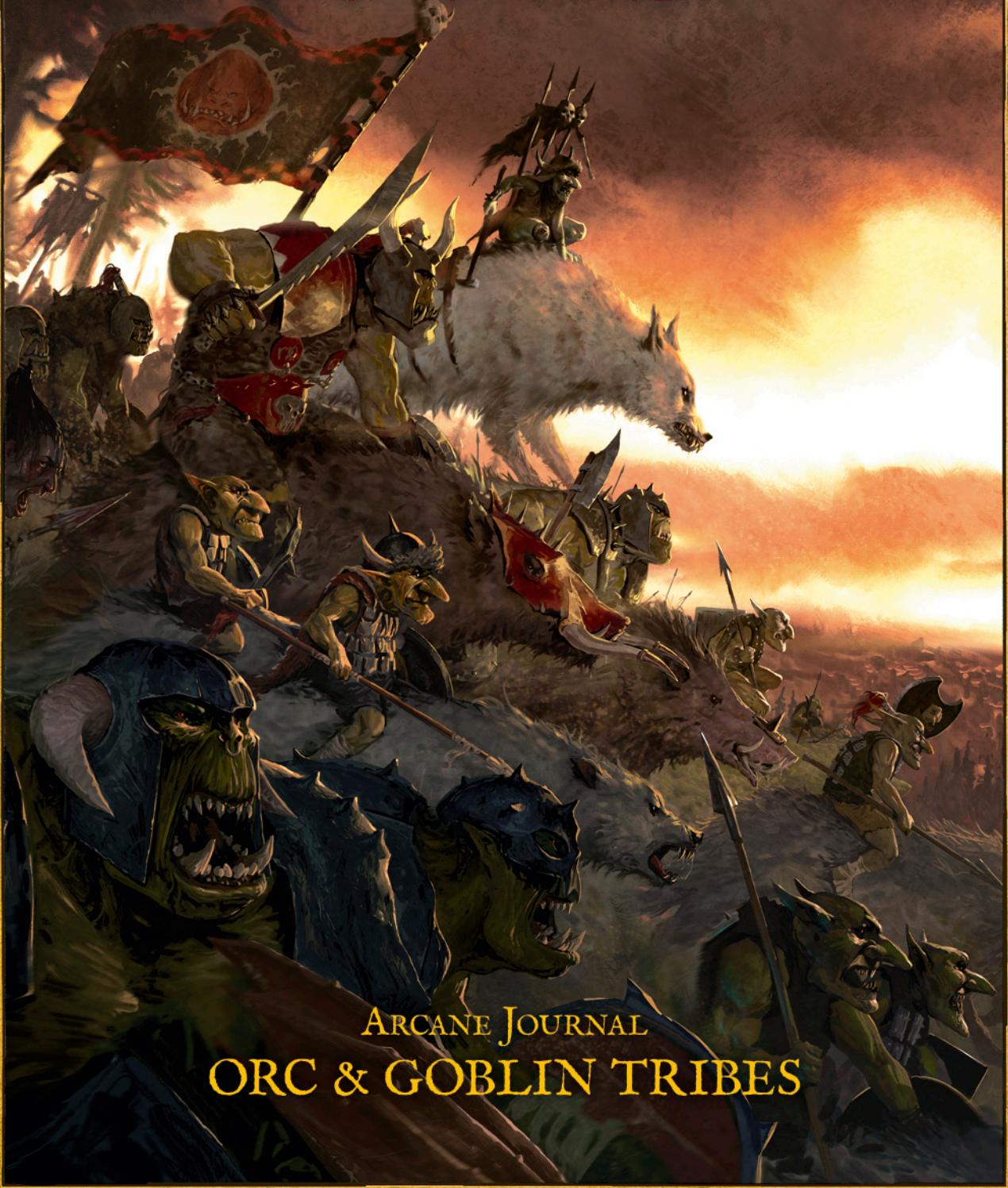


WARHAMMERTM

THE OLD WORLD



ARCANE JOURNAL
ORC & GOBLIN TRIBES

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ORC & GOBLIN TRIBES



“FIGHTIN’ AND LOOTIN’ IS WOT WE DO BEST!”

- Warboss Kiknik Toofsnatcha

WAAAGH! DA ORCS!

Orcs and Goblins are a scourge upon the lands. They are ferocious raiders that spread war to every corner of the world. So eager for battle are they that, when lacking a foe, they will gladly attack each other. Should they ever stop fighting themselves and unite into a cohesive force, they would sweep away all opposition in a brutal tide of violence.

Might Makes Right

Throughout the known world, tribes of brutal and belligerent Orcs and Goblins prosper. From the inhospitable wildernesses of the Badlands, to the lush pastures of Bretonnia and the dense forests of the Empire, no corner of the Old World has gone untouched by their scourge. These tribes are made up of mobs, each consisting of a single type of warrior: Orc mobs, Goblin mobs, Wolf Rider mobs, and so forth.

Orcs and Goblins take tremendous pride in the mob they belong to and the tribe their mob is part of, for it comes easily to them to believe that they and their mates are the best and, by extension, that those they hang around with are just as good as they are.

This belief in their own superiority makes the average Orc or Goblin almost impossible to lead, for they instinctively resist the ideas of others and will only follow those that can readily prove their strength and prowess. Thus, mobs are led by the biggest and toughest of their number, known to their fellows as 'da Boss', and tribes are led by the biggest and strongest Boss, generally known as a Warboss.

Though it takes an impressive brute to lead a tribe, and all admire a leader possessed of the ability to push an opponent's nose through his brainpan, a dose of low cunning is also useful. This is particularly true amongst Goblinoids, for there will always be a challenger eager to advance by quite literally stabbing their rivals in the back. Thus, Bosses and Warbosses are suspicious creatures, forever alert for signs of treachery amongst their subordinates and always prepared to batter someone to a bloody pulp in response to even the most minor challenge to their superiority.

Ultimately, all Orcs and Goblins are united by a simple desire – to fight alongside a powerful Boss and follow a mighty Warboss who has built a reputation for leading his tribe to glorious victories. This is partly because they all want to be on the winning side, but mainly because no mob wants to miss a good scrap. The biggest Warbosses lead their tribes to so many victories and cause such commotion throughout the land that lesser tribes flock from far away to join the mighty commander, and a great Waaagh! is born – a tidal wave of destruction feared throughout the civilised nations of Men, Dwarfs and Elves.







Tribal Life

Orcs and Goblins are often encountered together in the same tribe. Amongst their kind, this is the natural order of life – the strong ruling over the weak. The larger and more powerful an Orc mob, the more eager its members will be to keep mobs of Goblins around as their presence means the Orcs are never short of someone to intimidate and bully into doing the most unpleasant chores. As Orcs despise almost everything except fighting, Goblins do all the mundane jobs around camp, such as gathering fuel for fires, erecting crude huts and other jobs too dangerous or dirty for any right thinking Orc to contemplate. In return for their work, Goblins gain the protection of their larger kin.

Beyond the natural dominance of strong over weak, there is little semblance of order in an Orc and Goblin tribe. Things change constantly and often in a hurry. The wilds in which most tribes live are dangerous places, subject to attack by all manner of foes and monsters, including other Orcs and Goblins. Tribes alter constantly as old mobs leave to seek their own way, new mobs join and Warbosses fall as stronger challengers rise up to take over. It has been said that, should all the Orcs and Goblins unite, they could conquer the world, but should they try, they would succeed only in fighting themselves to extinction.

When there is no enemy to focus their aggression on, Orcs and Goblins spend an inordinate amount of time fighting each other. Thus, the tribes that last the longest and that rise to supremacy within the wildernesses are the biggest, strongest and most cunning.

Tribes grow when they conquer smaller ones, as most often the winners slay all the opposing commanders and force the remaining warriors to join their tribe. At other times the process of 'absorbing' the smaller tribe is much more literal, with the winners actually eating the vanquished. How the defeated are dealt with depends on many factors, from how hungry the victors are, to how well the opposition fought, or some other, more mysterious whim of the Warboss.

Warriors that have been recently recruited into a new tribe will try to fit in, often adopting some of the common colours, symbols or icons of their new group, though rarely are individuals welcomed into the ranks of an already established mob. Instead, new mobs join existing tribes, often retaining symbols of their old allegiance and bringing with them habits and mannerisms picked up from mobs now vanquished. In this way, strange beliefs and cultural oddities are passed from tribe to tribe, adapted and built upon. Seldom are the outlandish ways of any tribe truly forgotten after its demise.

Due to their wide variety of beliefs and the staggering range of cultural sects and sub-sects Orcs and Goblins are given to display, the only thing that can be called uniform about their tribes is their disparate and ragtag appearance. Flea-bitten Wolf Riders ride to war beside disciplined and well-armoured Black Orc mobs who, in turn, fight side-by-side with mad, cackling Night Goblins. This kind of muddled disorder is exacerbated during a large Waaagh!, when many tribes trek great distances to join the throng.

Brutal, But Cunning

Though Orc and Goblin tribes grow by absorbing already established mobs into their midst, their core will always consist of a number of mobs that share a common ancestry and origin with the Warboss. Most often, these will be mobs of Orcs or Black Orcs fighting on foot, wielding a variety of weapons ranging from stout thrusting spears to crude warbows, mobs of boar-riding cavalry known as 'Boar Boys', or ostentatious charioteers that clatter about the place bellowing loudly to ensure everyone has seen them.

