

## Greg Person - Orctown GT 2018

Goblins (Evil)								
Spitters								Infantry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	Madgub's Stickaz	5	6+	5+	3+	10	12/14	85
Regiment(20)	Schemin' Spittaz	5	6+	5+	3+	10	12/14	85
	- Crepognon's Scrying Gem of Zellak							30
Trolls								Large Infantry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	Slimee Slaughteraz	6	4+	-	5+	18	14/17	190
	- Maccwar's Potion of the Caterpillar							20
Horde(6)	Bone Snappin' Boyz	6	4+	-	5+	18	14/17	190
	- Staying Stone							5
Mawbeast Pack*								Cavalry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Troop(5)	Mad Hoppin' Mob	6	4+	-	3+	6	9/11	60
Troop(5)	Nimble Nibblaz	6	4+	-	3+	6	9/11	60
Fleabag Riders								Cavalry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Troop(5)	Venom Fang Ridaz	10	4+	-	4+	7	9/11	95
Troop(5)	Beasts Unleashed	10	4+	-	4+	7	9/11	95
Big Rocks Thrower								War Engine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)	Deff from Above	5	-	5+	4+	1	8/10	80
(1)	Mawbeast Launcha	5	-	5+	4+	1	8/10	80
King on chariot								Hero (LrgCav)
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)	Da Smasha!	9	4+	4+	4+	7	13/15	130
(1)	Da Basha!	9	4+	4+	4+	7	13/15	130
Biggit								Hero (Inf)
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)	Admiral Albatross	10	4+	4+	4+	3	9/11	60
	- Mount on a Fleabag, increasing Speed to 10 and							15

Bows (Range 24"), Yellow-Bellied  
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Crushing Strength (2), Regeneration (5+)

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Crushing Strength (1), Height (1), Nimble, Vicious, Yellow-Bellied

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Nimble, Thunderous Charge (1), Yellow-Bellied

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Blast (D6+2), Indirect Fire, Piercing (3), Reload!, Yellow-Bellied

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Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Inspiring, Nimble, Thunderous Charge (2), Yellow-Bellied

Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Inspiring, Nimble, Thunderous Charge (2), Yellow-Bellied

Hero (Inf), Bows (Range 24"), Individual, Inspiring, Yellow-Bellied

changing to Hero (Cav)  
 - Crystal Pendant of Retribution

**Wiz** **Hero (Inf)**

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	Trollswill Bonepicka	10	5+	-	4+	1	9/11	45	Hero (Inf), Individual, Lightning Bolt (3), Yellow-Bellied
	- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							15	
	- Circlet of Blood							30	

**Giant** **Monster**

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	Ol' Gnasher	7	4+	-	5+	(D 6+ 6)*	17/19	190	Brutal, Crushing Strength (3), Fury, Strider
(1)	Swiftgub 'n Slasha	7	4+	-	5+	(D 6+ 6)*	17/19	190	Brutal, Crushing Strength (3), Fury, Strider

**Orcs (Evil)**

**Ax** **Infantry**

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	Leerin' Ladz	5	4+	-	5+	25	20/22	205	Base Size: (25x25mm), Crushing Strength (1)

**Krudger on Slasher** **Hero (Mon)**

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	Gritsnik da Kunnin	10	3+	-	5+	10	16/18	235	Hero (Mon), Crushing Strength (3), Fury, Inspiring
	- Mount on a Winged Slasher instead, increasing Speed to 10 and gaining the Fly special rule							50	

**War Drum** **Monster**

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	Rhythm 'n Bruise	5	4+	-	4+	3	-/11	80	Crushing Strength (1), Great Thunder, Height (1)

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- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Circlet of Blood** This artefact can only be used by Heroes that already possess or can be upgraded to have a spell. The Hero now has the Bloodboil spell as follows: 12" range. When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Roll to damage with Piercing (1). This spell is affected by cover modifiers.
- Crepgnon's Scrying Gem of Zellak** When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Crystal Pendant of Retribution** When the unit is Routed, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Fury** While wavered, this unit may declare a Counter-Charge.
- Great Thunder** This unit has the Rallying (2) special rule. Rallying! (n): Friendly, non-allied units within 6" of this unit have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range. Only the Rout value of Fearless units is affected by Rallying!
- Indirect Fire** The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
- Individual** Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines,

however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- Strider** The unit never suffers the penalty for Hindered charges.
- Thunderous Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by 1 (to a minimum of zero) when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Yellow-Bellied** When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge