

Orcs and Goblins v.1.6.3

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 squabble 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 hired into the warband and *cannot* be reversed later on.

Kommando

Warriors with this rule cause *fear* the turn they successfully charge an enemy if they were *hidden* at the start of that turn (*this also makes them immune to fear that turn, provided that the charge is successful*).

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*).

Stubborn

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

Rogue and Waaagh! Skills

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

Waaagh! Special Skills

Choppa (+1 S)

Warrior has +1 Strength the turn he charges.

Well 'ard

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

Waaagh! (+D3")

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (*i.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.*)

'eadbasher

All of warrior's close combat attacks are Concussive (1). This stacks with any Concussive effects his attacks may have. (*E.g. an attack that is not Concussive becomes Concussive (1); Concussive (1) becomes Concussive (2) and so on.*)

Stomp

When striking at enemies that have Initiative 1, all of this warrior's close combat attacks have +1 Strength and ignore armour saves. (*Enemies whose Initiative has been reduced to 1 through e.g. Concussion also count as having I1 in this regard.*)

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 Sneak	V	V			V		V

Orc 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 Shamans and Goblin Shamans

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Goblin Sneaks

Close Combat
Hand Weapon
Fighting Claws

Shooting
Short Bow
Javelins
Throwing Knives / Stars

Armour
Light Armour

Goblin Warriors

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Short Bow
Javelins
Nets

Armour
Light Armour
Shield

Kommandoz

Close Combat
Hand Weapon
Great Weapon

Shooting
Throwing Axes
Javelins

Armour
Light Armour

Black Orcs

Close Combat
Hand Weapon
Great Weapon
Morning Star

Shooting
Throwing Axes

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!): Start 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!): Start with 1 spell.

Animosity

0-3 Goblin Sneaks

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

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	2	3	3	2	3	2	1	6

SPECIAL RULES

Animosity

0-3 Orc Kommandoz

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	6

SPECIAL RULES

Animosity, Kommandoz

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

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.1.6.3

Tweaked Kommandoz rule (hat tip to Daelnoron)

v.1.6.2

Shootas replaced with Kommandoz (hat tip to Daelnoron)

Snakes 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