In tribes that contain no Goblins, the Orcs are more belligerent than usual, and full-on fights break out in Orc-only camps with alarming regularity. These struggles determine the pecking order, with the lowliest warriors doing all the work usually left to the Goblins, while the victors loll about. No Orc can bear any peaceful or productive task for very long, causing further violence to erupt. This environment ensures that Orc-only tribes are small, but very battle-hardened. It also means their camps lack even the crude amenities that ingenious Goblin labour normally provides, such as simple skin huts, stockades to fence in the boars or, perhaps worst of all, any consideration given to the placement of the latrines.

Such tribes tend to attract large numbers of monsters such as Trolls and Giants. Indeed, it is not unknown for tribes renowned for their brutality to absorb whole family groups of savage Trolls into their ranks.

Amongst Goblin tribes, swarming mobs of infantry are common. These are accompanied by mobs of cavalry mounted upon huge wolves or massive spiders rather than the War Boars favoured by their larger cousins.

The massed infantry mobs of the Night Goblin tribes, drunk on fungus wine, are given to sporadic bouts of cackling and gibbering. Hidden amongst their ranks are fanatical fighters that consume mad cap mushrooms prior to battle – turning them into deadly whirlwinds of destruction. These gibbering hordes of malevolence are accompanied to war by large herds of subterranean Cave Squigs and wild mobs of Squig Hoppers.

Such quirks of Goblin culture are indicative of their environments. Those tribes that favour Giant Wolves can be found on the open plains of the wilderness. Those that harness Giant Spiders dwell in the deep forests of the Old World, where such monstrous creatures thrive. Whilst Night Goblins dwell in the deepest caves, far below the towering Worlds Edge Mountains, untroubled by the sun.

On occasion, a tribe may consist solely of mobs of a particular type, reflecting the preferences of its Warboss or an adaptation to an unusual habitat. On the plains of the Badlands, for example, nomadic tribes are common, consisting almost entirely of mounted mobs of Boar Boys, Wolf Riders and raucous charioteers. Amongst these nomadic groups are Orc tribes that contain only Boar Boys, or Goblin tribes made up exclusively of Wolf Riders.

As tribes grow, most Warbosses are not particularly fussy about who joins their ranks, often welcoming a wide array of weirdos into the midst. For the most part this works surprisingly well – good ideas catch on quickly, beneficial customs and beliefs are eagerly adopted, whilst dangerous or unpopular traits are quickly dealt with by the ever present violence of tribal life.





IN SAVAGE LANDS...

Far from the baroque palaces and towering city walls of the Empire, beyond the crenellated towers and gleaming castles of Bretonnia, the civilised races' grip upon the Old World loosens. In unconquered lands, where great beasts roam, violent tribes of Orcs, Goblins, Trolls and worse dwell, their numbers ever increasing, their lust for violence never diminishing.

The Badlands

Wicked creatures have dominated the lands between the Worlds Edge Mountains and the Dragonback Mountains since time immemorial, and it is well-known that to cross Blood River and venture into the Badlands is to leave the safety of civilisation behind.

The people of the Old World dread the area and only the most desperate would attempt to settle there, for there can be no safe haven in lands so dominated by dark forces. Yet dwell here they do. The scattered towns and villages that dot the northern shores of the Black Gulf, between the heights of the Dragonback Mountains and the shadow of Barak Varr, cling desperately to the barren soil. Here reside those renegades and rogues unable to find shelter, even in the lawless lands of the Border Princes to the north, a violent and battle-torn land of petty fiefdoms that is almost perpetually ravaged by war.

To the south, lies the foul and foetid expanse known as the Marshes of Madness. These mist-covered swamps are trackless and nigh impossible to cross. Yet, despite the treacherous nature of these ghastly marshes, many Goblin tribes dwell there, skulking in great stilted huts that rise precariously from the deep mire.

Further south, the quagmire gives way to low hills, dry plains and, finally, desert. Here, upon the shifting sands, where the Badlands meet the Land of the Dead and many nomadic Orc tribes rampage, crude stone idols stand beside the eroded monuments of a long dead civilisation. These statues, raised long ago to ward against the foul spirits that plague the cursed realm to the south, mark the southernmost border of the Badlands.

The landscape of the Badlands is harsh; it is a place of boulder-strewn moors and arid steppes. Ancient ruins, barrows and cairns testify that once the land was more fertile, but now stand as a grim tribute to some long gone nation. These days, the inhabitants are Orcs and Goblins, Trolls and Giants. Tribes of these creatures beyond counting fight endlessly for space, for the land's meagre resources, and for the simple love of violence.

These tribes roam the plains, making ramshackle camps and squatting in crude strongholds to stake their dominance in their constant battle for territory. The ever-shifting borders of innumerable tribal realms are marked with picket lines of spiked skulls, gory battle trophies or the vast symbols of mighty Warbosses carved into the rocky outcroppings. All across the Badlands, effigies of Gork and Mork cast long shadows over the plains. Some are sculpted in stone, others shaped out of piled bones and worse things...



A Guide To The Badlands

Although barren and blasted, the Badlands are not devoid of natural features and landmarks, from the impregnable fortress of Black Crag in the north, to the towering and Giant-infested heights of the Dragonback Mountains.

Mount Bloodhorn (Ekrund)

The tallest peak in the Dragonback Mountains is known as Mount Bloodhorn, a stronghold, swarming with Orcs, that exerts its influence over the whole mountain chain and deep into the heart of the Badlands. Before the coming of the Orcs, the mountain was mined by Dwarfs from the lost hold of Ekrund. The Dwarfs dug deep into the rock, creating a tunnel network that joined with naturally occurring caves. Far below the surface, within these cavernous chambers, the Orcs continue to delve into the darkness, uncovering the vast riches sealed within the tombs of the Dwarven ancestors and stumbling upon ancient wonders, forgotten since the Golden Age of the Dwarfs.

Blind River & Blight Water

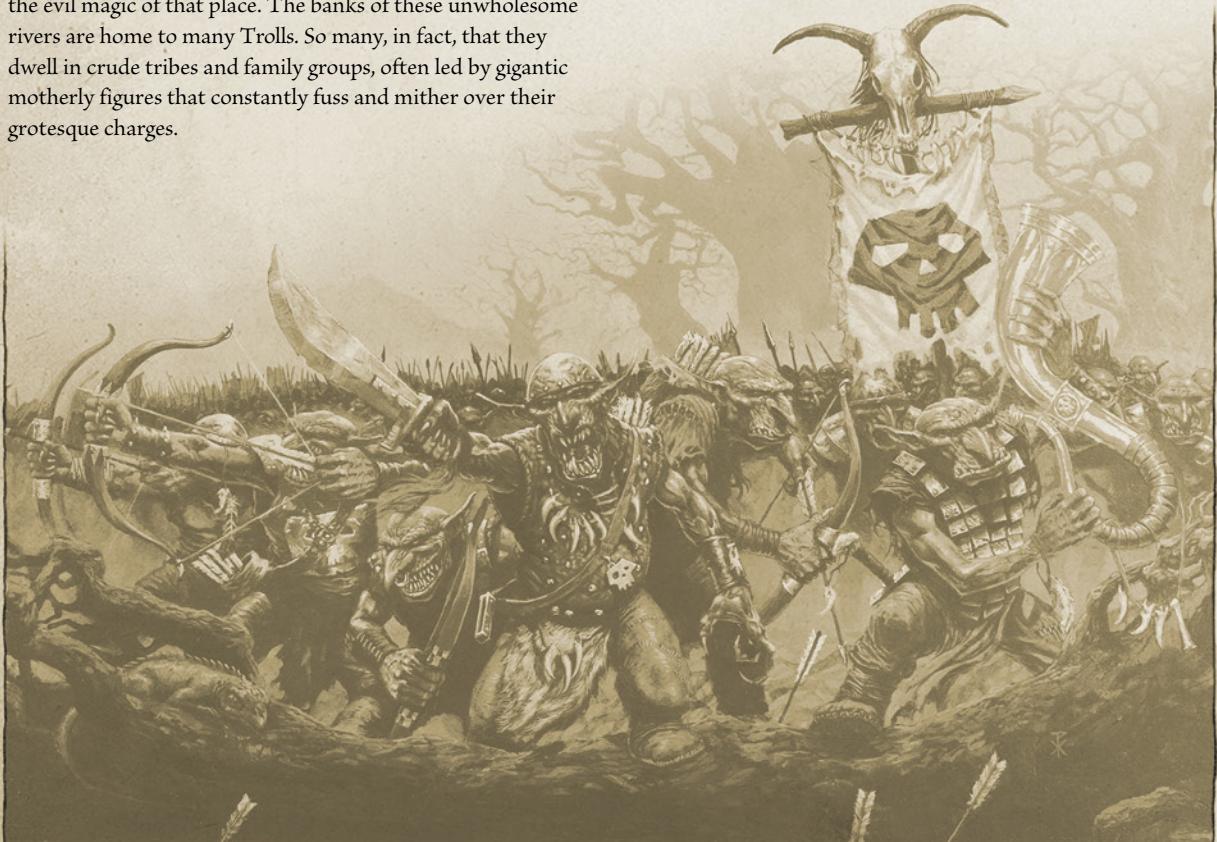
Two great rivers cut through the open expanses of the Badlands, flowing from the Worlds Edge Mountains and feeding into the Marshes of Madness. The foetid blackness of the Blight Water runs from the Sour Sea, laden with warpstone and other poisons. The cursed waters of the Blind River meander past Mourkain, their chill depths laden with the evil magic of that place. The banks of these unwholesome rivers are home to many Trolls. So many, in fact, that they dwell in crude tribes and family groups, often led by gigantic motherly figures that constantly fuss and mither over their grotesque charges.

