gitsnik

Almighty 'Eadbutt

Range

1"

1"

Attacks

4

1

To Hit

3+

3+

To Wound

3+

4+

Rend

-2

-

Damage

2

D3

DESCRIPTION

Grimgor Ironhide is a named character that is a single model. He is armed with Gitsnik and an Almighty 'Eadbutt.

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 Immortulz: 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

WARSCROLLS

WURRZAG, DA GREAT GREEN PROPHET



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleful Mask	12"	2D6	5+	5+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bonewood Staff	2"	2	4+	3+	-	D3

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.

KEYWORDS

ORCS & GOBLINS, ORC, SAVAGE ORC, HERO, WIZARD, WURRZAG

SKARSNIK, WARLORD OF THE EIGHT PEAKS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skarsnik's Prodder	14"	D6	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skarsnik's Prodder	2"	4	4+	3+	-1	1
Gaping Maw	1"	4	4+	3+	-1	D3

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

Gobbla'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.

Tricky 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.

KEYWORDS

ORCS & GOBLINS, GOBLIN, NIGHT GOBLIN, HERO, SKARSNIK

WARSCROLLS

ORC WARBOSS



MELEE WEAPONS

Orc Hand Weapon(s)

Orc Great Weapon

Battle Standard

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

6

3+

3+

-1

1

1"

3

4+

3+

-2

D3

2"

4

4+

4+

-

1

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

WARSCROLLS

ORC WARBOSS

ON WYVERN



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Orc Hand Weapon	1"	6	3+	3+	-1	1
Horns, Claws and Teeth	2"	✱	4+	3+	-1	2
Venomous Tail	3"	2	4+	✱	-1	3

DAMAGE TABLE

Wounds Suffered	Move	Horns, Claws and Teeth	Venomous Tail
0-2	12"	5	2+
3-4	10"	4	3+
5-6	8"	3	4+
7-8	6"	2	5+
9+	4"	1	6+

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

WARSCROLLS

SAVAGE ORC WARBOSS



MELEE WEAPONS

Orc Great Weapon

Range

2"

Attacks

5

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

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.

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

WARSCROLLS

BLACK ORC WARBOSS



MELEE WEAPONS

Orc Hand Weapon(s)

Orc Great Weapon

Range

1"

1"

Attacks

6

3

To Hit

3+

3+

To Wound

3+

3+

Rend

-1

-2

Damage

1

D3

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

ORCS & GOBLINS, ORC, BLACK ORC, HERO, BLACK ORC WARBOSS

WARSCROLLS

GOBLIN WARBOSS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goblin Hand Weapon(s)	1"	5	3+	4+	-	1
Goblin Great Weapon	1"	3	3+	4+	-1	D3

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.

KEYWORDS

ORCS & GOBLINS, GOBLIN, HERO, WARBOSS

WARSCROLLS

NIGHT GOBLIN WARBOSS



MELEE WEAPONS

Goblin Great Weapon

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Night Goblin Warboss is a single model armed with a Goblin Great Weapon.

ABILITIES

Dead Tricky: 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.

KEYWORDS

ORCS & GOBLINS, GOBLIN, NIGHT GOBLIN, HERO, WARBOSS

ORC GREAT SHAMAN



MELEE WEAPONS

Shaman Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-

Damage

D3

DESCRIPTION

An Orc Great Shaman is a single model armed with a Shaman Staff.

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 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.

KEYWORDS

ORCS & GOBLINS, ORC, HERO, WIZARD, ORC GREAT SHAMAN

WARSCROLLS

ORC GREAT SHAMAN

ON WAR BOAR



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Shaman Staff	2"	1	4+	3+	-	D3
Tusks	1"	2	4+	4+	-	1

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.

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.

KEYWORDS

ORCS & GOBLINS, ORC, HERO, WIZARD, ORC GREAT SHAMAN

SAVAGE ORC GREAT SHAMAN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shaman Staff	2"	2	4+	3+	-1	D3
Orc Hand Weapon	1"	2	4+	4+	-	1
Fanged Maw	1"	D3	4+	5+	-	1

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.

