



ORCS & GOBLINS



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

Nothing slaps a grin onto a greenskin's face like a good bit of smashing stuff up. Whether thuggish orruks or sneaky grots, drunken gargants or dumb-as-rock troggoths, all live for the day the Great Waaagh! is declared.

Part holy crusade, part anarchic riot, the Great Waaagh! sweeps across the realms laying waste to all in its path. So do the greenskins worship Gorkamorka, through total destruction and indiscriminate mayhem.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



GORBAD IRONCLAW



MELEE WEAPONS

Morglor the Mangler
Gnarla's Giant Tusks

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	3+	3+	-2	D3
1"	2	4+	3+	-	1

DESCRIPTION

Gorbad Ironclaw is a single model. He is armed with a mighty axe named Morglor the Mangler. He rides Gnarla, a war boar of prodigious size, might and flatulence, who gores the enemy with his Giant Tusks.

ABILITIES

Greenskinz are da Best: You can re-roll wound rolls of 1 for **GREENSKINZ** from your army that are within 6" of Gorbad Ironclaw when they attack in the combat phase.

COMMAND ABILITY

Da Great Leader: If Gorbad Ironclaw uses this ability, all other **GREENSKINZ** from your army add 2 to their Bravery whilst they are within 16" of him. In addition, you can re-roll wound rolls of 1 for these units if they are within 16" of him when they attack in the combat phase. This ability lasts until your next hero phase.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, HERO, ORC WARBOSS, GORBAD IRONCLAW

AZHAG THE SLAUGHTERER



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

Wounds Suffered	DAMAGE TABLE		
	Move	Horns, Claws and Teeth	Barbed, 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 single model. Azhag is armed with Slagga's Slashas and wears the Crown of Sorcery. He rides upon the great Wyvern, Skullmuncha, who attacks with his Horns, Claws and Teeth as well as with powerful sweeps of his Barbed, Venomous Tail.

FLY

Azhag the Slaughterer can Fly.

ABILITIES

Agonising Venom: If an enemy model suffers a wound from Skullmuncha's Barbed, Venomous Tail, but is not slain, roll a dice at the end of the turn. On a 4 or more, that model suffers a mortal wound as it doubles over in violent paroxysms.

Slagga's Slashas: You can re-roll failed hit rolls when Azhag fights with Slagga's Slashas.

MAGIC

The Crown of Sorcery speaks to Azhag with a voice as dry as the grave. Azhag the Slaughterer is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Life Drain spells.

LIFE DRAIN

As Azhag opens his maw an ancient, un-Orcish voice speaks forth and the souls of the foe are snuffed out. Life Drain has a casting value of 5. If successfully cast, pick a visible enemy unit within 24" and roll two dice. If the total score is greater than the chosen unit's Bravery, it suffers D3 mortal wounds. If the total score is at least double that unit's Bravery, it suffers D6 mortal wounds instead.

COMMAND ABILITY

Get on Wiv It!: If Azhag the Slaughterer uses this ability, select a single unit of **ORRUKS** within 18". Until your next hero phase you can add 1 to all hit, run and charge rolls made by this unit.

KEYWORDS

DESTRUCTION, ORRUK, WYVERN, GREENSKINZ, MONSTER, HERO, WIZARD, ORC WARBOSS, AZHAG THE SLAUGHTERER

ORC WARBOSS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Choppa	1"	6	3+	3+	-1	1
Massive Choppa	1"	3	4+	3+	-2	D3
Great Waaagh! Banner	2"	4	4+	4+	-	1
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

An Orc Warboss is a single model. Some Orc Warbosses are armed with a Boss Choppa and a Boss Shield, while others wield a pair of Boss Choppas. Some instead enter battle with a single Massive Choppa or a Great Waaagh! Banner.

WAR BOAR

Some Orc Warbosses ride to battle on War Boars; these models have Move 9" instead of 5" and gain the War Boar's Tusks attack.

ABILITIES

Choppa Boss: Orc Warbosses can carve their way through even more foes when they wield a pair of Boss Choppas. These Bosses make 8 attacks, instead of 6.

Great Waaagh! Banner: An Orc Warboss with a Great Waaagh! Banner gains the **TOTEM** keyword. You can re-roll all wound rolls of 1 for **ORRUK** units from your army that are within 16" of a Great Waaagh! Banner when they attack in the combat phase.

Boss Shield: You can re-roll all failed save rolls for an Orc Warboss with a Boss Shield.

COMMAND ABILITY

Waaagh!: If an Orc Warboss uses this ability, then all **ORRUK** units from your army that are within 12" of him when they attack in your next combat phase are frenzied. All models in these units make 1 extra attack with all of their melee weapons.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, HERO, ORC WARBOSS

ORC WARBOSS ON WYVERN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boss Choppa	1"	6	3+	3+	-1	1
Wyvern's Horns, Claws and Teeth	2"	✱	4+	3+	-1	2
Wyvern's Barbed, Venomous Tail	3"	2	4+	✱	-1	3

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

DESCRIPTION

An Orc Warboss on a Wyvern is a single model. The Orc Warboss is armed with a Boss Choppa and a Boss Shield. He rides upon a Wyvern who attacks with its Horns, Claws and Teeth as well as with powerful sweeps of its Barbed, Venomous Tail.

FLY

An Orc Warboss on Wyvern can Fly.

ABILITIES

Agonising Venom: If an enemy model suffers a wound from a Wyvern's barbed, venomous tail, but is not slain, roll a dice at the end of the turn. On a 4 or more, that model suffers a mortal wound as it doubles over in violent paroxysms.

Boss Shield: You can re-roll all failed save rolls for an Orc Warboss on Wyvern.

COMMAND ABILITY

Waaagh!: If an Orc Warboss on Wyvern uses this ability, then all **ORRUK** units from your army that are within 12" of him when they attack in your next combat phase are frenzied. All models in these units make 1 extra attack with all of their melee weapons.

KEYWORDS

DESTRUCTION, ORRUK, WYVERN, GREENSKINZ, MONSTER, HERO, ORC WARBOSS

ORC GREAT SHAMAN



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Totemic Staff	2"	1	4+	3+	-	D3
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

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

WAR BOAR

Some Orc Great Shamans ride to battle on War Boars; these models have Move 9" instead of 5" and gain the War Boar's Tusk attack.

ABILITIES

Waaagh! Energy: Add 1 to casting rolls made by an Orc Great Shaman that is within 8" of 20 or more **ORRUK** models.

MAGIC

An Orc Great Shaman is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. An Orc Great Shaman knows the Arcane Bolt, Mystic Shield and Gaze of Mork spells.

GAZE OF MORK

As the Shaman chants and thrusts his head forward, beams of green energy blast outwards to smash into his victims. Gaze of Mork has a casting value of 6. If successfully cast, select up to 3 visible enemy units within 20". Roll a dice for each unit chosen; on a 1 it escapes unharmed, on a 2-5 it suffers 1 mortal wound, and on a 6 it suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, HERO, WIZARD, ORC GREAT SHAMAN

ORC BULLY



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bully's Whip	2"	2	4+	4+	-	1

DESCRIPTION

An Orc Bully is a single model. He is armed with a Bully's Whip, which he uses to encourage (or simply beat) Goblin War Machine crews to work faster.

ABILITIES

Get Back to Work, Maggots!: Snivelling grots are unlikely to run away when an Orc Bully is looming over them barking orders. You do not have to take battleshock tests for any units of **GROT CREW** that are within 3" of this model in the battleshock phase.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, HERO, ORC BULLY

ORCS



MELEE WEAPONS

Choppa

Pigstikka Spear

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

4+

-1

1

2"

1

4+

4+

-

1

DESCRIPTION

A unit of Orcs has 10 or more models. Units of Orcs are armed either with Choppas or Pigstikka Spears, and carry Waaagh! Shields. Some units of Orcs are instead armed with a pair of Choppas.

ORC BOSS

The leader of this unit is an Orc Boss. An Orc Boss makes 2 attacks rather than 1.

WAAAGH! DRUMMER

Models in this unit may be Waaagh! Drummers. You can add 2 to the charge rolls of a unit that includes any Waaagh! Drummers, but only if you bellow 'Waaagh!' when rolling the dice.

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either an Orc Banner or a Skull Icon.

ABILITIES

Orc Banner: You can add 2 to the Bravery of all models in a unit that includes any Orc Banners as long as there is an enemy model within 3" of the unit.