Black Crag

Once known by the Dwarfs as Karak Drazh, a hold of such wealth and grandeur that it was rivalled only by the Eight Peaks, Black Crag is strategically placed within the mineral rich mountains at the western end of Death Pass. Today, this great fortress is known as the most powerful Orc stronghold in the Worlds Edge Mountains and the magnificent statues of the Ancestor Gods that once lined its wide avenues have been crudely defaced and transformed into effigies of Gork and Mork. From here, the Orcs of the Bloody Tusk tribe reign tyrannically over the mountains and plains for a hundred leagues in every direction, threatening to one day overwhelm Barak Varr and the Border Princes to the north, or to topple the isolated defences of Karak Azul to the south.

Mourkain

At the heart of the Badlands lies the Necropolis known as Mourkain. Once the capital of a great realm of Men, known to its people as Strygos, the city of Mourkain was founded by a Shaman named Kadon. In times past, Strygos stretched from the banks of the Blind River to the shores of the Black Gulf, all controlled from Mourkain. Unfortunately for the people of Strygos, the Orcs of the Badlands did not take kindly to being pushed from their ancestral lands and joined together in a great Waaagh! led by Warboss Garsnag Craktoof. Mourkain was sacked and the power of Strygos broken forever. An aura of despair now hangs over the desolate ruins, and they are shunned by all but the most evil denizens of the Badlands.





Misty Mountain

South-east of the Sour Sea, a solitary peak known as Misty Mountain towers above the Worlds Edge Mountains, facing the cursed pit of Nagashizzar on the northern shore of the great inland lake. Despite the eternal darkness that hangs over the towering peaks, where once evils so harrowing that they shamed the gods were undertaken by the Great Necromancer himself, Misty Mountain teems with life. Here, Goblin tribes dwell in huge numbers, farming their twisted fungi in the warpstone-laden caverns that stretch from the foot of the mountain, far beneath the Sour Sea, raising Squigs of prodigious size and vicious temperament and warring eternally against the accursed denizen of Nagashizzar.

The Eight Peaks

Known also as Vala-Azril-Ungol, the Eight Peaks was once the crowning glory of the Dwarf realm. A gleaming city, the upper citadels of which lie nestled within a great bowl created by eight towering mountain peaks, the Eight Peaks endured for centuries before succumbing to the evils that besieged it. Today, the upper reaches of this mightiest of holds are infested with the Goblins and Trolls that now rule it. Where once the kings and queens of the Dwarf race walked through cavernous subterranean chambers of silver and gold, now fungus climbs the walls and Trolls nest in ravaged staterooms. In the lowest levels, where the Dwarfs once mined the riches of the world to fuel their industries, dead things lurk in desecrated tombs and mutated creatures scuttle in the endless dark.

Giant Stomping Grounds

Though rarely seen in the lands of Men and Dwarfs, Giants can be found the world over, dwelling in remote moors and striding between the peaks of mountains. In the Badlands, where they are free to live untroubled by the attentions of bold heroes looking for fame, Giants of great age and size can be seen wandering freely between the southern foothills of the Dragonback Mountains and the highlands that overlook the Black Gulf. Giants seem to enjoy the heady coastal air and, when not lumbering to battle alongside an Orc warband, or attacking the merchant caravans that occasionally brave the Zandri Road, delight in tossing great boulders at the ships that ply the treacherous waters of the gulf.

Death Pass

In ages past, when the Dwarfs of the Old World still dealt and traded with the Elves of Ulthuan, a Dwarf-built road carried great wealth and finery from Tilea in the west, through the Border Princes and the Badlands, to the mighty Dwarf holds of the southern Worlds Edge Mountains. Here, it passed beneath the towering might of Karak Drazh, past the Eight Peaks and rose into the unwelcoming heights of the Death Pass, the only clear route through the snow-capped mountains to the bleak and desolate expanses of the Dark Lands beyond. Today, bold human merchants occasionally brave the dangers of Death Pass in search of a route to distant Cathay. Entire armies have been dispatched from the nations of the Old World, intent on forging safe passage through the Orc-infested Worlds Edge Mountains and across the blasted wasteland that lies beyond. Alas, few such expeditions into the Dark Lands return...

Dressed in tanned leather and mismatched scraps of metal armour, a pair of Orcs careen into battle atop their ramshackle chariot. Orcs love to customise their war machines, making them as deadly as possible, banding the wheels with iron and attaching large blades to scythe through the enemy. In the same way that they cover themselves in tattoos, so do Orcs adorn their chariots, shields and mounts, painting crude depictions of their gods alongside tribal markings.



TRIBAL MARKINGS



The shields of the Orc and Goblin tribes are usually crafted from scavenged wood and repurposed iron, and adorned with likenesses of the Orc gods or tribal markings – or whatever its wielder decides to decorate it with when not crumpin' their foes. The standards that the Orcs and Goblins carry into battle will often celebrate Gork and Mork, their toothy grins adorning ragged tapestries and torn fabric.



Though their wargear is often cobbled together from battlefield scraps, Goblins are still armed to the teeth! Carrying pointed spears, curved short bows and wooden shields, Goblin Wolf Riders race into the fray atop their thick-furred mounts.

Easily identified by their suits of dark plate armour, Black Orcs are the biggest and meanest of their kind. Having salvaged the best kit, these brutes carry enough weapons to outfit a regiment of soldiers and still have an axe going spare!

WAAAGH! KIKNIK

With winter's icy hold on the region mostly banished by spring's warm embrace, Goblin Warboss Kiknik Toofsnatcha knew that it would soon be time to raid and plunder once more – all he needed was for Mork, or possibly Gork, to point him in the right direction.

The Call To Battle

When Orcs and Goblins gather in large numbers with violence in mind, a vortex of magical Waaagh! energy coalesces around them, acting as a signal fire to others of their kind. In northern Bretonnia, Warboss Spine-Cracker had launched an enormous Waaagh!, flooding the countryside with a tide of Orcs and Goblins that created such a colossal build-up of energy that tribes as far away as the Badlands could sense it.

The Shamans of Goblin Warboss Kiknik Toofsnatcha detected this magical build-up and urged their chieftain to set out in search of the almighty scrap that no doubt caused it. The idea of roving across the land and pillaging everything he came across appealed greatly to the Goblin Warboss. So, with a mighty howl from Chompa, Kiknik's Giant Wolf, the camp sprang into action, making hasty preparations to ride across the Badlands and rampage through the lands of Men. The horizon beckoned with the promise of riches and bloodshed.

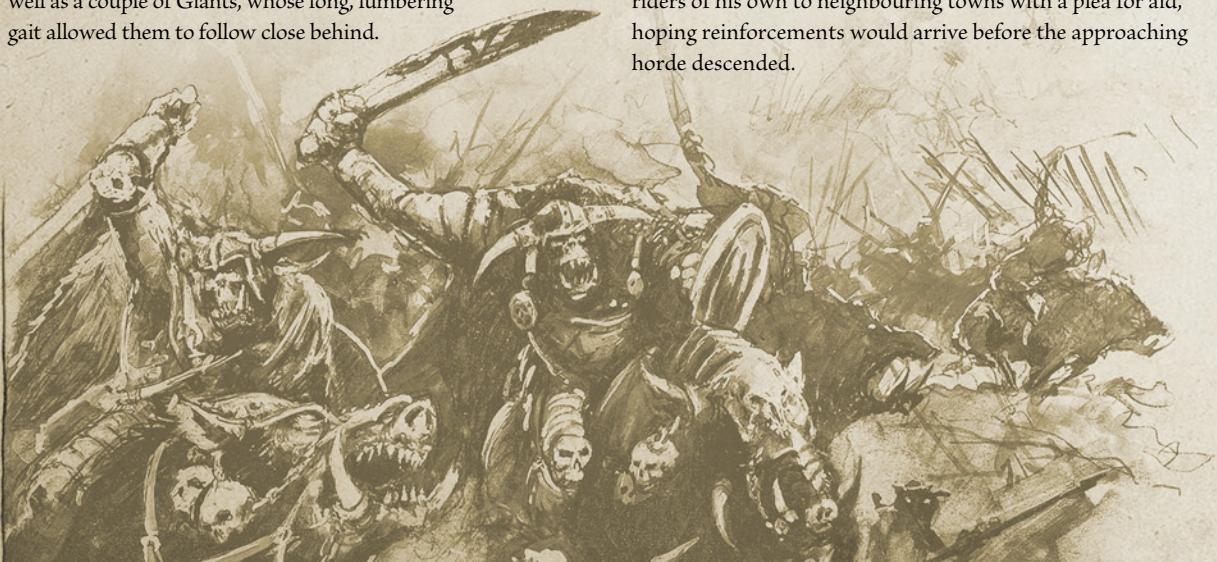
The nomadic procession swiftly made its way northwards across the Badlands, gathering warriors as they rode and welcoming any who could maintain the relentless pace set by the Goblin Warboss' Giant Wolf. As Waaagh! Kiknik crossed the Howling River and River Stacnek, those who had tried to follow on foot having been long abandoned, Kiknik was left in the company of Boar Boys, Wolf Riders and charioteers – as well as a couple of Giants, whose long, lumbering gait allowed them to follow close behind.