KEYWORDS

ORCS & GOBLINS, ORC, SAVAGE ORC, HERO, WIZARD, SAVAGE ORC GREAT SHAMAN

GOBLIN GREAT SHAMAN



MELEE WEAPONS

Shaman Stick

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-1

Damage

D3

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

NIGHT GOBLIN GREAT SHAMAN



MELEE WEAPONS

Shaman Stick

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-1

Damage

D3

DESCRIPTION

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.

KEYWORDS

ORCS & GOBLINS, GOBLIN, NIGHT GOBLIN, WIZARD, HERO, NIGHT GOBLIN GREAT SHAMAN

WARSCROLLS

ORC BULLY



MELEE WEAPONS

Bully Whip

Range

2"

Attacks

2

To Hit

4+

To Wound

4+

Rend

-

Damage

1

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.

KEYWORDS

ORCS & GOBLINS, ORC, HERO, ORC BULLY

SAVAGE ORC BIG BOSS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Orc Great Weapon	1"	5	3+	3+	-1	2

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.

KEYWORDS

ORCS & GOBLINS, ORC, SAVAGE ORC, HERO, SAVAGE ORC BIG BOSS

WARSCROLLS

BLACK ORC BIG BOSS



MELEE WEAPONS

Orc Hand Weapon(s)

Orc Great Weapon

Range

1"

1"

Attacks

6

3

To Hit

3+

3+

To Wound

3+

3+

Rend

-1

-2

Damage

1

D3

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.

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

WARSCROLLS

SAVAGE ORC SHAMAN



MELEE WEAPONS

Shaman Staff

Range

1"

Attacks

1

To Hit

3+

To Wound

4+

Rend

-

Damage

D3

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:

D6 Result

1-2 Grimdökk Dance: Pick 1 friendly **SAVAGE ORC** model within 10" of this model. Heal D3 wounds allocated to that model.

3-4 Ju-ju Dance: Pick 1 friendly **SAVAGE ORC** unit wholly within 10" of this model. Until the start of your next hero phase, re-roll save rolls of 1 for attacks that target that unit.

5-6 Weird Dance: Pick 1 friendly **SAVAGE ORC WIZARD** within 10" of this model. Until the start of your next hero phase, add 1 to the casting and unbinding rolls for that model.

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.

KEYWORDS

ORCS & GOBLINS, ORC, SAVAGE ORC, HERO, WIZARD, SAVAGE ORC SHAMAN

WARSCROLLS

ORC BOYZ



MELEE WEAPONS

Orc Hand Weapon(s)

Orc Spear

Range

1"

2"

Attacks

1

1

To Hit

4+

4+

To Wound

4+

4+

Rend

-1

-

Damage

1

1

DESCRIPTION

A unit of Orc Boyz has any number of models. The unit is armed with one 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.

KEYWORDS

ORCS & GOBLINS, ORC, ORC BOYZ

WARSCROLLS

ORC ARRER BOYZ



MISSILE WEAPONS

Orc Bow

Range

18"

Attacks

1

To Hit

5+

To Wound

4+

Rend

-

Damage

1

MELEE WEAPONS

Orc Hand Weapon

Range

1"

Attacks

1

To Hit

4+

To Wound

5+

Rend

-

Damage

1

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.

KEYWORDS

ORCS & GOBLINS, ORC, ORC ARRER BOYZ

WARSCROLLS

SAVAGE ORCS



MELEE WEAPONS

Orc Hand Weapon(s)

Orc Spear

Big Stabba

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

3+

-

1

2"

1

4+

4+

-

1

2"

2

4+

3+

-1

3

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.

KEYWORDS

ORCS & GOBLINS, ORC, SAVAGE ORCS

WARSCROLLS

GOBLINS



MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
16"	1	5+	5+	-	1

MELEE WEAPONS

Goblin Hand Weapon	1"	1	5+	5+	-	1
Goblin Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Goblins has any number of models. The unit is armed with one 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.

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.

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.

KEYWORDS

ORCS & GOBLINS, GOBLIN, GOBLINS

GOBLIN WOLF RIDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goblin Bow	16"	2	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goblin Hand Weapon	1"	1	5+	5+	-	1
Goblin Spear	2"	1	5+	4+	-	1
Slavering Jaws	1"	2	4+	4+	-	1

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.