Skull Icon: If a model flees from a unit that includes any Skull Icons, roll a dice; on a 6 the Icon Bearer thumps some courage back into the cowardly Orc – he returns to the fight and doesn't flee.

Choppas: Wielding two weapons gives an Orc a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Choppas.

Mob Rule: Orcs make 1 extra attack with their melee weapons if their unit has 20 or more models.

Waaagh! Shield: You can re-roll save rolls for a unit with Waaagh! Shields in the combat phase.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, ORCS

ORC ARRER BOYZ



MISSILE WEAPONS

Orc Bow

MELEE WEAPONS

Cutta

Range

Attacks

To Hit

To Wound

Rend

Damage

18"

1

5+

4+

-

1

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

5+

-

1

DESCRIPTION

A unit of Orc Arrer Boyz has 3 or more models. Units of Orc Arrer Boyz are armed with Orc Bows and Cuttas.

ABILITIES

Ready Boyz! Aim! Fire!: You can add 1 to the hit rolls of Orc Bows if the unit using them is more than 3" away from any enemy units, and did not move in the preceding movement phase.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, ORC ARRER BOYZ

ORC BOAR BOYZ



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Choppa	1"	1	4+	4+	-1	1
Pigstikka Spear	2"	1	4+	4+	-	1
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Orc Boar Boyz has 5 or more models. Units are armed with either Choppas or Pigstikka Spears, and carry Tusker Shields. They ride upon foul-tempered War Boars that gore the foe with their sharp Tusks.

ORC BOAR BOY BOSS

The leader of this unit is an Orc Boar Boy Boss. An Orc Boar Boy Boss makes 2 attacks rather than 1 with his Choppa or Pigstikka Spear.

GLYPH BEARER

Models in this unit may be Glyph Bearers. You can add 2 to the Bravery of all models in a unit that includes any Glyph Bearers as long as there is an enemy model within 3" of the unit.

WAAAGH! HORNS

Models in this unit may carry Waaagh! Horns. You can add 2 to the charge rolls of a unit that includes any Waaagh! Horns, but only if you bellow 'Waaagh!' when rolling the dice.

ABILITIES

Tusker Charge: You can re-roll failed wound rolls when attacking with a War Boar's Tusks if its unit charged in the same turn.

Tusker Shield: You can re-roll save rolls for a unit with Tusker Shields in the combat phase.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, ORC BOAR BOYZ

ORC BOAR CHARIOTS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Pigstikka Spears	2"	2	4+	4+	-	1
War Boars' Tusks	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Orc Boar Chariots can have any number of models. Each chariot has a Crew of Orcs armed with Pigstikka Spears. The ramshackle chariots have Scythed Wheels and are drawn into battle by War Boars that bite and gore the foe with their sharp Tusks.

ABILITIES

Scythed Wheels: Roll a dice after an Orc Boar Chariot has successfully charged during its turn: on a 4 or more it inflicts D3 mortal wounds on an enemy unit within 1".

Tusker Charge: You can re-roll failed wound rolls when attacking with a War Boar's Tusks if its unit charged in the same turn.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, ORC BOAR CHARIOTS

RUGLUD'S ARMoured ORCS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Orc Crossbow	12"	1	5+	3+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Cutta	1"	1	4+	5+	-	1

DESCRIPTION

Ruglud's Armoured Orcs is a unit of 10 or more models. They are armed with Orc Crossbows and Cuttas.

RUGLUD

The leader of this unit is Ruglud. He has a Wounds characteristic of 3 instead of 1, and makes 2 attacks with his Cutta instead of 1, which wound on a 3+ instead of a 5+.

MAGGOT

The idol bearer of this unit is the lucky Maggot. Add 1 to the Bravery of all models in a unit that includes Maggot. Roll a dice whenever Maggot suffers a wound or a mortal wound; on a 4 or more it is negated.

WAAAGH! DRUMMER

Models in this unit may be Waaagh! Drummers. You can add 2 to the charge rolls of a unit that includes any Waaagh! Drummers, but only if you bellow 'Waaagh!' when rolling the dice.

ABILITIES

Shoot 'em Again, Boyz!: So long as Ruglud is alive you can shoot twice with this unit if it is more than 3" away from any enemy units, and did not move in the preceding movement phase.

KEYWORDS

DESTRUCTION, ORRUK, GREENSKINZ, RUGLUD'S ARMoured ORCS

GRIMGOR IRONHIDE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gitsnik	1"	4	3+	3+	-2	2

	Range	Attacks	To Hit	To Wound	Rend	Damage
Almighty 'Eadbutt	1"	1	3+	4+	-	D3

DESCRIPTION

Grimgor Ironhide is a single model. He is armed with his axe, Gitsnik, and can bash his enemies with an Almighty 'Eadbutt.

ABILITIES

I'm Da Best: You can add 1 to all the hit rolls for Grimgor Ironhide if he is within 10" of any other **ORRUK HERO** from your army in the combat phase.

Da Immortulz: If you set-up Grimgor Ironhide within 3" of a unit of **BLACK ORCS**, that unit is Da Immortulz. You can re-roll hit rolls of 1 when attacking with Da Immortulz.

COMMAND ABILITY

Everyone Fights, or Else!: If Grimgor Ironhide uses this ability, then until your next hero phase you can add 1 to all hit rolls for **ORRUK** models from your army that are within 10" of him when they attack in the combat phase.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAW, HERO, BLACK ORC BIG BOSS, GRIMGOR IRONHIDE

BLACK ORC BIG BOSS



MELEE WEAPONS

Deff Choppa

Slaughter-choppa

Range

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. Some Black Orc Big Bosses are armed with a Deff Choppa and a Tusker Shield, while others wield a pair of Deff Choppas. Some Black Orc Big Bosses instead enter battle with a single Slaughter-choppa.

ABILITIES

Tusker Shield: You can re-roll save rolls for a Black Orc Big Boss with a Tusker Shield in the combat phase.

I'm Da Best: You can add 1 to all the hit rolls for a Black Orc Big Boss if it is within 10" of any other **ORRUK HERO** from your army in the combat phase.

Chop, Chop, Chop: Black Orc Big Bosses can carve their way through even more foes when they wield a pair of Deff Choppas. These Bosses make 1 extra attack each time you roll a hit roll of 6.

COMMAND ABILITY

Keepin' Order: If a Black Orc Big Boss uses this ability, all **IRONJAW** units from your army that are within 5" of him when they fail a battleshock test suffer 1 mortal wound, but are then considered to have passed the test. This ability lasts until your next hero phase.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAW, HERO, BLACK ORC BIG BOSS

BLACK ORCS



MELEE WEAPONS

Array of Kill-choppas

Range

1"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Black Orcs has 5 or more models. They are armed to da teef with a huge array of their favourite weaponry, collectively called Kill-choppas.

WAAAGH! DRUMMER

Models in this unit may be Waaagh! Drummers. You can add 2 to the charge rolls of a unit that includes any Waaagh! Drummers, but only if you bellow 'Waaagh!' when rolling the dice.

BLACK ORC BOSS

The leader of this unit is a Black Orc Boss. He makes 3 attacks rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either an Orc Banner or an Icon of Mork (or possibly Gork).

ABILITIES

Orc Banner: You can add 2 to the Bravery of all models in a unit that includes any Orc Banners as long as there is an enemy model within 3" of the unit.

Icon of Mork (or possibly Gork): If a model flees from a unit that includes any of these Icons, roll a dice; on a 6 the Icon Bearer thumps some courage back into the cowardly Orc – he returns to the fight and doesn't flee.

We's da Best: You can add 1 to all the hit rolls for models in this unit if it is within 6" of any **BLACK ORC BIG BOSSES** from your army in the combat phase.

KEYWORDS

DESTRUCTION, ORRUK, IRONJAW, BLACK ORCS

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 single model. He carries the Bonewood Staff and wears the Baleful Mask, which shoots green bolts of purest spite. Wurrzag is also accompanied by a Squiggly Beast.

ABILITIES

Warpaint: Roll a dice whenever Wurrzag suffers a wound or a mortal wound. On a 6 that wound is negated.

Squiggly Beast: This odd beast was once a Shaman that was transformed by Wurrzag. You can add 1 to any casting and unbinding rolls that Wurrzag makes.