An Early Warning

The residents of High Spear saw the rising cloud of dust and heard the baying wolves long before Waaagh! Kiknik came into view. Having suffered many attacks in the past, the common folk quickly retreated behind their fortified walls and, by the time the raiders arrived, the town had been made ready for battle and messengers dispatched to warn neighbouring settlements. But Kiknik had no interest in a protracted siege, so ordered the majority of his warriors to plunder the smallholdings surrounding High Spear, whilst the rest were left to scream insults at those cowering inside the town.

Over the days that followed, Kiknik's warriors liberated anything they perceived to be of value, from rusted farming equipment to small pouches of coins and bent silverware. Once the surrounding lands had been suitably relieved of valuables the mounted force took off at full speed, leaving a trail of discarded trinkets and the bodies of their former owners in their wake.

To the west, a rider from High Spear reached the settlement of Malko with news of the approaching Waaagh!. Unlike most of the Border Princes, the lands surrounding Malko were rich and fertile, making it one of the largest producers of crops in the region – a perfect place for Kiknik to resupply before continuing northwards. The mayor of Malko dispatched riders of his own to neighbouring towns with a plea for aid, hoping reinforcements would arrive before the approaching horde descended.



Easy Pickings

Kiknik struck hard and fast upon his arrival at Malko, his riders spreading out to sow disorder and anarchy amongst the populace. Panic set in for those closest to the advancing Waaagh!, as commoners fled their homes and farms, hoping to find safety behind Malko's fortified walls and the blades of its well-trained garrison. As refugees flooded into Malko, the mayor bolstered the ranks of his standing force by creating an ad hoc militia, arming anyone who was able to fight to protect the farms and fields that they depended upon so greatly.

Throughout the farmlands of Malko stood a vast network of storehouses and barns in which produce could be kept safe from the elements before being moved to market. Though the large storage sheds had not been left undefended, their small garrisons had been quickly swept aside by Kiknik and his riders. With the defenders slain, the Orcs and Goblins had stuffed sacks full of loot and loaded their chariots with as much plunder as they could carry, before torching the empty buildings and charging off to the next storehouse.

Those within the walls of Malko wept as the countryside burned, their homes set ablaze whilst the fruits of their labours were snatched away. Many begged the mayor for the chance to strike back at the marauding Orcs and Goblins, hoping that a show of force would send them scurrying back to wherever they came from. Though the mayor had preferred to await reinforcements, none had yet come and his people's desperation grew with each passing day. With seemingly little choice, the mayor sent a challenge to Kiknik in the hopes of baiting the Warboss into meeting him in battle.

The Trap Is Set

Being a Goblin, and a cunning one at that, Kiknik was not one to be drawn hastily into battle, choosing instead to continue looting his way north through the undefended farmland and avoiding a fight altogether. Though the more violent members of his warband had been left itching for a fight by his approach, they were placated with the best pickings from the looted food stores and promises of battles to come.

The mayor quickly grew frustrated by the Goblin Warboss' unwillingness to meet his forces in battle, so commanded the soldiers and militia of Malko to give chase to the mounted warhost, hoping to overtake the fast-moving raiders when they stopped to load their freshly pilfered supplies. In doing so, the mayor made a fatal mistake. His now overextended force, comprised mostly of lightly armoured, inexperienced militia, was at risk of becoming encircled by Kiknik's riders.

Despite the vague and uninformative nature of the reports from his wolf-riding scouts (Goblins often pay attention to entirely the wrong things when on watch or scouting duty), Kiknik was able to learn of his attackers' vulnerable position. He immediately dispatched his Wolf Rider packs to outflank and ambush the mayor's forces. The rest of his fighters, mostly Orc Boar Boys and heavy, ramshackle chariots, began setting fires in the nearby fields, the thick, black smoke billowing from the burning crops concealing the vast majority of his warriors. The final stage of his plan involved a small group of Orcs and Goblins, who continued to load their stolen carts with supplies from a large storehouse – unknowingly becoming the bait in Kiknik's trap...





The Scorched Field Massacre

The mayor's force closed in on the raiders at the storehouse, the burning fields drawing curses from those that had ploughed and planted them. Though the more experienced town guards advanced carefully, tempers flared within the undisciplined ranks of the militia – the sight of those who had defiled their homes and made off with their hard-earned goods caused many of the common folk to break ranks and charge at the raiders with reckless abandon.

Kiknik peered through the heavy clouds of smoke as the enemy rushed over the open ground, the determination on their faces clear to see. As soon as the militia had advanced out of reach of the more heavily armoured veterans, Kiknik's ferocious mount unleashed a long, baleful howl – a sound echoed by the Wolf Riders who had encircled the impetuous militia. The chorus of baying and barking halted the militia in their tracks, their blood turning cold at the sudden realisation that they were totally surrounded and a long way from Malko's high walls...

As the courage of the common folk failed, Kiknik and his warriors broke from cover and thundered through the smoke screen, whooping and hollering as the farmhands turned and fled. The charging Boar Boys and chariots were quickly in amongst the fleeing militia, the massive porcine mounts trampling the common folk of Malko as they raced into battle. Those who avoided the thick, goring tusks of the boars found themselves hewn down in droves by the choppas and heavy-bladed spears of their Orcish riders, or crushed under the iron-banded wheels of heavy chariots.

The veteran troops, unable to help as the fleeing militia were hacked down by the bloodthirsty Orcs, rallied at their mayor's command. With the howls of Giant Wolves coming from all sides, they formed a tight ring of shields and pointed spears, offering no weak flanks to the mounted host. As the Orc and Goblin horde closed in around the armoured formation, the mayor realised that his warriors were hopelessly outnumbered and, this far away from Malko, there was little hope of reinforcements.

Kiknik did not rush to finish off the encircled veterans, choosing instead a far crueler fate for them. In the hours that followed, the Wolf Riders surged forwards time and time again, close enough to unleash arrows at any gaps within the shieldwall, but beyond the reach of any retaliation, before falling back to safety. As the hours ground by, the defenders slowly fell to the Goblins, until the dead were piled so high that the living could almost hide behind them. As their allies lay dying around them, the veterans of Malko all came to the same grim realisation – stand and fight or run and hide, it mattered not. One by one, they were going to die.

As daylight faded, Kiknik's enemies no longer had the strength, nor the numbers, to withstand a charge from his Boar Boys. As Chompa's dreadful howl resonated across the fields one last time, Kiknik's riders thundered across the scorched farmland and clattered into the waiting veterans. Whilst there are many tales of heroic last stands in the stories of the Old World, this was not one of them – for the warriors of Malko were too exhausted to stand and fight and were swiftly put to the sword by the rampaging horde.



The Mountain Road

Shortly after Kiknik's warriors had finished picking over the corpses of the slain, warhorns sounded to the south and north-east, heralding the arrival of sizable mercenary companies from nearby settlements. Malko was the breadbasket of the Border Princes and its trading partners relied too heavily upon its markets to leave it undefended for long. Not wanting to tussle with larger and more experienced forces, Kiknik chose this as his opportunity to vacate the Border Princes and continue north-west.

The route ahead of the nomads was not an easy one, as they would need to cross Winter's Teeth Pass before heading north along the Grey Mountains in order to reach the source of the Waaagh! energy. With unseasonably late snow still choking the mountain passes, Kiknik and his warriors faced a series of frustrating delays and setbacks which, given how quickly Orcs and Goblins resort to bickering and infighting, could have seen the Waaagh! disband entirely.

In the hopes of speeding up their advance, Kiknik urged Chompa to lead the way through the mountains – trusting the cunning wolf to find the path of least resistance through the thick snow. Chompa did not disappoint, as he led the Nomadic Waaagh! down game trails, over soaring peaks and along perilous ridgelines. Though this often narrow route was slow going and, on more than one occasion, a misplaced step saw chariots, boars and Orcs go tumbling over the edge of a cliff, it proved much quicker than wading through the dense blanket of snow in the bottom of the valley.

Waaagh! Kiknik quickly made up much of the time it had lost and, before long, Kiknik found the trail that would lead away from Winter's Teeth and into the Grey Mountains. However, before he could give the order to ride north, a group of scouts returned with news of an approaching trade caravan, one that would travel through the valley directly below them. Not one to miss a chance to snatch up some easy pickings, Kiknik ordered a sizable cohort of his riders to take up position on the other side of the pass and await the arrival of the traders.

Renowned for their lack of patience and need for decisive action, the Orcs and Goblins were itching for a scrap when the convoy of wagons and pack animals crawled into Winter's Teeth Pass a day later. It took endless threats of gratuitous violence from Kiknik and menacing growls from Chompa to stop the horde from leaping into action as soon as the convoy drew into view; the Goblin Warboss would not have his ambush ruined by impatient, half-witted brutes, no matter how big they might be.

The convoy was composed of Dwarfen traders and craftsmen, travelling from Karak Izor to the free state of Sudenland – likely bearing a shipment of arms and armour to aid in the civil war raging within the Empire of Man. Alongside the Dwarfs, a company of Men stood vigil over the caravan, no doubt hired by a nervous investor to protect the Dwarfs and their precious cargo from bandits and mountain dwelling monsters. What awaited them in the pass, however, was not some mere band of poorly armed brigands or a tired, starving creature in search of an easy meal.



