

Forest Orcs and Goblins



M² - Monsters and Magic

Point Build v6.2

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Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?	Characteristics		VM	Hits	Save	VP	Pts			
General	0	4	General on foot		X	-	-	2	0	2 +	2	40			
Wizard Level 1	0	3	General on foot		X	Wizard : Level 1	-	3	0	3 +	2	90			
Wizard Level 2	0	3	General on foot		X	Wizard : Level 2	-	4	0	3 +	2	140			
Wizard Level 3	0	1	General on foot		X	Wizard : Level 3	-	5	0	3 +	2	190			
Detached General or Mounted General or Senior General												+10			
Major Hero	0	4								+1		0			
Brilliant	0	1									+1	+40			
Minor Heroes	2	4										+10			
Camp	1	1	Per Command										+1 +10		
Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics		Re-size	VM	Hits	Save	VP	Pts	
Orc Forest King's Mount	0	1	1	Monstrous Creature (I)	Regular		Greenskin!	-	-	2	2	5 +	1	105	
Komunga Battle Crab	0	1	1	Monstrous Creature (I)	Veteran		-	-	2	2	4 +	1	110		
Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics		Re-size	VM	Hits	Save	VP	Pts	
Forest Orc Swineriders	✓	1	4	Knights - Lance	Regular	-	Greenskin!	Animosity	Savage Tribes	-	2	2	7 +	2	100
Forest Goblin Spider Riders	✓		4	Light cavalry, javelin	Regular	-	Greenskin!	Animosity	Poison	-	1	1	7 +	1	55
Forest Goblins	✓	6	10	Javelinmen, Deep	Raw	-	Greenskin!	Animosity	Poison	-	3	3	8 +	3	75
Forest Goblin Bowmen	✓		4	Bowmen	Raw	-	Greenskin!	Animosity	-	-	2	2	9 +	2	45
Forest Orc Rabble	✓		10	Warriors	Regular	-	Greenskin!	Animosity	Savage Tribes	-	2	2	8 +	2	50
Forest Orc Archers	✓		4	Bowmen	Regular	-	Greenskin!	Animosity	Savage Tribes	-	2	2	9 +	2	60
Forest Trolls	✗	0	2	Monstrous Creature (I)	Regular	-	Stupid	Regeneration	-	-	2	2	5 +	1	95
Forest Goblin Hoppers	✗	0	2	Cavalry, lance	Veteran	-	Stupid	Fleet	-	Small	1	1	6 +	1	45
Forest Goblin Grimroot Treeman	✗	0	2	Monstrous Creature (II)	Regular	-	Stupid	Terror	-	-	2	3	5 +	1	135
Forest Orc Behemoth Battle Beasts	✗	0	2	Monstrous Creature (II)	Raw	-	Greenskin!	-	-	-	2	3	6 +	1	135
Forest Goblin Warlice	✗	0	2	Knights - Lance	Raw	-	Greenskin!	-	-	-	2	2	7 +	2	95
Forest Goblin Spider Herders	✗	0	2	Elephant (African - Unescorted)	Regular	-	-	-	-	-	3	3	7 +	1	60
Giant Cyclops	✗	0	1	Monstrous Creature (II)	Regular	-	Stupid	Giant	Terror	-	2	3	5 +	1	115

Army Trait		Pts
Squabbling	When troops with Greenskin! and Animosity draw a 1-PIP card to activate, place a Squabble token (Command (+2)) into the same, or adjacent, box containing a unit who have the Animosity characteristic and no Squabble token. If multiple boxes qualify the Goblin player decides where it placed.	-100
Army Characteristics		
Greenskin!	Greenskin! units do not take a rout test for the destruction of other Greenskin! Units if their armour save is better.	
Animosity	When activating troops with this characteristic, and a 1-PIP card is drawn one unit in the activation takes a hit. If a generals re-draw is then used no saves are allowed, otherwise a save can be made	
Fleet	Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.	
Poison	Saves made against a Poison attack save on a 7+. If the units save is worse than 7+, they use that instead.	
Stupid	Stupid troops count easy activations as difficult, and difficult activations as 'doubly' difficult	
Savage Tribes	Troops with this characteristic must be in command on their own. Troops with the Savage Tribe never suffer the attack penalty for being disrupted.	
Giant	<p>When activating any Giant and a 1-PIP or 10-PIP card is drawn, draw another card and consult the following table</p> <p>1-3 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey. This ends the Giants activation but not the commands</p> <p>4-6 Move the Giant directly towards the nearest table edge. If equidistant randomise the direction. If he moves into another unit he will attack it regardless of which side it is on.</p> <p>7-8 The Giant picks up a rock, tree, abandoned cart, outhouse or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see within 2 boxes.. Strikes with 3 shooting attacks worked out in the usual way</p> <p>9-10 The Giant moves towards the nearest enemy unit that he can see. If he is adjacent to the foe he will attack as normal. If friends are in the way he will walk through them. Walking though friendly troops inflicts 1 hit as if in melee. If the box he moves into is fully occupied then he displaces one of those units. The Giant and the passed through unit are swapped. Unit orientations are kept as they are.</p> <p>When a Giant is killed he falls! Follow the rules for movement Deviation. Every unit in the destination box takes a hit. Saves may be made but with a +2 Penalty</p>	
Terror	When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless	
Regeneration	When a unit with this characteristic activates and draws a 1-PIP card, they may remove one of their disruption markers. The activation fails as normal. If the card is redrawn for any reason regeneration still takes place.	
Spells		
Sorcerous Blast	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	7
WAAA!	<p>If successfully cast place a WAAA! token in the Wizards box. If a 'non-Raw' Greenskin! unit suffers a hit (even if it were saved) from a non-ajacent box, and is within 3 boxes of of a WAAA! token the unit must move 1 box straight forward.</p> <p>If the box directly ahead is</p> <ul style="list-style-type: none"> •Blocked by impassable terrain •Fully occupied with friendly troops •Contains enemy troops <p>Then no move is made.</p> <p>If the result of the casting is 9+, in addition, all Greenskin! units on the table get a -1 save.</p>	7

Great Green Power!	If cast successfully place Great Green! token in the Greenskin Wizards box - Great Green! token - Greenskin Wizard spells get a +1 PIP to the casting draw for each Greenskin unit in, or adjacent to, the Great Green! token. If however the casting total is greater than 10 the Greenskin Wizard must make a save, or explode with too much Great Green!	5
Green Power!	If cast successfully every Greenskins unit in or adjacent to the casting Wizard receives a Minor Hero marker - if it doesn't already have a Hero marker.	6