MAGIC

Wurrzag is a wizard. He can attempt to cast two different spells in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. Wurrzag knows the Arcane Bolt, Mystic Shield and Wurrzag's Revenge spells.

WURRZAG'S REVENGE

With a furious frown and a snap of his fingers, Wurrzag turns his rivals into squig-like beasts. Wurrzag's Revenge has a casting value of 6. If successfully cast, you can select a **WIZARD** within 12" and roll a dice. On a 1 that **WIZARD** suffers a mortal wound, on a 2-5 it suffers D3 mortal wounds and on a 6 it suffers D6 mortal wounds. If a **WIZARD** is slain by Wurrzag's Revenge, you can replace it with a single **CAVE SQUIG** under your control.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTAS, HERO, WIZARD, WURRZAG

SAVAGE ORC WARBOSS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Granite Choppa	1"	7	4+	3+	-1	1
Stonecleava	2"	4	4+	3+	-2	D3
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

A Savage Orc Warboss is a single model. Some Savage Orc Warbosses are armed with a single massive Stonecleava. Others instead enter battle with a Granite Choppa and a Bone Shield, while others still wield a pair of Granite Choppas.

WAR BOAR

Some Savage Orc Warbosses ride to battle on War Boars; these have Move 9" instead of 5" and gain the War Boar's Tusks attack.

ABILITIES

Warpaint: Roll a dice whenever a Savage Orc Warboss suffers a wound or a mortal wound. On a 6 that wound is negated.

Granite Choppas: Wielding two weapons gives a Savage Orc Warboss a better chance of landing a blow. You can re-roll failed hit rolls for a Savage Orc Warboss attacking with two Granite Choppas.

Bone Shield: You can re-roll all failed save rolls for a Warboss with a Bone Shield.

COMMAND ABILITY

More Choppin!: If a Savage Orc Warboss uses this ability, you can select a **BONESPLITTAS** unit within 14" of him. Until your next hero phase, whenever you roll a 6 to hit for a model in that unit, it can immediately make one extra attack using the same weapon.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTAS, HERO, SAVAGE ORC WARBOSS

SAVAGE ORC SHAMAN



MELEE WEAPONS

Totemic Bone-staff
War Boar's Tusks

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

DESCRIPTION

A Savage Orc Shaman is a single model. He is armed with a Totemic Bone-staff.

WAR BOAR

Some Savage Orc Shamans ride to battle on War Boars; these have Move 9" instead of 5" and gain the War Boar's Tusks attack.

ABILITIES

Waaagh! Energy: Add 1 to casting rolls made by a Savage Orc Shaman that is within 8" of 20 or more **ORRUKS**.

Warpaint: Roll a dice whenever a Savage Orc Shaman suffers a wound or a mortal wound. On a 6 that wound is negated.

MAGIC

A Savage Orc Shaman is a wizard. He can attempt to cast one spell in each of your

own hero phases, and attempt to unbind one spell in each enemy hero phase. A Savage Orc Shaman knows the Arcane Bolt, Mystic Shield and Foot of Gork spells.

FOOT OF GORK

Foot of Gork has a casting value of 6. If successfully cast, select a visible unit within 18"; inflict D3 mortal wounds on that unit. Then roll a dice – on a 4 or more Gork stomps again! Inflict another D3 mortal wounds on that unit.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTAS, HERO, WIZARD, SAVAGE ORC SHAMAN

SAVAGE ORCS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Feral Bow	18"	1	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stone Choppa	1"	1	4+	4+	-1	1
Flint Spear	2"	1	4+	4+	-	1
Bone Shiv or Gnarled Fist	1"	1	4+	5+	-	1
Big Stabba	2"	2	4+	3+	-1	3

DESCRIPTION

A unit of Savage Orcs has 10 or more models. Some units of Savage Orcs fight with Stone Choppas while others fight with Flint Spears. These units also carry either Bone Shivs to make themselves even more fighty, or Crude Shields for much needed protection in combat.

Some units of Savage Orcs are instead armed with Feral Bows. These units are also equipped with either Stone Choppas, to hack the foe apart up close, or fistfuls of Extra Arrows to make themselves dead shooty; Savage Orcs with Extra Arrows simply punch anything that gets too close with their Gnarled Fists.

For every ten Savage Orcs in the unit, two may carry a Big Stabba between them.

BIG STABBA

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

SAVAGE ORC BOSS

The leader of this unit is a Savage Orc Boss. Add 1 to hit rolls for this model.

ICON BEARER

Models in this unit may be Icon Bearers. You can add 2 to the Bravery of all models in a unit that includes any Icon Bearers if there is an enemy model within 3".

SKULL BASHERS

Models in this unit may be Skull Bashers. You can add 2 to the charge rolls of a unit that includes any Skull Bashers, but only if you bellow 'Waaagh!' when rolling the dice.

ABILITIES

Loadsa Arrers: You can add 1 to the hit rolls of Savage Orcs with Extra Arrows in the shooting phase so long as there are no enemy models within 3" of their unit and they did not move in their preceding movement phase.

Crude Shield: You can re-roll save rolls for a unit with Crude Shields in the combat phase.

Frenzied Mob: You can re-roll failed hit rolls for a Savage Orc if its unit has 20 or more models.

Warpaint: Roll a dice whenever a Savage Orc suffers a wound or a mortal wound. On a 6 that wound is negated.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTAS, SAVAGE ORCS

SAVAGE ORC BOAR BOYZ



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Crude Choppa	1"	1	4+	4+	-1	1
Flint Spear	2"	1	4+	4+	-	1
War Boar's Tusks	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Savage Orc Boar Boyz has 5 or more models. Units are armed with either Crude Choppas or Flint Spears, and carry Crude Shields. Some units instead carry a pair of Crude Choppas. They ride War Boars that attack with sharp Tusks.

SAVAGE ORC BOAR BOY BOSS

A Savage Orc Boar Boy Boss leads this unit. Add 1 to hit rolls for this model.

ICON BEARER

Models in this unit may be Icon Bearers. You can add 2 to the Bravery of all models in a unit that includes any Icon Bearers if there is an enemy model within 3".

TRIBAL DRUMMER

Models in this unit may be Tribal Drummers. You can add 2 to the charge rolls of a unit that includes any Tribal Drummers, but only if you bellow 'Waaagh!' when rolling the dice.

ABILITIES

Crude Shield: You can re-roll save rolls for a unit with Crude Shields in the combat phase.

Crude Choppas: Wielding two weapons gives a Savage Orc Boar Boy a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Crude Choppas.

Tusker Charge: You can re-roll failed wound rolls when attacking with a War Boar's Tusks if its unit charged in the same turn.

Warpaint: Roll a dice whenever a Savage Orc Boar Boy suffers a wound or a mortal wound. On a 6 that wound is negated.

KEYWORDS

DESTRUCTION, ORRUK, BONESPLITTAS, SAVAGE ORC BOAR BOYZ

GROM THE PAUNCH



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Axe of Grom	1"	3	3+	3+	-1	D3
Niblet's Slasha	1"	2	5+	5+	-	1
Giant Wolves' Slavering Jaws	1"	6	4+	4+	-	1

DESCRIPTION

Grom the Paunch is a single model. Grom is armed with the Axe of Grom and his assistant, Niblet, is armed with a Slasha and carries the Lucky Banner. Grom and Niblet ride to battle on a great chariot pulled by a trio of Giant Wolves, who attack with their Slavering Jaws.

ABILITIES

Fat on Troll Flesh: Ever since Grom ate a portion of raw Troll flesh he has gained the ability to regenerate wounds. Roll a dice in each of your hero phases. On a 4 or more Grom heals a single wound.

Da Lucky Banner: Roll a dice whenever Grom the Paunch suffers a wound or a mortal wound. On a 6, that wound or mortal wound is negated.

COMMAND ABILITY

Grom's Waaagh!: If Grom the Paunch uses this ability, then until your next hero phase you can re-roll all failed hit rolls for **GITMOB** units from your army that are within 10" of Grom when they attack in the combat phase.

KEYWORDS

DESTRUCTION, GROT, GITMOB, HERO, GOBLIN WARBOSS, GROM THE PAUNCH

GOBLIN WARBOSS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Git-cutta	1"	5	3+	4+	-	1
Git-slicer	1"	3	3+	4+	-1	D3
Giant Wolf's Slaving Jaws	1"	2	4+	4+	-	1

DESCRIPTION

A Goblin Warboss is a single model. Many Goblin Warbosses are armed with a Git-cutta and a Git Shield, while others wield a pair of Git-cuttas. Some Goblin Warbosses instead enter battle with a single Git-slicer.