Waaagh! Kiknik

Rampaging forth from the Pale Sisters, Waaagh! Spine-Cracker flooded into northern Bretonnia, sending the provinces of Gisoreux and Couronne into disarray. The Orcs and Goblins set the countryside ablaze and destroyed countless villages as they went, their sheer numbers proving too much for the valiant warriors of the northern dukedoms to defeat alone.

The Duke of Couronne made a plea for aid to King Louen, who swiftly declared an Errantry War against Warboss Spine-Cracker. Marshalling scores of knights from across Bretonnia, the King raced towards his embattled countrymen, ready to meet the Orc horde with courage and steel.

Unbeknownst to the King of Bretonnia, a new threat was coming their way, as Waaagh! Kiknik had thundered across the Badlands, sacked the Border Princes and then sped towards Winter's Teeth Pass. Having caught the foetid scent of the Waaagh! energy surrounding Spine-Cracker's horde, Kiknik and his Shamans knew an almighty scrap was taking place, and they were not going to miss it!





AMBUSH AT WINTER'S TEETH PASS

Peering into the valley below, Kiknik and Chompa snarled at the sight of the Dwarfen caravan and its mercenary escort crawling across the bottom of the snow-choked basin. The Warboss knew he had to strike quickly once the caravan was in position, for it would soon pass within reach of a fortified outpost that guarded the trade route. Needing little encouragement from his rider, Chompa let out a blood-chilling howl that echoed across the valley – signalling Kiknik's warriors to begin their attack...

Historical Recreation

The Ambush at Winter's Teeth Pass was fought between Kiknik's Nomadic Waaagh! and a Dwarfen trade caravan and their allies from the Empire. To represent this, the players should write three muster lists (one for the attacker and two for the defender) as follows:

The Attacker

The attacker should write a single 2,500 points muster list using the Nomadic Waaagh! Army of Infamy composition list (see page 28). The General of this army must be Kiknik Toofsnatcha (see page 34).

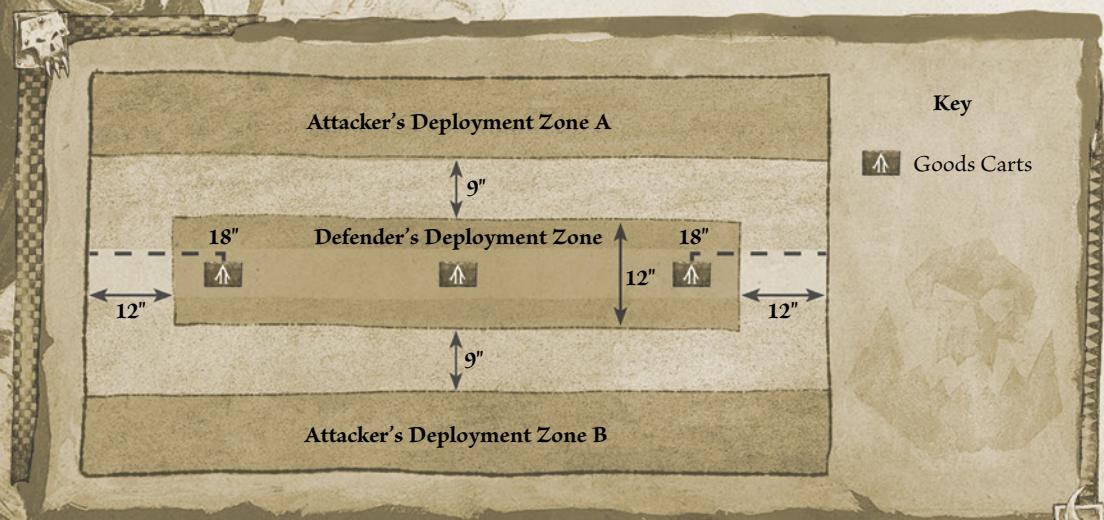
Defenders

The defender should write two muster lists, one representing the guards of Chief Engineer Thundrid Ironbrow and the other, an allied contingent representing their mercenary company escort.

Dwarf Guards: The defender should write a 1,000 points muster list using the Dwarfen Mountain Holds Grand Army composition list found in *Forces of Fantasy*. This force must include a Dwarf Engineer who must be the army's General.

Empire Escort: The defender should write a 1,500 points muster list using the Empire of Man Grand Army composition list found in *Forces of Fantasy*.

Alternatively, this scenario may be played with any armies of the players' choosing. If so, the attacker should write a single 2,500 points muster list. The defender should write two muster lists, one of 1,000 points and another of 1,500 points.



Set-up

This battle takes place at the bottom of the snow-choked Winter's Teeth Pass: a mountain road with steep cliffs on either side. The battlefield should be left fairly barren, with only a few rocky outcroppings and areas of raised ground placed sporadically across the battlefield. There should also be an open road, approximately 6" wide, running down the centre of the board from east to west.

Deployment

The defender begins by deploying three Goods Carts (see below) as shown on the map. Next, they deploy their entire army anywhere within the defender's deployment zone as shown on the map. Then, the attacker splits their army into two roughly equal halves; one of which is deployed anywhere within attacker's deployment zone A as shown on the map. The other half is then deployed anywhere within attacker's deployment zone B as shown on the map.

First Turn

In this scenario, the attacker will automatically take the first turn.

Game Length

The battle will last for 6 rounds, until one side concedes, or until the time limit agreed by the players is reached.

Scenario Special Rules

Late Snows: Any unit whose troop type is 'infantry' cannot march unless they are on the open road way that runs across the centre of the board. In addition, Goods Carts may not march unless they are on the open road.

Fleeing to Safety: Should any part of a unit in the defending player's force, or any of the Goods Carts, move into contact with, or cross beyond, the eastern edge of the battlefield, it is removed from play but is not destroyed. The unit has successfully escaped the ambush and is well on its way to the safety of the outpost.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook. In addition, at the end of the game:

- The defending player wins a bonus 100 Victory Points:
 - For each Goods Cart that escapes the battlefield via the eastern table edge.
 - If the Dwarf Engineer escapes the battlefield via the eastern table edge.
- The attacking player wins a bonus 100 Victory Points:
 - For each Goods Cart they have destroyed.
 - If Kiknik Toofsnatcha slays the Dwarf Engineer.

Goods Carts: Wagons and carts flow constantly up and down the trade routes of the Old World, filled to bursting with food, glittering gemstones and weapons of war.

	M	WS	BS	S	T	W	I	A	Ld
Goods Cart	-	-	-	4	5	3	-	-	-
Dwarf Crew (x1)	-	4	4	3	-	-	2	1	9
Draft Pony	6	2	-	3	-	-	2	1	-

Troop Type: Light Chariot

Base Size: 75mm x 50mm

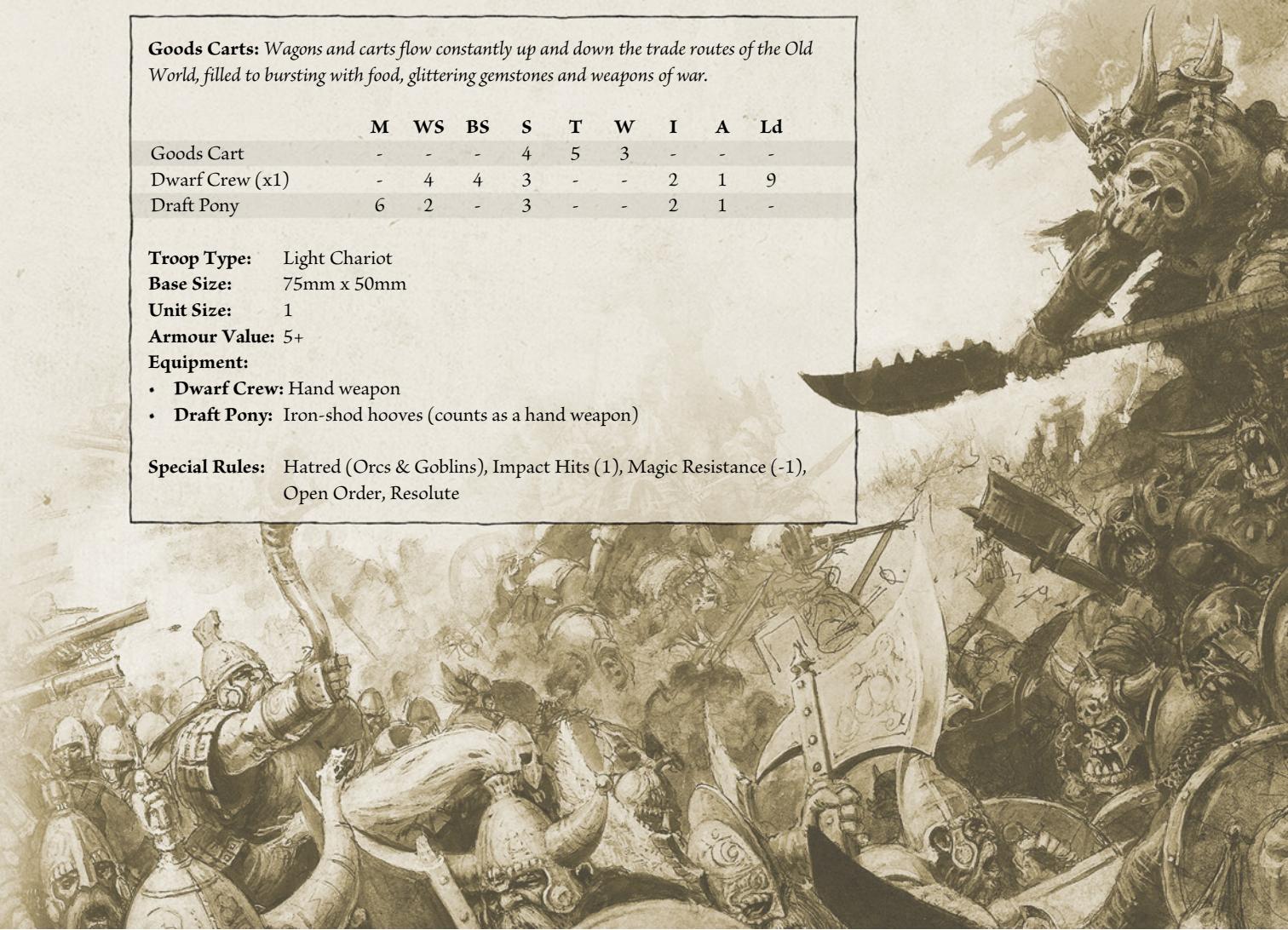
Unit Size: 1

Armour Value: 5+

Equipment:

- **Dwarf Crew:** Hand weapon
- **Draft Pony:** Iron-shod hooves (counts as a hand weapon)

Special Rules: Hatred (Orcs & Goblins), Impact Hits (1), Magic Resistance (-1), Open Order, Resolute









Emerging from her lair, a Troll Hag shambles towards the enemy surrounded by jeering mobs of Orcs and Goblins.



