

Orcs and Goblins v.1.6.5

Warband Special Rules

Animosity

At the *start* of each of your own turns (*i.e. not opponent's*), roll a D6: On (2-6) nothing happens, but on a roll of (1), you and your opponent each nominate a warrior in your warband with the 'Animosity' rule that is *not fleeing, not engaged* in close combat, and *not* within 6" of a visible enemy. Then roll a D6:

- On a roll of (1-3), the warrior *your opponent* chose is affected by Animosity this turn.
- On a roll of (4-6), the warrior *you* chose is affected by Animosity this turn.

The warrior that is affected by Animosity cannot move, shoot, *hide*, or cast spells or prayers that turn – he can only stay on the spot and fight back in close combat if he is somehow engaged.

- Warriors affected by Animosity *cannot* use passive abilities such as the 'Leader' ability, and nor may they be affected by them. (*i.e. they may not use the Ld of the Leader etc.*)
- Wizards still generate Power Dice.
- If the warrior that is affected by Animosity is *hiding*, he immediately becomes *un-hidden*.

Size Matters

An Orc and Goblin warband may never have more Orcs than it has Goblins. If the number of Orcs is greater than the number of Goblins, no new Orcs can be hired until the number of Goblins exceeds it again.

Goblins and Night Goblins

Any warrior in the warband whose race is Goblin may be hired as a Night Goblin instead at no extra cost. Night Goblins start with +1 Initiative, -1 Leadership, and *hate* Dwarves. (*i.e. they have +1 to hit Dwarves in all rounds of close combat.*)

- This option is only available when the warrior is first hired into the warband and *cannot* be reversed later on.

Stubborn

Warriors with this rule may re-roll failed fear and panic tests.

Warband Special Rules

Heirloom

Warrior has this item when hired. It may *not* be swapped or sold, but *may* be robbed and discarded as normal.

Killing Bite

When striking at enemies that are down to one Wound, this warrior's attacks wound automatically (*if they hit*) and ignore saves of any kind (*including Ward and Regeneration saves*).

Poisonous Attacks

All of this warrior's attacks are *poisonous* except where his attacks could not be poisoned, such as with Slings. (*Poisonous attacks may re-roll natural 1s 'to wound.'*)

Rogue and Waaagh! Skills

When henchmen are promoted to heroes, only Orcs can take access to Waaagh! skills and only Goblins can take access to Rogue skills.



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Orc and Goblin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Waaagh!	Rogue
Boss	V			V	V	V	
Big 'Un	V			V		V	
Orc Shaman	(+10gc)		V	V		V	
Goblin Shaman	(+10gc)		V		V		
Goblin Skulker	V	V			V		V

Orc and Goblin Equipment Lists

Orc Boss, Orc Big 'Uns, and Orc Warriors

Close Combat
Hand Weapon
Great Weapon
Spear
Morning Star

Shooting
Throwing Axes
Javelins
Bow

Armour
Light Armour
Shield

Orc Shaman and Goblin Shaman

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Goblin Skulkers

Close Combat
Hand Weapon
Fighting Claws

Shooting
Short Bow
Blowpipe
Crossbow Pistol
Throwing Knives / Stars

Armour
Light Armour

Goblin Warriors

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Short Bow
Javelins

Armour
Light Armour
Shield
Nets

Orc Shootas

Close Combat
Hand Weapon

Shooting
Sling
Bow
Throwing Axes
Javelins

Armour
Light Armour

Black Orcs

Close Combat
Hand Weapon
Great Weapon
Morning Star

Shooting
Throwing Axes
Javelins

Armour
Light Armour
Heavy Armour
Shield

HEROES

0-1 Orc Boss

45gc to hire

Starting Experience: 18

Race: Orc

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	3	3	1	8

SPECIAL RULES

Leader (6"), Animosity

0-2 Orc Big 'Uns

35gc to hire

Starting Experience: 8

Race: Orc

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	4	3	2	1	7

SPECIAL RULES

Animosity

0-1 Orc Shaman

40gc to hire

Starting Experience: 6

Race: Orc

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	3	2	1	7

SPECIAL RULES

Wizard (Big Waaagh!): Starts with 1 spell.

Animosity

0-1 Goblin Shaman

20gc to hire

Starting Experience: 2

Race: Goblin

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	2	3	2	1	6

SPECIAL RULES

Wizard (Little Waaagh!): Starts with 1 spell.

Animosity

0-3 Goblin Skulkers

10gc to hire

Starting Experience: 0

Race: Goblin

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	2	3	2	1	6

SPECIAL RULES

Animosity, Poisonous Attacks

HENCHMEN

Orc Warriors

30gc to hire

Starting Experience: 6

Race: Orc

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	3	2	1	7

SPECIAL RULES

Animosity

Goblin Warriors

10gc to hire

Starting Experience: 0

Race: Goblin

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	2	3	2	1	6

SPECIAL RULES

Animosity

0-4 Orc Shootas

30gc to hire

Starting Experience: 6

Race: Orc

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	4	3	2	1	6

SPECIAL RULES

Animosity

0-3 Black Orcs

50gc to hire

Starting Experience: 14

Race: Orc

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	4	3	2	1	8

SPECIAL RULES

Stubborn, Heirloom: Heavy Armour

(Black Orcs do not have 'Animosity'.)

0-3 Wargs

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Killing Bite

Animals (Cannot Climb; Cannot Hide; Flee 3D6";

Cannot use the Leader's Ld; Cannot Capture

Objectives; Fight Unarmed; No Promotion.)

v.1.6.5

Skulkers replace free rogue skill with poisonous attacks

v.1.6.4

Removed Kommandoz (*moved them to more stuff*) replaced with new shoota unit which has new statline.

Goblin Warriors +1 WS.

Skulkers start with 1 free Rogue skill.

v.1.6.3

Tweaked Kommandoz rule (hat tip to Daelnoron)

v.1.6.2

Shootas replaced with Kommandoz (hat tip to Daelnoron)

Skulkers can use Fighting Claws

Orcs and Black Orcs can use Morning Star (except Kommandoz)

v.1.6.1

Shootas can use Slings

v.1.6

Shootas can use Throwing Axes

Goblin Warriors can use Nets

Stomp skill doesn't ignore regeneration saves