GIANT WOLVES

Goblin Warbosses often ride to battle on giant wolves; these Warbosses have Move 12" instead of 5" and gain the Giant Wolf's Slaving Jaws attack.

ABILITIES

Kunnin' (or just Lucky): Roll a dice whenever a Goblin Warboss suffers a wound or mortal wound and another unit from your army is within 3". On a 5 or more you may negate the wound, but if you do the nearest unit from your army suffers a mortal wound.

Git Shield: You can re-roll failed save rolls for a Goblin Warboss with a Git Shield.

Git-cuttas: Wielding two weapons gives a Goblin Warboss a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Git-cuttas.

COMMAND ABILITY

Wot I Sez Goes, Now Get 'em!: If a Goblin Warboss uses this ability, you can select a **GITMOB** unit within 10". Until your next hero phase, add 1 to the unit's Bravery and 1 to the Attacks of all of their melee weapons.

KEYWORDS

DESTRUCTION, GROT, GITMOB, HERO, GOBLIN WARBOSS

GOBLIN SHAMAN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shaman Stick	2"	1	4+	4+	-1	D3
Giant Wolf's Slaving Jaws	1"	2	4+	4+	-	1

DESCRIPTION

A Goblin Shaman is a single model. He is armed with a Shaman Stick.

GIANT WOLVES

Some Goblin Shamans ride to battle on Giant Wolves; they have Move 12" instead of 5" and gain the Giant Wolf's Slaving Jaws attack.

ABILITIES

Kunnin' (or just Lucky): Roll a dice whenever a Goblin Shaman suffers a wound or a mortal wound and a friendly unit is within 3". On a 5+ you may negate the wound, but if you do the nearest friendly unit suffers a mortal wound.

MAGIC

A Goblin Shaman is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. A Goblin Shaman knows the Arcane Bolt, Mystic Shield and Sneaky Stabbin' spells.

SNEAKY STABBIN'

Sneaky Stabbin' has a casting value of 7. If successfully cast, you can choose one **GITMOB** unit within 16". Until your next hero phase, whenever that unit attacks, their weapons seek their enemies' weak points: add 1 to their wound rolls and increase the Rend characteristics of their weapons by 1 (i.e. '-' becomes -1, -1 becomes -2 and so on).

KEYWORDS

DESTRUCTION, GROT, GITMOB, HERO, WIZARD, GOBLIN SHAMAN

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
--	-------	---------	--------	----------	------	--------

Slasha

1"

1

5+

5+

-

1

Jabbin' Spear

2"

1

5+

4+

-

1

DESCRIPTION

A unit of Goblins has 10 or more models. Some units of Goblins are armed with Jabbin' Spears and Gobbo Shields, while others go to war armed with Goblin Bows and Slashas.

GOBLIN BOSS

The leader of this unit is a Goblin Boss. A Goblin Boss makes 2 attacks when fighting with a Goblin Bow or a Jabbin' Spear, rather than 1.

FLAG WAVER

Models in this unit may be Flag Wavers. You can add 2 to the Bravery of all models in a unit that includes any Flag Wavers as long as there are no enemy models within 3" of the unit.

HORNBLOWER

Models in this unit may be Hornblowers. Add 2 to the run rolls of a unit that includes any Hornblowers.

ABILITIES

Gobbo Shield: If a unit with Gobbo Shields has 10 or more models, it has save of 5+.

Unruly Rabble: You can add 1 to all hit rolls for Goblins if their unit has 20 or more models. If the unit has 30 or more models, you can add 2 to all these hit rolls instead.

KEYWORDS

DESTRUCTION, GROT, GITMOB, GOBLINS

GOBLIN WOLF RIDERS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
--	-------	---------	--------	----------	------	--------

Wolf Bow

16"

2

5+

5+

-

1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
--	-------	---------	--------	----------	------	--------

Slitta

1"

1

5+

5+

-

1

Pokin' Spear

2"

1

5+

4+

-

1

Giant Wolf's Slaving Jaws

1"

2

4+

4+

-

1

DESCRIPTION

A unit of Goblin Wolf Riders has 5 or more models. Some units are armed with Slittas and Wolf Bows, while others carry Pokin' Spears. They ride upon Giant Wolves that attack their quarry with slaving jaws. Some units of Goblin Wolf Riders also carry Raidin' Shields into battle.

HORNBLOWER

Models in this unit may be Hornblowers. Add 2 to the run rolls of a unit that includes any Hornblowers.

STANDARD BEARER

Models in this unit may be Standard Bearers. You can add 2 to the Bravery of all models in a unit that includes any Standard Bearers as long as there are no enemy models within 3" of the unit.

GOBLIN WOLF RIDER BOSS

The leader of this unit is a Goblin Wolf Rider Boss. A Goblin Wolf Rider Boss makes 2 attacks with his Pokin' Spear or Slitta, rather than 1.

ABILITIES

Pokin' Spear: You can add 1 to wound rolls for Goblin Wolf Riders attacking with Pokin' Spears if they charged in the same turn.

Pounce: Goblin Wolf Riders can make pile in moves of up to 6", instead of up to 3".

Raidin' Shield: If a unit with Raidin' Shields has 5 or more models, it has save of 4+.

KEYWORDS

DESTRUCTION, GROT, GITMOB, GOBLIN WOLF RIDERS

GOBLIN WOLF CHARIOTS



MISSILE WEAPONS

Wolf Bow

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

MELEE WEAPONS

Giant Wolves' Slaving Jaws

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	4+	4+	-	1

Crew's Slittas

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	5+	5+	-	1

DESCRIPTION

A unit of Goblin Wolf Chariots can have any number of models. Each chariot has a crew of goblins armed with a Wolf Bow, Slittas and a Wolf Icon. The chariots are drawn into battle by Giant Wolves that attack with their Slaving Jaws.

ABILITIES

Loping Charge: You can re-roll the dice when determining how far this unit runs or charges.

Fightin' Platform: This unit can attack in the shooting phase and charge even if it ran in the Move phase.

Wolf Icon: **GOBLIN WOLF RIDERS** and **GROT HEROES** riding Giant Wolves from your army gain the Loping Charge ability whilst they are within 8" of a Goblin Wolf Chariot.

KEYWORDS

DESTRUCTION, GROT, GITMOB, GOBLIN WOLF CHARIOTS

GOBLIN SPEAR CHUKKA

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chukkin' Spear	36"	☼	4+	3+	-2	D3

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Chukkin' Spear
3 models	4"	2
2 models	3"	2
1 model	2"	1
No models	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Improvised Weapons	1"	1	5+	5+	-	1

DESCRIPTION

A Goblin Spear Chukka consists of a war machine and a crew of 3 grots, who can fight foes in melee using Improvised Weapons (although they'd rather shoot the foe before they get that close). The war machine fires Chukkin' Spears into the enemy's ranks.

ABILITIES

Grot War Artillery: A Spear Chukka can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the Spear Chukka in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Get the One with the Big Hat: You can add 1 to the hit roll when firing a Spear Chukka if the target is a **HERO**.

You Better Hit 'em, Runts!: Goblin Spear Chukkas are often commanded by orc overseers to ensure the crew take aim and hit their target. You can re-roll failed hit rolls when firing a Chukkin' Spear if there is an **ORC BULLY** from your army within 1" of the war machine.

WAR MACHINE

KEYWORDS	DESTRUCTION, WAR MACHINE, GOBLIN SPEAR CHUKKA
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CREW

KEYWORDS	DESTRUCTION, GROT, GITMOB, CREW
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GOBLIN ROCK LOBBER

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Big Rock	6-40"	1	*	3+	-2	3

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Big Rock
4 models	4"	3+
3 models	3"	4+
2 models	2"	4+
1 model	1"	5+
No models	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Improvised Weapons	1"	1	5+	5+	-	1

DESCRIPTION

A Goblin Rock Lobber consists of a catapult war machine and a crew of 4 grots, who can fight foes in melee using Improvised Weapons (although they'd rather shoot the foe before they get that close). The catapult can hurl Big Rocks across the battlefield to crush the enemy into bloody smears.