A mob of Goblin Wolf Riders, armed with shortbows and mounted upon fleet-footed wolves.



A Goblin Rock Lobber, accompanied by an Orc Bully.



An Orc Warboss leads his Boar Boyz and Boar Chariots from the front, thundering towards the enemy whilst Goblin Wolf Riders assail the foe with arrows from a safe distance.



An Orc Weirdboy mounted
on a War Boar.



An Orc Bigboss bearing the
Battle Standard of the Warboss.



A heavily armoured Orc Warboss,
armed with a great weapon.





A Black Orc Warboss, armed with a great weapon.



An Orc Bigboss mounted on a War Boar.



A Goblin Oddnob, wielding a magical staff.



LOOTERS & RAIDERS

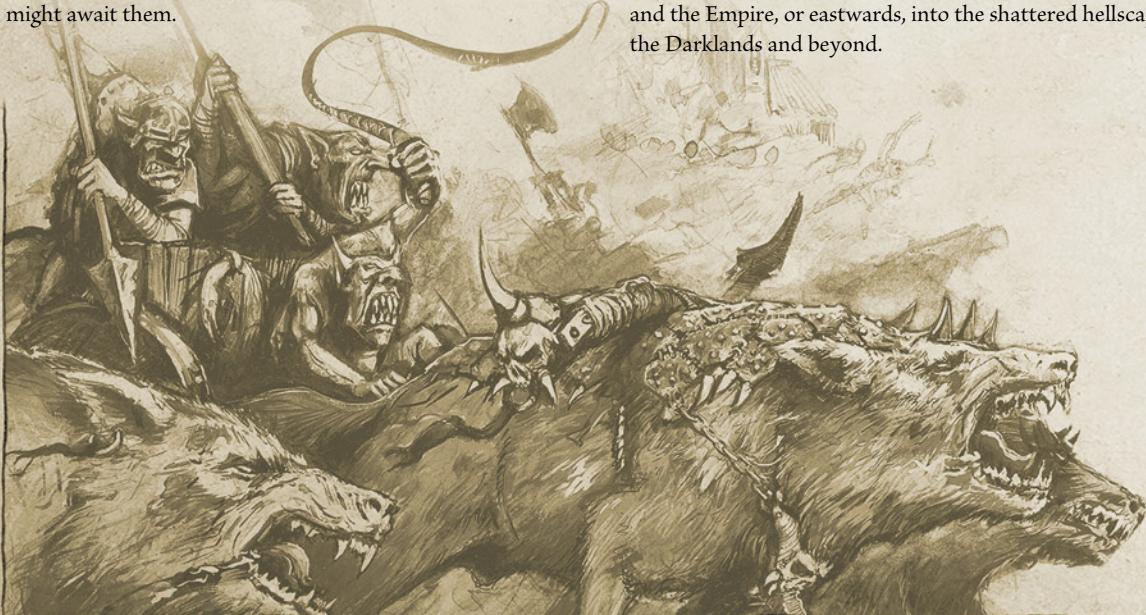
Orc and Goblin tribes have always been nomadic to some degree, only settling in a place for long enough to thoroughly pillage the surrounding area before moving on. But some take this to the extreme, mounting War Boars and Giant Wolves before riding to the horizon in search of new stomping grounds.

Beasts of Burden

When the first Orc and Goblin tribes settled in the Badlands, it was apparent that slogging across the landscape on foot was not the most effective way to traverse this desolate wasteland. Thus did they learn to harness the wildlife indigenous to the region. The Orcs found a kinship with giant boars who, much like them, are ill-tempered and aggressive creatures, whilst the Goblins summoned all their cunning to bring Giant Wolves to heel – both rider and mount benefitting from the speed and cruel intellect of the other.

Mounted upon enormous razor-tusked boars, the Orcs had found mounts that well-suited their simple brutality, quickly discovering that their own massive bulk combined with that of a charging swine to devastating effect. Those Goblins that survived the perilous task of taming a Giant Wolf found their mounts to be fleet-footed and vicious, making them ideal scouts and outriders for the emerging Nomadic Waaags!, harrying the flanks of the enemy before falling into an 'orderly retreat' when things began to look dangerous.

Cohorts of mounted Orcs and Goblins began to gather together and raid much further afield than previously possible, returning sporadically with vast hordes of ill-gotten loot and shiny trinkets from far-off lands as trophies of their victories. Each time these warbands returned, their ranks would swell with Orcs and Goblins, inspired by stories of ferocious battles with mysterious warriors and all the strange treasures that might await them.



Full Tilt

When a Nomadic Waaagh! first moves into a new area, its arrival is heralded by Goblin Wolf Riders. These sneaky outriders will scout the area, hunting likely victims and on the lookout for loot, before making a hasty return to the rest of the tribe. With a target established, the Orcs and Goblins will eagerly race into battle, the ground trembling under the weight of stomping hooves and rumbling chariot wheels.

The vanguard of a Nomadic Waaagh! is filled with the Warboss' toughest warriors and their bad-tempered mounts, thundering towards the enemy with weapons held ready. Ramshackle chariots pulled by pairs of boars follow closely behind, barrelling into the ranks of their foes with enough momentum to shatter bone and crumple armour. Whilst the Orcs charge headlong into the fray, Wolf Riders and wolf-drawn chariots race around the flanks of the enemy, eager to hunt down any hastily deployed war machines or vulnerable missile troops. Some of the more cunning and opportunistic Goblins will lag behind the battlelines entirely, hoping to pillage the battlefield before their larger Orcish cousins claim all the best loot for themselves.

Though they started out in the Badlands, there have been tales of these Nomadic Waaags! journeying throughout the known world. The fortified towns of the Border Princes are regularly subjected to attacks as mounted warbands of raucous Orcs and Goblins make their way north, to the lands of Bretonnia and the Empire, or eastwards, into the shattered hellscape of the Darklands and beyond.



Those who ride in a Nomadic Waaagh! often adorn their shields and banners with depictions of their mounts, with boar skulls and Wolf paw prints emblazoned upon shields. The armoured plates that Orcs drape across their boars will often be dipped in dyes to match the colours of the Warboss they fight beside.



Sporting blazing chariot wheels, furred tails and tusked maws, the banners and totems of Nomadic Waaaghs! vary from mob to mob. Some bosses love the sound of their banner snapping in the wind as they ride, others prefer something with a little weight to it and that can double as a skull smashing implement!



Mounted upon slathering Giant Wolves and snorting War Boars, and flanked by ramshackle chariots, a nomadic horde of Orcs and Goblins bursts from the Badlands to loot and pillage.

ORC & GOBLIN TRIBES NOMADIC WAAAGH!

 This Army of Infamy composition list is designed to be used with the Orc & Goblin Tribes army list found in *Ravering Hordes*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.



If you wish to field a Nomadic Waaagh! army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Ravering Hordes*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Nomadic Waaagh! army:

Army of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Black Orc Warboss or Black Orc Bigboss per Black Orc Boar Chariot
- 0-1 Orc Warboss or Orc Weirdnob per 1,000 points
- Orc Bigbosses, Orc Weirdboys, Goblin Bosses and Goblin Shamans

Core

At least 25% of your army's points value must be spent on:

- Goblin Wolf Rider Mobs and Goblin Wolf Chariots
- If your General is an Orc Boss, 0-1 Boar Boy Mob may be taken as a Core choice
- If your General is a Black Orc Boss, 0-1 Black Orc Boar Chariot may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- Orc Boar Boy Mobs, Orc Boar Chariots and Snotling Pump Wagons

Rare

Up to 25% of your army's points value may be spent on:

- Black Orc Boar Chariots and Giants

Mercenaries

Up to 25% of your army's points value may be spent on mercenaries, including:

- Badlands Ogre Bulls
- 0-1 Bonegrinder Giant

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Battle Standard Bearer

A single Bigboss (Orc, Black Orc or Goblin) in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Orc & Goblin Tribes magic items lists.



