

Orcs and Goblins v.2.0

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 than two Orcs for each Goblin. If the number of Orcs is greater than or equal to twice the number of Goblins, no new Orcs can be hired until the number of Orcs is less than half the number of Goblins 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.

Waaagh! and Assassin Skills

When henchmen are promoted to heroes, only Orcs may choose access to Waaagh! skills and only Goblins may choose access to Assassin skills.

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*). (*Take armour, ward and regeneration saves as normal*).

Surprise!

Warriors with this rule start with 1 free Assassin skill, chosen by you. (*Choose separately for each warrior.*)

Fear Elves

Enemies whose race is Elf cause *fear* in this warrior.

Insignificant

Warriors with this rule count as only half a warrior for the purposes of determining whether the warband has to take Rout tests in scenarios. Warriors that are promoted to heroes lose this rule.

Da Best

Warriors may re-roll his first natural 1 'to hit' in each close combat phase (*i.e. including opponent's*). (*Re-rolled dice cannot cause critical hits.*)

Stubborn

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



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Waaagh! Skills

Choppa (+1 S)

Warrior has +1 Strength the turn he charges.

Hack n' Slash

Warrior's attacks with Swords and Great Swords have 'Armour Piercing (1).' (*Stacks with other Armour Piercing effects he may have.*)

Smash n' Bash

Warrior may re-roll all failed rolls 'to hit' with Clubs and Great Clubs the turn he charges.

Tusker Charge (+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.*)

Darin'

Warrior may re-roll failed fear and panic tests. (*No effect if he also has 'Stubborn.'*)

Cunnin'

Warrior loses the 'Animosity' rule if he has it.

Extra 'ard

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

Thick Skull

All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart.

Ironclad

Warrior becomes proficient with Heavy Armour.

Metalripping

All of warrior's close combat attacks with Axes have 'Sunder (1)' instead of 'Armour Piercing (1).' (*Stacks with other Sunder effects he may have.*)

Warpaint (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

Waaagh! Surge

Must be a wizard to take this skill. Whenever warrior successfully casts a spell using more than one Power Dice, he gains +1 Power Dice if all dice came up identical (*i.e. doubles, triples, etc.*). (*D3 from Power Scrolls are not counted.*)

Stomp

Warrior's 'Free Hack' attacks have +1 Strength and warrior may re-roll free hacks that failed to wound.

Warband Special Equipment

Chained Squig 10gc

Special Equipment: Wielder cannot *hide* and loses 'Stealth' if he has is.

Mawbeast: Wielder may re-roll his first natural 1 'to wound' in each close combat phase (*i.e. including opponent's*).

Puffball Bombs 5gc

Special Equipment: Use at the *start* of a close combat phase, before any blows are struck: Warrior may immediately *flee* close combat if he is engaged *without* his enemies gaining Free Hacks against him. May be given to Henchmen. One use only. Can only be carried by warriors with one or more Assassin skills.

Magic Mushrooms 5gc

Special Equipment: Drug: Whenever owner attempts to cast a spell, you may declare that you are using this item before rolling any dice. If you do, roll a D6:

- (6): Add +1 Power Dice to the spellcasting roll. (*Also contributes to Miscasts.*)
- (2-5): Add +2 to the spellcasting roll.
- (1) Warrior takes 1 *poisonous* Strength 4 hit with no saves of any kind allowed. If this hit takes the caster *out of action*, the spell automatically fails.

One use only (*i.e. this item may be used with all spellcasting rolls for the duration of one battle*). Can only be carried by Wizards whose race is Goblin.



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Orc and Goblin Skill Table

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

Orc and Goblin Equipment Lists

Boss, Big 'Uns, Young 'Uns and 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 Claw
Combat Whip

Shooting
Short Bow
Blowpipe
Bolas
Throwing Knives / Stars

Armour
Light Armour

Goblin Warriors

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Short Bow
Javelins
Bolas

Armour
Light Armour
Shield
Nets

Black Orcs

Close Combat
Hand Weapon
Great Weapon
Morning Star

Shooting
Throwing Axes
Javelins

Armour
Light Armour
Heavy Armour
Shield



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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")

(Boss do not have '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

35gc 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

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

0-1 Goblin Shaman

15gc 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

Animosity, Fears Elves, Wizard (Little Waaagh!): Starts with 1 spell.

0-3 Orc Young 'Uns

20gc to hire

Starting Experience: 0

Race: Orc

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	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, Fear Elves, Insignificant

0-3 Goblin Skulkers

20gc to hire

Starting Experience: 4

Race: Goblin

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

SPECIAL RULES

Animosity, Fear Elves, Surprise!, Stealth

0-3 Black Orcs

50gc to hire

Starting Experience: 18

Race: Orc

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

SPECIAL RULES

Da Best, 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.1.8

Major warband overhaul.

v.1.7.1

Orc Shaman -5gc price.

v.1.7

Size matters changed to allow 2 orcs for each goblin

Boss does not have Animosity

Killing Bite does not ignore saves

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