ABILITIES

Grot War Artillery: A Rock Lobber catapult can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the Rock Lobber in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Flatten the Lot of 'em: This war machine can shoot at enemy units that are not visible to it. In addition, you can add 1 to the hit roll when targeting a unit that has 10 or more models.

Load it Again!: Goblin Rock Lobbers are often commanded by orc overseers to ensure the crew works to reload and fire as quickly as possible. If you roll a 6 or more to hit with a Goblin Rock Lobber's Big Rock and there is an **ORC BULLY** from your army within 1" of the war machine, you can immediately make another Big Rock attack at the same target.

WAR MACHINE

KEYWORDS	DESTRUCTION, WAR MACHINE, GOBLIN ROCK LOBBER
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CREW

KEYWORDS	DESTRUCTION, GROT, GITMOB, CREW
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DOOM DIVER CATAPULT

WAR MACHINE



MISSILE WEAPONS

Divin' Gobbo

Range	Attacks	To Hit	To Wound	Rend	Damage
☼	1	3+	3+	-1	D3

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Divin' Gobbo
4 models	4"	6-50"
3 models	3"	6-40"
2 models	2"	6-30"
1 model	1"	6-20"
No models	0	0

CREW



MELEE WEAPONS

Crew's Improvised Weapons

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

DESCRIPTION

A Doom Diver Catapult consists of a muscle powered catapult war machine and a crew of 4 grots, who can fight foes in melee using Improvised Weapons (although they'd rather shoot the foe before they get that close). The catapult can launch Divin' Gobbos across the battlefield.

ABILITIES

Grot War Artillery: A Doom Diver Catapult can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the Doom Diver Catapult in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Gobbo-guided Missile: This war machine can shoot at enemy units that are not visible to it. In addition, if you fail to hit with a Divin' Gobbo attack, roll a dice. On a 4 or more the plucky grot has managed to steer his descent; you may pick a different enemy unit within 10" of the original target – the unfortunate Divin' Gobbo has hit that target instead.

Oi Tubby, You're Next: Doom Diver Catapults are often commanded by orc overseers to ensure that only the biggest, heaviest grots are flung towards the enemy to ensure maximum damage on impact. A Divin' Gobbo attack inflicts D6 Damage instead of D3 if there is an **ORC BULLY** from your army within 1" of the war machine.

WAR MACHINE

KEYWORDS

DESTRUCTION, WAR MACHINE, DOOM DIVER CATAPULT

CREW

KEYWORDS

DESTRUCTION, GROT, GITMOB, CREW

NASTY SKULKERS



MELEE WEAPONS

Back Stabbas

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. They are armed with vicious Back Stabbas.

ABILITIES

Surprise!: Instead of setting up this unit normally, you can place it to one side and say that it is set up in hiding. If you do so, secretly note down one of your Goblins units for this unit to hide in. At the start of any combat phase you can reveal the Nasty Skulkers: set up the Nasty Skulkers within 1" of the unit that is hiding them. The Nasty Skulkers can then pile in and attack, even if it is your opponent's turn to select a unit to attack with first. If the unit hiding the Nasty Skulkers is destroyed before

revealing the Nasty Skulkers, those Nasty Skulkers are destroyed as well.

Right in da 'urty Bitz!: If you roll a 6 or more when rolling to hit with a Nasty Skulker's Back Stabba, you have hit the foe right in da 'urty bitz. Do not make a wound roll for that hit – the target suffers a mortal wound instead.

KEYWORDS

DESTRUCTION, GROT, GITMOB, NASTY SKULKERS

SKARSNIK, WARLORD OF THE EIGHT PEAKS



MISSILE WEAPONS

Skarsnik's Prodder

Range

14"

Attacks

D6

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

MELEE WEAPONS

Skarsnik's Prodder

Range

2"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

Gobbla's Gaping Maw

1"

4

4+

3+

-1

D3

DESCRIPTION

Skarsnik, Warlord of the Eight Peaks, is a single model. He carries Skarsnik's Prodder, which can project a spiteful blast at his foes. Skarsnik is accompanied by his pet, a huge and ferocious Giant Cave Squig called Gobbla who devours his prey with his Gaping Maw.

ABILITIES

Sneaky Schemes, Tricksy Traps: If Skarsnik, or a **MOONCLAN** unit from your army within 10" of him, retreats, roll a dice before moving any models. On a 4 or more the retreating unit sets a sneaky trap and one enemy unit within 3" immediately suffers D3 mortal wounds.

Down in One!: If you roll a 6 or more when rolling to wound with Gobbla's Gaping Maw, that attack inflicts D6 damage instead of D3.

COMMAND ABILITY

Warlord of the Eight Peaks: If Skarsnik uses this ability, pick one **MOONCLAN** unit within 10". That unit can pile in and attack twice in your next combat phase, instead of once. In addition, that unit does not need to take battleshock tests in your next battleshock phase.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, HERO, NIGHT GOBLIN WARBOSS, SKARSNIK

NIGHT GOBLIN WARBOSS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-cutta	1"	5	3+	4+	-	1
Moon-slicer	1"	3	3+	4+	-1	D3

DESCRIPTION

A Night Goblin Warboss is a single model. Some Night Goblin Warbosses are armed with a curved Moon-cutta and carry a Git Shield, while others wield a pair of Moon-cuttas. Some Goblin Warbosses instead fight with a two-handed Moon-slicer.

ABILITIES

Git Shield: You can re-roll failed save rolls for a Night Goblin Warboss with a Git Shield.

Moon-cuttas: Wielding two weapons gives a Night Goblin Warboss a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Moon-cuttas.

Dead Tricky (or just Lucky): Enemy units that target a Night Goblin Warboss with an attack treat all hit rolls of 6 as 1 instead.

COMMAND ABILITY

I'm da Boss, Now Stab 'em Good!: If a Night Goblin Warboss uses this ability, you can select a **MOONCLAN** unit within 20". Until your next hero phase, any wound roll of 6 or more for that unit inflicts double damage.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, HERO, NIGHT GOBLIN WARBOSS

NIGHT GOBLIN WARBOSS ON GREAT CAVE SQUIG



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-cutta	1"	5	3+	4+	-	1
Night Stabba	2"	5	4+	4+	-	1
Fang-filled Gob	1"	4	4+	3+	-1	1

DESCRIPTION

A Night Goblin Warboss on Great Cave Squig is a single model. The Night Goblin Warboss is armed with either a Moon-cutta or a Night Stabba, and a Git Shield. They ride a Great Cave Squig, which attacks its prey with its huge, Fang-filled Gob.

ABILITIES

Git Shield: You can re-roll failed save rolls for a Night Goblin Warboss on Great Cave Squig.

Supreme Bounder: If a Night Goblin Warboss on Great Cave Squig rolls a double for its charge move, its Fang-filled Gob inflicts double damage in the ensuing combat phase.

COMMAND ABILITY

Even More Boingy: If a Night Goblin Warboss uses this ability, then until your next hero phase, all **MOONCLAN** units from your army that are within 10" of him at the beginning of the movement phase can move and run an extra 1". **NIGHT GOBLIN SQUIG HOPPER** units that are within 10" of him at the beginning of the movement phase become even more boingy instead; you can re-roll the dice for these units when determining how far they can move or run in that phase.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, HERO, NIGHT GOBLIN WARBOSS

NIGHT GOBLIN SHAMAN



MELEE WEAPONS

Moon Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-1

Damage

D3

DESCRIPTION

A Night Goblin Shaman is a single model. He is armed with a Moon Staff and carries a stash of Madcap Mushrooms.

ABILITIES

Madcap Mushrooms: When a Night Goblin Shaman attempts to cast a spell he can eat a Madcap Mushroom. If he does so roll a dice; on a 2 or more add 2 to the casting roll. On a 1 the mushroom was bad and he can do nothing else until your next hero phase as he starts hallucinating.

MAGIC

A Night Goblin Shaman is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. A Goblin Shaman knows the Arcane Bolt, Mystic Shield and Curse of da Bad Moon spells.

CURSE OF DA BAD MOON

With a chilling howl the Shaman summons a great pale moon with a leering goblinoid face and tusk-like fangs to attack the enemy. Curse of da Bad Moon has a casting value of 8. If successfully cast, select a visible model within 18". That model's unit suffers D3 mortal wounds. Then roll a dice for each other unit within 6" of the target model (roll before removing any slain models); on a 4 or more that unit will also suffer D3 mortal wounds.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, HERO, WIZARD, NIGHT GOBLIN SHAMAN

NIGHT GOBLINS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Night Bow	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Net	2"	3	4+	5+	-	1
Stabba	1"	1	4+	4+	-	1
Pokin' Spear	2"	1	5+	4+	-	1
Slitta	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Night Goblins has 10 or more models. Units are armed either with Pokin' Spears or Stabbas, and carry Moon Shields. Some units are instead armed with Night Bows and Slittas. A few Night Goblins instead carry a vicious Barbed Net to ensnare their foes.