NOMADIC WAAAGH! SPECIAL RULES

WOn this page you will find a full description for each of the army special rules that apply to an army built using the Nomadic Waaagh! Army of Infamy composition list. These are in addition to the Orc & Goblin Tribes special rules found on page 45 of *Ravering Hordes*. In case of contradiction, the special rules below take precedence over the Orc & Goblin Tribes special rules.

Cunning Hunters

The Wolf Riders who hunt alongside a Nomadic Waaagh! have learned to encircle the enemy before the battle begins and launch their attacks from all sides.

Within a Nomadic Waaagh! army, any number of Goblin Wolf Rider Mobs may have the Ambushers special rule at the cost of +1 point per model. In addition, Goblin Bosses and Goblin Shamans that are mounted on a Giant Wolf may have the Ambushers special rule at the cost of +10 points per model.

Hit 'em Fast and Hit 'em 'Ard!

Boar Boyz are renowned for their hitting power, but those who spend a lifetime in the saddle know best how to hit the enemy where it hurts.

Within a Nomadic Waaagh! army, any Orc model that is mounted on a War Boar (Black Orc Bosses, Orc Bosses, Orc Shamans and Orc Boar Boyz) gains the Impact Hits (1) special rule. These Impact Hits are made using the Strength characteristic of the War Boar and have an Armour Piercing characteristic of -1. In addition, 0-1 Orc Boar Boyz Mob per 1,000 points may have the Vanguard special rule for +1 point per model.

Hunting Packs

Though traditionally employed as skirmishers, some Wolf Rider mobs amass in larger numbers, allowing their wolves to get up close and personal with their prey.

Any Goblin Wolf Rider Mob within a Nomadic Waaagh! army may exchange the Open Order and Skirmishers special rules with the Close Order and Horde special rules.

On Da Move

Those in a nomadic Waaagh! who find themselves without a mount are not only mocked by their mounted brethren, but risk being left behind when the Waaagh! races off to raid elsewhere.

All characters within a Nomadic Waaagh! army must be mounted.

Solitary Fighters

Mounted atop chariots liberated from weaker Orcs, many Black Orcs discover a new love for crumpin' the enemy whilst careening around the battlefield!

Black Orc Bosses within a Nomadic Waaagh! army are not subject to the Da Boyz or Quell Impetuosity special rules.



BRUTES OF THE BADLANDS

For those who dwell within the thriving metropolises of the Empire or Bretonnia, stories of Trolls are used to scare children into behaving themselves. For those living in the fortified towns and hamlets of the Border Princes and the Badlands, however, tales of these voracious monsters carry genuine warnings.

Brawn Over Brains

Trolls possess an insatiable appetite, their highly corrosive stomach acid quickly breaking down whatever they consume, even materials such as stone and metal. Left to its own devices, a Troll will eat its way through a herd of cattle, demolish the contents of a storehouse or polish off a winter's worth of crops in short order. Once a Troll moves into a food-rich location, it will fight to keep the place for itself and force the inhabitants to band together to have any hopes of dealing with the creature.

Ridding their lands of one Troll is a great challenge for most, hence a mob of them will often send residents into a state of panic – with many simply packing as much as they can carry and abandoning their homes. Those with more coin at their disposal might hire mercenaries to deal with these new neighbours, but for many sellswords, the risk of dying a horrible death at the hands of a couple of Trolls is simply not worth it.

Yet for all their ferociousness, Trolls are notoriously dim-witted, a trait easily exploited by many Orc and Goblin tribes to coerce the creatures into joining their ranks with the promise of plentiful food. In rare cases, groups of Trolls will fall under the sway of a cunning Shaman, who often relies upon a combination of magical manipulation and a clever disguise to control the brutes.

Voracious Monsters

When Trolls gather in great numbers, they are far beyond the ability of sellsword companies and brave bands of common folk to deal with. Local rulers are forced to summon their warriors and draw the beasts into open battle, yet, even then an army of significant size or peerless skill is needed to rout a horde of Trolls. With each Troll fighting with the strength of ten Men or more, a group of three or four of the slobbering dullards can swiftly sweep aside a company of spearmen or halt a cavalry charge in its tracks.

It is not only their immense physical prowess that makes Trolls so dangerous, but also their powerful regenerative capabilities – deep slashes in their hide knit back together, once-severed limbs begin to sprout from bloody stumps, and wounds that should prove fatal seal themselves shut within moments. It is apparent that this ability to rapidly regenerate grows stronger in the presence of other Trolls, making a horde that much harder to bring down.

Should a Troll Horde be left to roam across a kingdom unchallenged, they will consume anything they can get their hands on, leaving the landscape barren and empty in their wake. Facing a vast army of Trolls on the battlefield is not a challenge any ruler wishes to meet, yet, it is far more favourable than having the Trolls eat their kingdom into extinction.





Trolls have never been known to carry banners or standards declaring their allegiance. However, they are known to mark the edges of their territory with rocky cairns, often decorated with the remains of a Troll's last meal or crudely crafted jewellery. Sometimes, Men who live nearby will add to these ramshackle markers, warning travellers or would-be heroes of the dangers that lie ahead.



Goaded from their stinking lairs by an Orc Shaman's promises of feasting and fighting, unruly mobs of Stone, Common and River Trolls lead the Orc Waaagh! to battle.

ORC & GOBLIN TRIBES TROLL HORDE

This Army of Infamy composition list is designed to be used with the Orc & Goblin Tribes army list found in *Ravening Hordes*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.



If you wish to field a Troll Horde army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Ravening Hordes*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Troll Horde army:

Army of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Orc Warboss or Orc Weirdnob per 1,000 points
- Orc Bigbosses, Orc Weirdboys, Goblin Bosses, Goblin Shamans and Troll Hags

Core

At least 33% of your army's points value must be spent on:

- 1 Troll Mob per 1,000 points
- 0-1 additional Troll Mob may be taken as a Core choice per Troll Hag taken
- Orc Mobs, Goblin Mobs, Goblin Spider Rider Mobs and Goblin Wolf Rider Mobs

Special

Up to 50% of your army's points value may be spent on:

- Troll Mobs and Goblin Wolf Chariots
- 0-1 Orc Boar Boy Mobs per 1,000 points
- 0-1 Orc Boar Chariots per 1,000 points



Rare

Up to 25% of your army's points value may be spent on:

- Giants

Mercenaries

Up to 25% of your army's points value may be spent on mercenaries, including:

- Badlands Ogre Bulls
- 0-1 Bonegrinder Giant

*Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the *Warhammer: the Old World* rulebook.*

Battle Standard Bearer

A single Bigboss (Orc or Goblin) in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Orc & Goblin Tribes magic items lists.

TROLL HORDE SPECIAL RULES

On this page you will find a full description for each of the army special rules that apply to an army built using the Troll Horde Army of Infamy composition list. These are in addition to the Orc & Goblin Tribes special rules found on page 45 of *Ravering Hordes*. In case of contradiction, the special rules below take precedence over the Orc & Goblin Tribes special rules.

Enhanced Regeneration

With so many Trolls in one place, their regenerative properties seem to be in overdrive, slowed only by scorching flame, potent magic and legendary weapons.

Models with the Regeneration (X+) special rule within a Troll Horde army may re-roll any failed Regeneration saves against Wounds caused by non-magical attacks.

Oi! Dis Way!

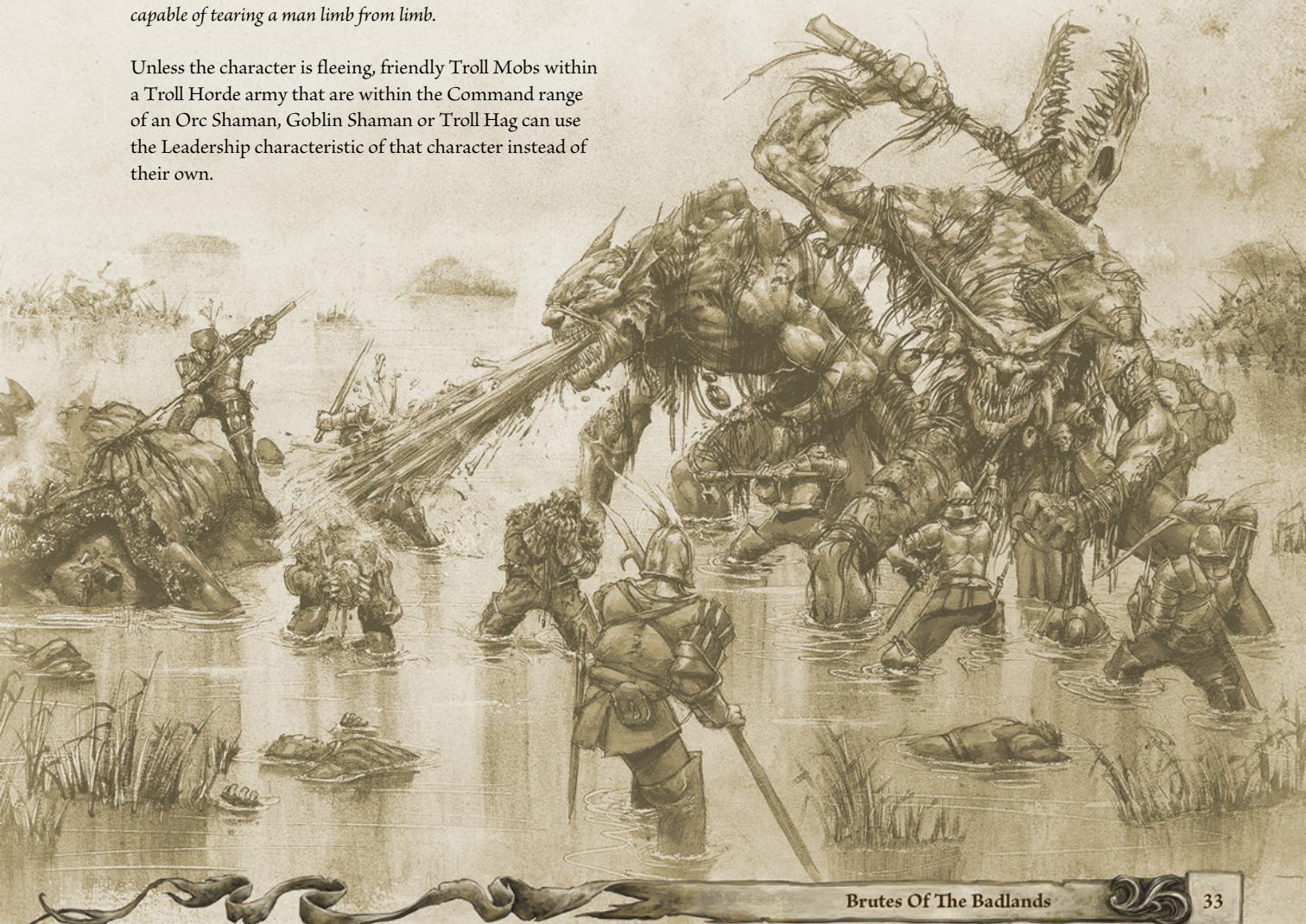
To put it kindly, Trolls are remarkably unencumbered by intellect. However, when someone with an authoritative voice gives them simple instructions, they are incredibly effective shock troops, capable of tearing a man limb from limb.