KEYWORDS

ORCS & GOBLINS, GOBLIN, GOBLIN WOLF RIDERS

WARSCROLLS

NIGHT GOBLINS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goblin Bow	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Net	2"	3	4+	5+	-	1
Goblin Hand Weapon	1"	1	4+	4+	-	1
Goblin Spear	2"	1	5+	4+	-	1
Slitta	1"	1	5+	5+	-	1

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.

KEYWORDS

ORCS & GOBLINS, GOBLIN, NIGHT GOBLIN

FOREST GOBLIN SPIDER RIDERS



MISSILE WEAPONS

Goblin Bow

Range

16"

Attacks

2

To Hit

5+

To Wound

5+

Rend

-

Damage

1

MELEE WEAPONS

Goblin Spear

Range

2"

Attacks

1

To Hit

5+

To Wound

4+

Rend

-

Damage

1

Fangs

1"

2

4+

4+

-

1

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.

KEYWORDS

ORCS & GOBLINS, GOBLIN, FOREST GOBLIN, FOREST GOBLIN SPIDER RIDERS

WARSCROLLS

BLACK ORCS



MELEE WEAPONS

Orc Hand Weapon(s)
Orc Great Weapon

Range

1"
1"

Attacks

2
2

To Hit

4+
4+

To Wound

3+
3+

Rend

-
-1

Damage

1
1

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**.

KEYWORDS

ORCS & GOBLINS, ORC, BLACK ORC

WARSCROLLS

ORC BOAR BOYZ



MELEE WEAPONS

Orc Hand Weapon

Orc Spear

Tusks

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

4+

-1

1

2"

1

4+

4+

-

1

1"

2

4+

4+

-

1

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.

KEYWORDS

ORCS & GOBLINS, ORC, ORC BOAR BOYZ

SAVAGE ORC BOAR BOYZ



MELEE WEAPONS

Orc Hand Weapon(s)

Orc Spear

Tusks

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

3+

-

1

2"

1

4+

4+

-

1

1"

2

4+

4+

-

1

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.

KEYWORDS

ORCS & GOBLINS, ORC, SAVAGE ORC, SAVAGE ORC BOAR BOYZ

WARSCROLLS

ORC BOAR CHARIOTS



MELEE WEAPONS

Orc Spears
Tusks

Range

2"
1"

Attacks

2
4

To Hit

4+
4+

To Wound

4+
4+

Rend

-
-

Damage

1
1

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.

KEYWORDS

ORCS & GOBLINS, ORC, ORC BOAR CHARIOTS

WARSCROLLS

GOBLIN WOLF CHARIOTS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Goblin Bow	16"	2	5+	5+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Slavering Jaws	1"	4	4+	4+	-	1
Goblin Hand Weapons	1"	3	5+	5+	-	1

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.

KEYWORDS

ORCS & GOBLINS, GOBLIN, GOBLIN WOLF CHARIOTS

WARSCROLLS

GOBLIN SPEAR CHUKKA



MISSILE WEAPONS

Chukkin' Spears

Range

36"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-2

Damage

D3

MELEE WEAPONS

Improvised Weapons

Range

1"

Attacks

3

To Hit

5+

To Wound

5+

Rend

-

Damage

1

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.

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

NIGHT GOBLIN SQUIG HOPPERS



MELEE WEAPONS

Goblin Hand Weapon

Fang-filled Gob

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

5+

5+

-

1

1"

2

4+

3+

-1

1

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.

KEYWORDS

ORCS & GOBLINS, SQUIG, GOBLIN, NIGHT GOBLIN, NIGHT GOBLIN SQUIG HOPPERS

WARSCROLLS

NIGHT GOBLIN SQUIG HERD



MELEE WEAPONS

Fang-filled Gob

Squig Prodder

Range

1"

1"

Attacks

2

2

To Hit

4+

5+

To Wound

3+

5+

Rend

-1

-

Damage

1

1

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

WARSCROLLS

SNOTLINGS



MISSILE WEAPONS

Explodin' Spores

Range

6"

Attacks

4

To Hit

5+

To Wound

6+

Rend

-1

Damage

1

MELEE WEAPONS

Snotling Sticks

Range

1"

Attacks

5

To Hit

5+

To Wound

6+

Rend

-

Damage

1

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.