NIGHT GOBLIN BOSS

The leader of this unit is a Night Goblin Boss. You can add 1 to any hit roll for a Night Goblin Boss.

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either a Goblin Flag or a Bad Moon Icon.

GONG BASHER

Models in this unit may be Gong Bashers. Add 2 to the run rolls of a unit that includes any Gong Bashers.

ABILITIES

Moon Shield: If a unit with Moon Shields has 10 or more models, it has save of 5+.

Backstabbing Mob: It's loads easier to stab your enemy in the back when he's surrounded by all yer mates. You can add 1 to all wound rolls made in the combat phase for Night Goblins if their unit has 20 or more models. If the unit has 30 or more models, you can add 2 to all these wound rolls instead.

Bad Moon Icon: You can add 1 to any save rolls for a unit of Night Goblins in the shooting phase if it includes any Bad Moon Icons as the leering, yellow face sucks away light and shrouds the gobbos in a shield of darkness.

Goblin Flag: You can add 2 to the Bravery of all models in a unit that includes any Goblin Flags as long as there are no enemy models within 3" of the unit.

Netters: Your opponent must subtract 1 from any hit rolls made in the combat phase for any of his models that are within 2" of a Night Goblin with a Barbed Net.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, NIGHT GOBLINS

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. They are armed with whirling Balls and Chains, and a distinct lack of self-preservation.

ABILITIES

Release the Fanatics!: Instead of setting up this unit normally, you can place it to one side and say that it is set up in hiding. If you do so, secretly note down one of your units of Night Goblins for this unit

to hide in. At the start of any charge phase you can release the fanatics: set up the Night Goblin Fanatics within 1" of the unit that is hiding them. The Fanatics can then charge, even if it isn't your charge phase.

If the unit hiding the Night Goblin Fanatics is destroyed before releasing the Fanatics, those Night Goblin Fanatics are destroyed as well.

Out of Control, Splat!: If you roll a double when determining the Night Goblin Fanatics' move distance, the unit suffers a mortal wound as one of the Fanatics collides with a tree, rock, or another Fanatic and comes to a very sudden and terminal stop.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, NIGHT GOBLIN FANATICS

NIGHT GOBLIN SQUIG HOPPERS



MELEE WEAPONS

Slitta

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

Massive Gob Full of Teeth

Range

1"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Night Goblin Squig Hoppers has 5 or more models. The riders are armed with Slittas. They ride upon extra boingy Squigs that attack their quarry with a Massive Gob Full of Teeth.

ABILITIES

Boing! Boing! Boing!: Once in a while, squigs get so much bounce in their springy stride that they become hurtling toothy meteors. If a unit of Night Goblin Squig Hoppers rolls a double for its charge move, each model in the unit can make 4 attacks with its Massive Gob Full of Teeth instead of 2 in the ensuing combat phase.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, NIGHT GOBLIN SQUIG HOPPERS

NIGHT GOBLIN SQUIG HERDERS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Noisemaker	1"	2	5+	6+	-	1
Squig Prodder	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Night Goblin Squig Herders has 2 or more models. Each model is armed with either a Squig Prodder or a Noisemaker.

ABILITIES

Keep Close, use ‘em for Cover: Your opponent must subtract 1 from any hit roll that targets a Night Goblin Squig Herder whilst it is within 5" of any **CAVE SQUIGS** from your army.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, NIGHT GOBLIN SQUIG HERDERS

MANGLER SQUIGS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Fangs	2"	6	☼	3+	-1	2
Balls and Chains	2"	☼	4+	3+	-2	3
Night Goblins' Bashin' Sticks	1"	4	5+	5+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Massive Fangs	Balls and Chains
0-2	3D6"	2+	2D6
3-4	3D6"	3+	2D6
5-6	2D6"	4+	D6
7-8	2D6"	5+	D6
9+	D6"	6+	D3

DESCRIPTION

Mangler Squigs are a single model. They chomp using their Massive Fangs and cause untold destruction with the Balls and Chains clamped onto them. A group of Night Goblins swing at the enemy with their Bashin' Sticks as they try desperately to hold on.

ABILITIES

Ker-splat!: If you roll any doubles when rolling to determine the Mangler Squigs' charge range, you can add 1 to the model's hit rolls when it attacks with its Balls and Chains until the end of the turn.

Watch Out!: Mangler Squigs can cause mayhem even in their wildly bouncing death throes. If slain, roll a dice for each unit within 6" of the Mangler Squigs, friend or foe, before the model is removed from the battlefield. On a roll of 4 or more that unit suffers D3 mortal wounds. Remove the Mangler Squigs from the battlefield after resolving any damage.

KEYWORDS

DESTRUCTION, GROT, MOONCLAN, MONSTER, MANGLER SQUIGS

CAVE SQUIGS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Gob Full of Teeth	1"	1	5+	3+	-1	D3

DESCRIPTION

A unit of Cave Squigs has 3 or more models. They fight with a Massive Gob Full of Teeth (and a foul temperament).

ABILITIES

Squigs Go Wild: Roll a dice each time a Cave Squig flees, before it is removed from the battlefield. On a roll of 4 or more the nearest unit within 6" (friend or foe), suffers 1 mortal wound as the squig goes wild. When determining the closest unit, ignore the Cave Squig's own unit, and **MOONCLAN** units, who've had lots of practice getting out of the way. Remove the Cave Squig from the battlefield if you rolled a 3 or less, or after it has gone wild.

Yer Makin' 'em Angry: You can add 1 to all hit rolls made by a Cave Squig whilst its unit is within 5" of any **NIGHT GOBLIN SQUIG HERDERS** from your army.

Go Dat Way!: You can re-roll the dice when determining how far Cave Squigs run or charge if they are within 5" of any **NIGHT GOBLIN SQUIG HERDERS** from your army when the roll is made.

KEYWORDS

DESTRUCTION, MOONCLAN, CAVE SQUIGS

GOBLIN BIG BOSS ON GIGANTIC SPIDER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Swamp Spear	2"	4	4+	4+	-1	1
Gigantic Spider's Fangs	1"	4	4+	3+	-1	1

DESCRIPTION

A Goblin Big Boss on Gigantic Spider is a single model. The Goblin Big Boss is armed with a Swamp Spear and a Boss Shield. The Gigantic Spider fights with its massive, venomous Fangs.

ABILITIES

Boss Shield: You can re-roll failed save rolls for a Goblin Big Boss on Gigantic Spider.

Spider Venom: If you roll a 6 or more to hit for a Gigantic Spider's Fangs attack, do not make a separate wound roll for that attack – it inflicts 1 mortal wound on the target instead.

Wall-crawler: A Goblin Big Boss on a Gigantic Spider can choose to move across scenery as if it was not there.

COMMAND ABILITY

Blessing of the Spider-god: If a Goblin Big Boss on Gigantic Spider uses this ability, then until your next hero phase all **SPIDERFANG** units from your army that are within 8" of this model when they attack in the combat phase receive the blessing of the Spider-god. When attacking with these units, their Spider Venom ability will inflict a mortal wound on a hit roll of a 5 or more, instead of a 6 or more.

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, HERO, GOBLIN BIG BOSS

FOREST GOBLIN SPIDER RIDERS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider-bow	16"	2	5+	5+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Crooked Spear	2"	1	5+	4+	-	1
Giant Spider's Fangs	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Forest Goblin Spider Riders has 5 or more models. The riders are armed with Crooked Spears and Forest Gobbo Shields. They ride upon Giant Spiders that attack their prey with poisoned Fangs. Some riders are also armed with Spider-bows.

SPIDER RIDER BOSS

The leader of this unit is a Spider Rider Boss. A Spider Rider Boss makes 2 attacks with his Crooked Spear, rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. You can add 2 to the Bravery of all models in a unit that includes any Icon Bearers as long as there are no enemy models within 3" of the unit.

BONE DRUMMER

Models in this unit may be Bone Drummers. Add 2 to the run rolls of a unit that includes any Bone Drummers.

ABILITIES

Forest Gobbo Shield: If a unit with Forest Gobbo Shields has 5 or more models, it has save of 5+.

Spider Venom: If you roll a 6 or more to hit for a Giant Spider's Fangs attack, do not make a separate wound roll for that attack – it inflicts 1 mortal wound on the target instead.

Wall-crawler: Forest Goblin Spider Riders can choose to move across scenery as if it was not there.

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, FOREST GOBLIN SPIDER RIDERS

ARACHNAROK SPIDER



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Flinger		18"	1	4+	3+	-	D3
Forest Goblin Crew's Spider-bows		16"	4	5+	5+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Forest Goblin Crew's Crooked Spears		2"	4	5+	4+	-	1
Chitinous Legs		2"	☀	4+	3+	-1	1
Monstrous Fangs		1"	4	☀	3+	-1	D3

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

DESCRIPTION

An Arachnarok Spider is a single model. It attacks its prey with venomous Monstrous Fangs and its massive Chitinous Legs.

FOREST GOBLINS

Many Arachnarok Spiders carry a howdah of Forest Goblins into battle, who attack those below with Spider-bows and Crooked Spears. These howdahs can also mount either a Flinger – a crude web-slinging catapult – or a Catchweb Spidershrine – a magical artefact tended to by a Forest Goblin Shaman.

ABILITIES

Spider Venom: If you roll a 6 or more to hit for an Arachnarok Spider's Monstrous Fangs, do not make a separate wound roll for that attack – it inflicts D3 mortal wounds on the target instead.

Wall-crawler: An Arachnarok Spider can choose to move across scenery as if it was not there.

MAGIC

An Arachnarok Spider with a Forest Goblin Shaman is a wizard, and gains the **WIZARD** keyword. Due to the Catchweb Spidershrine he can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. The Forest Goblin Shaman knows the Arcane Bolt, Mystic Shield and Gift of the Spider-god spells.

GIFT OF THE SPIDER-GOD

With a hiss, the Shaman calls upon the Spider-god for its wicked aid. Gift of the Spider-god has a casting value of 4. If successfully cast, select a **SPIDERFANG** unit within 8". Until your next hero phase, double the number of mortal wounds inflicted as a result of that unit's Spider Venom ability.

ARACHNAROK SPIDER

KEYWORDS

DESTRUCTION, SPIDERFANG, MONSTER, ARACHNAROK SPIDER

ARACHNAROK SPIDER CARRYING FOREST GOBLINS

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, MONSTER, ARACHNAROK SPIDER

ARACHNAROK SPIDER CARRYING FOREST GOBLINS AND FOREST GOBLIN SHAMAN

KEYWORDS

DESTRUCTION, GROT, SPIDERFANG, HERO, WIZARD, MONSTER, ARACHNAROK SPIDER

SNOTLINGS



MISSILE WEAPONS

Explodin' Spores

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	4	5+	6+	-1	1

MELEE WEAPONS

Pokin' Sticks

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	5+	6+	-	1

DESCRIPTION

A unit of Snotlings has 2 or more models. They are armed with Pokin' Sticks and can fling Explodin' Spores at the enemy.

ABILITIES

Enthusiastic Show-offs: You can add 1 to the hit rolls for Snotlings' Pokin' Sticks if there are any **ORRUKS** from your army within 6" of them.

KEYWORDS

DESTRUCTION, GITMOB, SNOTLINGS

SNOTLING PUMP WAGONS



MISSILE WEAPONS

Explodin' Spores

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	4	5+	6+	-1	1

MELEE WEAPONS

Crew's Pokin' Sticks

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	5+	6+	-	1

Ram Spikes and Scythed Wheels

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	D6	5+	4+	-	1

DESCRIPTION

A unit of Snotling Pump Wagons can have any number of models. A Snotling Pump Wagon impales and cuts down the enemy with its Ram Spikes and Scythed Wheels. Each of these ramshackle contraptions is crewed by a team of over-enthusiastic snotlings who attack with their Pokin' Sticks and fling Explodin' Spores at the enemy.

ABILITIES

Enthusiastic Show-offs: You can add 1 to the hit rolls for the Crew's Pokin' Sticks if there are any **ORRUKS** from your army within 6" of the Snotling Pump Wagon.

Pump Harder Ladz: If you roll a double when moving or charging, this unit is pumped up until the end of your turn. Pumped up units move an additional 6" when moving or charging and make 2D6 attacks with their Ram Spikes and Scythed Wheels instead of D6.

KEYWORDS

DESTRUCTION, SNOTLING, GITMOB, WAR MACHINE, PUMP WAGONS

TROLLS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Vomit	6"	1	3+	3+	-2	D3

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Troll Club	2"	3	4+	3+	-1	2

DESCRIPTION

A unit of Trolls has 3 or more models. They are armed with Troll Clubs and can project a disgusting stream of Noxious Vomit at their foes.

ABILITIES

Regeneration: Roll a dice for each Troll in each of your hero phases. On a 2 or more that model heals D3 wounds.

Too Dumb to Die: Roll a dice each time a Troll is slain. On a 4 or more the Troll is not slain, but instead remains on the battlefield with 1 wound remaining.

KEYWORDS

DESTRUCTION, TROGGOTH, SOUSBREATH, TROLLS

STONE TROLLS



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Vomit	6"	1	3+	3+	-2	D3

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Boulderbasher	2"	3	4+	3+	-1	2

DESCRIPTION

A unit of Stone Trolls has 3 or more models. They are armed with Boulderbashers and can project forth a disgusting stream of Noxious Vomit.

ABILITIES

Regeneration: Roll a dice for each Stone Troll in each of your hero phases. On a 2 or more that model heals D3 wounds.

Resistant to Magic: Roll a dice each time a unit of Stone Trolls suffers a wound or a mortal wound that was inflicted by a spell or a **WIZARD**. On a 6, that wound is ignored.

KEYWORDS

DESTRUCTION, TROGGOTH, ROCKGUT, STONE TROLLS

RIVER TROLLS



MISSILE WEAPONS

Noxious Vomit

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	1	3+	3+	-2	D3

MELEE WEAPONS

Creek Club

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

DESCRIPTION

A unit of River Trolls has 3 or more models. They are armed with spike- and fang-encrusted Creek Clubs and can project forth a disgusting stream of Noxious Vomit at will.

ABILITIES

Regeneration: Roll a dice for each River Troll in each of your hero phases. On a 2 or more that model heals D3 wounds.

Terrible Stench: Your opponent must subtract 1 from any hit roll made by one of his models that targets a River Troll in the combat phase.

KEYWORDS

DESTRUCTION, TROGGOTH, FELLWATER, RIVER TROLLS

GIANT



MELEE WEAPONS

Massive Club

Range

3"

Attacks

☀

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

'Eadbutt

1"

1

4+

3+

-3

☀

Mighty Kick

2"

1

3+

3+

-2

D3

DAMAGE TABLE

Wounds Suffered

Move

Massive Club

'Eadbutt

0-2

8"

3D6

D6

3-4

6"

2D6

D6

5-7

5"

2D6

D3

8-9

4"

D6

D3

10+

3"

D6

1

DESCRIPTION

A Giant is a single model. Giants are armed with Massive Clubs, and can also smash a foe by delivering a thunderous 'Eadbutt and a Mighty Kick.

ABILITIES

Timber!: If a Giant is slain, both players roll a dice, and whoever rolls highest decides in which direction the Giant falls (the player commanding the model wins any ties). Place the Giant on its side in the direction in which it falls – any unit (friend or foe) it lands on suffers D3 mortal wounds. Remove the Giant after resolving any damage caused by its falling body.

Stuff 'Em In Me Bag: Immediately before a Giant makes its attacks in the combat phase, pick an enemy model within 1" and then roll a dice. If the result is at least double the enemy model's Wounds characteristic, it is grabbed and stuffed in the Giant's bag 'for later'. The enemy model is treated as being slain.

Drunken Stagger: If you roll a double when making a charge roll for a Giant, it immediately falls over instead of making the charge move. Determine the direction the Giant falls and the damage it causes as if it had been slain (see Timber!), but instead of removing the Giant after resolving the damage caused by its falling body, stand the model back up again as the Giant drunkenly regains its feet!