KEYWORDS

ORCS & GOBLINS, SNOTLING

WARSCROLLS

TROLLS



MISSILE WEAPONS

Troll Vomit

Range

6"

Attacks

1

To Hit

3+

To Wound

3+

Rend

-2

Damage

D3

MELEE WEAPONS

Troll Club

Range

2"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-1

Damage

2

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.

KEYWORDS

ORCS & GOBLINS, TROLL

WARSCROLLS

GOBLIN ROCK LOBBER



MISSILE WEAPONS

Big Rocks

Range

6-40"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-2

Damage

3

MELEE WEAPONS

Improvised Weapons

Range

1"

Attacks

3

To Hit

5+

To Wound

5+

Rend

-

Damage

1

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**.

KEYWORDS

ORCS & GOBLINS, GOBLIN ROCK LOBBER

DOOM DIVER CATAPULT



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Divin' Goblins	6-40"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Improvised Weapons	1"	4	5+	5+	-	1

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**.

WARSCROLLS

SNOTLING PUMP WAGON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Explodin' Spores	6"	4	5+	6+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ram Spikes and Scythed Wheels	1"	D6	5+	4+	-	1
Snotling Sticks	1"	5	5+	6+	-	1

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.

KEYWORDS

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

ARACHNAROK SPIDER



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Flinger	36"	1	See below			
Goblin Bows	16"	8	5+	5+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Chitinous Legs	3"	✱	4+	3+	-1	1
Monstrous Fangs	1"	4	✱	3+	-1	D3
Goblin Spears	1"	8	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Chitinous Legs	Monstrous Fangs
0-3	8"	8	2+
4-6	7"	7	3+
7-9	6"	6	3+
10-12	5"	5	4+
13+	4"	4	4+

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.

KEYWORDS

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

WARSCROLLS

MANGLER SQUIGS



MELEE WEAPONS

Huge Fang-filled Gobs
Balls and Chains
Bashin' Stikks

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	✱	3+	-1	D6
2"	✱	3+	3+	-2	D3
1"	4	4+	4+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Huge Fang-filled Gobs	Balls and Chains
0-2	3D6"	3+	7
3-4	2D6"	4+	6
5-7	D6"	5+	5
8-9	2D6"	4+	6
10+	3D6"	3+	7

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.

KEYWORDS

ORCS & GOBLINS, SQUIG, GOBLIN, NIGHT GOBLIN, MONSTER, MANGLER SQUIGS

WARSCROLLS

STONE TROLLS



MELEE WEAPONS

Massive Stone Maul

Range

2"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-2

Damage

3

DESCRIPTION

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

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

WARSCROLLS

RIVER TROLLS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Vomit	6"	1	2+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spiked Club	2"	4	3+	3+	-1	2

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.

KEYWORDS

ORCS & GOBLINS, TROLL, RIVER TROLLS

WARSCROLLS

GIANT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
'Eadbutt	1"	1	4+	3+	-3	*
Massive Club	3"	*	3+	3+	-1	1
Mighty Kick	2"	1	3+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	'Eadbutt	Massive Club
0-2	8"	D6	3D6
3-4	6"	D6	2D6
5-7	5"	D3	2D6
8-9	4"	D3	D6
10+	3"	1	D6

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.

KEYWORDS

ORCS & GOBLINS, GIANT, MONSTER

NIGHT GOBLIN FANATICS



MELEE WEAPONS

Ball and Chain

Range

1"

Attacks

D6

To Hit

4+

To Wound

3+

Rend

-2

Damage

D3

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

WARSCROLLS

NASTY SKULKERS



MELEE WEAPONS

Goblin Hand Weapons

Range

1"

Attacks

2

To Hit

5+

To Wound

5+

Rend

-1

Damage

1

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).

KEYWORDS

ORCS & GOBLINS, GOBLIN, NASTY SKULKERS