KEYWORDS

DESTRUCTION, GARGANT, ALEGUZZLER, MONSTER, GIANT

ORCS & GOBLINS

IRONJAWS BIG MOB

ORGANISATION

An Ironjaws Big Mob consists of the following units:

- 1 Black Orc Big Boss
- 3 units of Black Orcs
- 1 Giant

ABILITIES

Might Makes Right: Only the biggest and meanest fighters can survive as a warrior in this mob; you can add 1 to all wound rolls for models in an Ironjaws Big Mob.

Get 'em Boss: An Ironjaw Big Mob's Black Orc Big Boss is the meanest of the mean, and his ladz cheer whenever he challenges an enemy champion to a real fight and then gives them a good thumping. You can re-roll any hit dice when this Black Orc Big Boss targets a **HERO** or **MONSTER** with all of its attacks in the combat phase, but only if you bellow a suitably orc-like challenge or boast before rolling the dice (e.g. 'Come 'ere you snivelling git', 'Yooze gonna get stomped', 'I'm gonna chop you dead', 'Waaagh!', etc.).

ORCS & GOBLINS

GREENSKINZ BIG MOB

ORGANISATION

A Greenskinz Big Mob consists of the following units:

- 1 Orc Warboss or Orc Warboss on Wyvern
- 1 Orc Great Shaman
- 1 unit of Orc Boar Boyz or Orc Boar Chariots
- 3 units of Orcs or Orc Arrer Boyz in any combination

ABILITIES

Ere We Go! Ere We Go! Ere We Go!: Greenskinz Big Mobs are forever rushing forwards to get stuck into the fight; units in this battalion can run and charge, or run and shoot, in the same turn.

Da Big Waaagh!: Once per game, in your hero phase, a Greenskinz Big Mob's Orc Warboss can declare a Big Waaagh! When he does so, all units from his Big Mob that are within 9" become frenzied until the end of your next combat phase. These models make 1 extra attack with each of their melee weapons. If this Orc Warboss is your general, the frenzied models instead make 2 extra attacks with each of their melee weapons (your general cannot use his Waaagh! and Da Big Waaagh! abilities in the same turn).

ORCS & GOBLINS

BONESPLITTAS BIG MOB

ORGANISATION

A Bonesplittas Big Mob consists of the following units:

- 1 Savage Orc Warboss
- 1 Savage Orc Shaman
- 1 unit of Savage Orc Boar Boyz
- 3 units of Savage Orcs

ABILITIES

Magical Ju-ju Warpaint: The models in a Bonesplittas Big Mob are daubed with warpaint with extra magical ju-ju; add one to all the dice rolls for these models' Warpaint ability.

Frenzied Big Mob: Savage Orcs are angry at the best of times, but when a large group mobs together their collective rage turns them into howling maniacs. The first time each unit from a Bonesplittas Big Mob makes a charge move, models in that unit are frenzied until the end of your next combat phase; when these models attack, they make 1 extra attack with each of their melee weapons.

ORCS & GOBLINS

GREAT GITMOB

ORGANISATION

A Great Gitmob consists of the following units:

- 1 Goblin Warboss
- 1 Goblin Shaman
- 1 unit of Goblin Wolf Chariots or Goblin Wolf Riders
- 3 units of Goblins
- 1-3 units of Nasty Skulkers

ABILITIES

Ravening Hordes: Goblins prefer to attack the foe only when they have the advantage of overwhelming numbers. When a model from a Great Gitmob attacks, you can add 1 to the hit rolls if its unit has more models than the target unit. If your unit outnumbered the enemy unit by at least two-to-one, you can add 1 to the wound rolls as well.

Da Boss is Going Up in Da World: Goblin Warbosses are renowned more for their cruelty and spitefulness than acts of courage and heroism in the heat of battle. If the Great Gitmob's Goblin Warboss slays a **HERO** or **MONSTER**, all other units in this battalion will be so amazed and awestruck that they will not need to take battleshock tests for the rest of the game.

ORCS & GOBLINS

GREAT MOONCLAN

ORGANISATION

A Great Moonclan consists of the following units:

- 1 Night Goblin Warboss or Night Goblin Warboss on Great Cave Squig
- 1 Night Goblin Shaman
- 1 unit of Night Goblin Squig Hoppers or Mangler Squigs, or 1 unit each of Cave Squigs and Night Goblin Squig Herders
- 3 units of Night Goblins
- 1-3 units of Night Goblin Fanatics

ABILITIES

Fungus Brew: Before battle, the goblins of a Great Moonclan drink copious amounts of fungus brew, turning them into a horde of high-pitched shrieking psychopaths. The models in a Great Moonclan have +1 Bravery. In addition, each time you roll a 6 or more to hit with one of these model's weapons, that model can immediately make an extra attack with that weapon.

Hooded Villain: A Great Moonclan's Warboss is a mean-spirited villain whose beady red eyes stare malevolently from beneath his hood before he launches his attack. You can re-roll any hit dice when this Warboss attacks, but only if you are either wearing a hood or you can beat your opponent in a staring contest before rolling the dice (first one to blink or look away loses).

ORCS & GOBLINS

SPIDERFANG VENOM MOB

ORGANISATION

A Spiderfang Venom Mob consists of the following units:

- 1 Goblin Big Boss on Gigantic Spider
- 3 Arachnarok Spiders
- 3 units of Forest Goblin Spider Riders

ABILITIES

Venom Surge: All the spiders in a Spiderfang Venom Mob, from the lowliest Giant Spider to the massive Arachnarok, are amongst the most sinister and venomous of their eight-legged kind; when one of these models attacks, you can add 1 to any wound rolls for the spider's Fangs.

Embodiment of the Spider-god: This Spiderfang Venom Mob's Arachnarok Spiders are worshipped by the Forest Goblins as living embodiments of the almighty Spider-god. Units in a Spiderfang Venom Mob do not need to take battleshock tests if they are within 8" of any of their Arachnarok Spiders.

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Substitute Warscroll
Wurrzag on War Boar.	Savage Orc Shaman on War Boar
Orc Warboss on Orc Boar Chariot.	Orc Boar Chariot
Black Orc Warboss.	Black Orc Big Boss
Black Orc Big Boss with Army Standard.	Orc Warboss with Great Waaagh! Banner
Black Orc Warboss on Orc Boar Chariot.	Orc Boar Chariot
Black Orc Big Boss on War Boar.	Orc Warboss on War Boar
Black Orc Warboss on Wyvern.	Orc Warboss on Wyvern
Goblin Warboss on Giant Spider.	Goblin Big Boss on Gigantic Spider
Goblin Warboss on Wolf Chariot.	Goblin Wolf Chariot
Goblin Warboss on Gigantic Spider.	Goblin Big Boss on Gigantic Spider
Orc Great Shaman on Wyvern.	Azhag the Slaughterer
Orc Great Shaman on Orc Boar Chariot.	Orc Boar Chariot
Savage Orc Great Shaman.	Savage Orc Shaman
Savage Orc Great Shaman on Wyvern.	Azhag the Slaughterer
Savage Orc Great Shaman on Orc Boar Chariot.	Orc Boar Chariot
Goblin Great Shaman.	Goblin Shaman
Goblin Great Shaman on Wolf Chariot.	Goblin Wolf Chariot
Night Goblin Great Shaman.	Night Goblin Shaman
Gitilla Da Hunter.	Goblin Warboss on Giant Wolf
Snagla Grobspit.	Goblin Big Boss on Giant Spider
Orc Big Boss.	Orc Warboss
Savage Orc Big Boss.	Savage Orc Warboss
Savage Orc Big Boss with Army Standard.	Orc Warboss with Great Waaagh! Banner
Savage Orc Warboss on Wyvern.	Orc Warboss on Wyvern
Goblin Big Boss.	Goblin Warboss
Goblin Big Boss on Giant Spider.	Goblin Big Boss on Gigantic Spider
Goblin Big Boss on Wolf Chariot.	Goblin Wolf Chariot
Goblin Big Boss with Army Standard.	Goblin Flag Waver (see Goblins warscroll)
Night Goblin Big Boss.	Night Goblin Warboss
Night Goblin Big Boss on Great Cave Squig.	Night Goblin Warboss on Great Cave Squig
Night Goblin Big Boss with Army Standard.	Night Goblin Flag Waver (see Night Goblins warscroll)
Orc Shaman.	Orc Great Shaman
Goblin Shaman on Wolf Chariot.	Goblin Wolf Chariot