Unless the character is fleeing, friendly Troll Mobs within a Troll Horde army that are within the Command range of an Orc Shaman, Goblin Shaman or Troll Hag can use the Leadership characteristic of that character instead of their own.

Troll Tongue

Though Troll Magic is a near-forgotten craft, some amongst the Orc and Goblin tribes have learned these arcane secrets from the grotesque Troll Hags.

In addition to the Lores of Magic they may normally know spells from, Orc Shamans and Goblin Shamans within a Troll Horde army may know spells from the Lore of Troll Magic (see page 44).



KIKNIK TOOFNSNATCHA

Goblins are well-known to have ambition that far outstrips their ability to accomplish their lofty dreams. However, every now and then, a Goblin is able to muster just enough savage cunning and treachery to rise up amongst not only their kin, but within the ranks of their larger Orc cousins, and Kiknik Toofsnatcha is just such a Goblin.

From atop his enormous wolf, Chompa, the Goblin Warboss Kiknik Toofsnatcha has carved out a bloody reputation as a merciless raider throughout the Old World, and his Waaagh! has left trails of devastation from the northern tip of the Empire to as far south as the Land of the Dead.

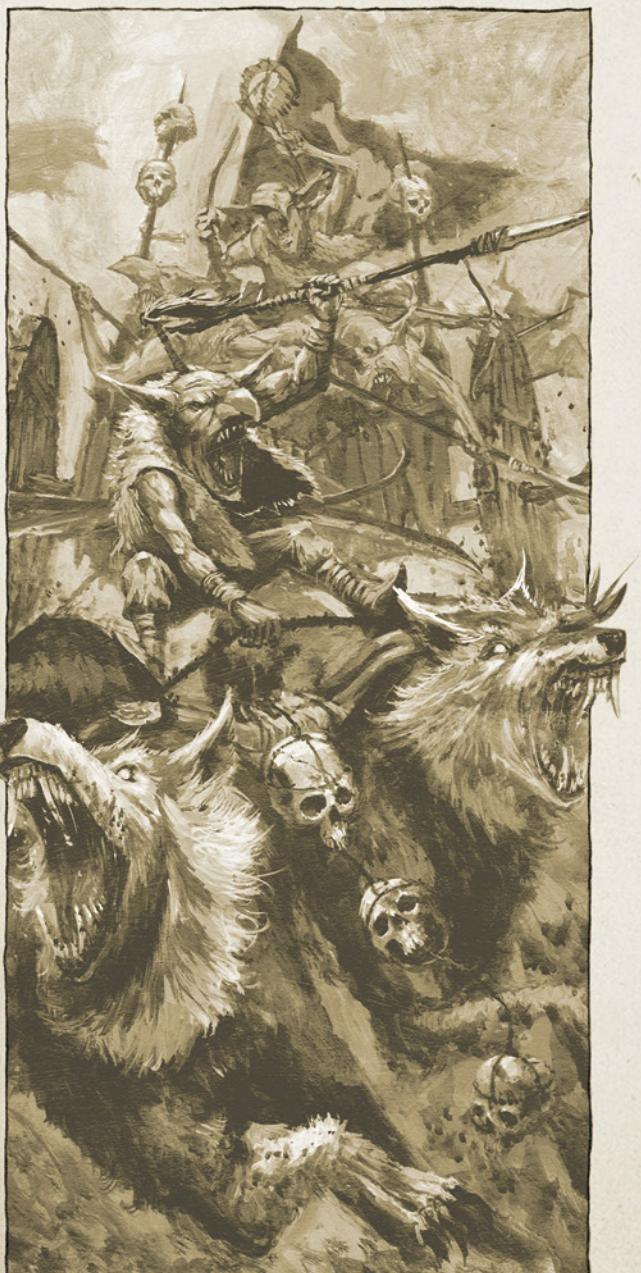
Before finding the Giant Wolf, Kiknik was just like many other Goblins; cowardly, skittish and bullied by anything bigger than him. Though there was little he could do about it, the constant abuse he endured at the hands of his larger Orc cousins turned the Goblin into a bitter and spiteful creature, who spent every waking moment dreaming about the day he would have his revenge upon his tormentors. What Kiknik never anticipated however, was that his vengeance would come in the form of a monstrous, white-furred wolf.

How Kiknik managed to tame Chompa without being eaten on sight remains both a mystery and a legend, for each retelling of the story is wildly different from the last. He once boasted that he wrestled the Giant Wolf into submission. Another time, a glance in the wolf's direction was all Kiknik had needed to have Chompa recognise him as its master. The strangest account is an oddly wholesome tale about how he had nursed the injured wolf back to health and, since then, the two had formed an unshakeable bond.

Kiknik's rise to power began the day he rode into camp atop the colossal wolf, filled with a new-found confidence. One by one, those who had tormented Kiknik were found in and around the camp, their throats torn out in a savage display of violence. Though no one had witnessed any of the killings, or been foolish enough to admit that they had seen something, the fresh blood that stained Chompa's muzzle after each body had been discovered was a clear enough sign that Kiknik was no longer to be messed with.

Though Kiknik's methods of leadership are not unusual and the tactics his warriors employ are not uncommon amongst Goblin Wolf Riders, who are notorious for their hit and run attacks, his cunning ambushes have made Kiknik far more successful than most Goblin Warbosses could ever hope to be. Kiknik has led his warriors far and wide in search of battle, refining his methods in great running battles against the horsemen of the open steppes, the Marauder tribes of the far north and even against the noble warriors of Grand Cathay.

In recent times, Kiknik has turned his attention back to the lands of the Old World. With dead things invading the Border Princes, the Empire tearing itself apart in civil war and Waaagh! Spine-Cracker sweeping through Bretonnia, there are plenty of opportunities for the devious Warboss and his boys to stuff their saddlebags with loot and ride into the sunset whilst people's attention is elsewhere.



Kiknik Toofsnatcha

Kiknik Toofsnatcha is a Goblin Warboss. He may be included in any Orc & Goblin Tribes army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Kiknik Toofsnatcha	4	5	3	4	4	3	5	4	8	105
Chompa	9	3	-	4	-	-	3	2	-	-

Troop Type: Light Cavalry (named character)

Base Size: 25 x 50 mm

Unit Size: 1

Equipment:

- **Kiknik Toofsnatcha:** Da Boss's Trophy Rack, Da Skull Smasha, cavalry spear, shield and light armour
- **Chompa:** Claws and fangs (counts as a hand weapon)

Special Rules: All Sneaky Like, Ambushers, Armour Bane (1, Chompa only), Armoured Hide (1), Chariot Runners, Fast Cavalry, Fear of Elves, Impetuous, 'It & Run, Rallying Cry, Swiftstride, Warband

All Sneaky Like

Kiknik's packmates are excellent hunters that encircle the enemy before launching their attacks.

0-1 Goblin Wolf Rider Mobs in the same muster list as Kiknik may have the Ambushers special rule for free. In addition, you may apply a +1 or -1 modifier to the result when rolling to determine if a Goblin Wolf Rider Mob with the Ambushers special rule that is currently held in reserve arrives this turn as reinforcements or is delayed.

'It & Run

With a barked command from their leader, Kiknik's riders fall back, ready to charge off in pursuit of new prey.

Should they win a round of combat, Kiknik and any Goblin Wolf Rider Mob he has joined may choose to Fall Back in Good Order rather than making a follow up or pursuit move.

Da Boss' Trophy Rack

Grisly trinkets swing from Kiknik's trophy rack, striking fear into his enemies' hearts.

During a turn in which he charged, Kiknik and any Goblin Wolf Rider Mob he has joined cause Fear and receive a bonus of +1 combat result point.

Da Skull Smasha	R	S	AP	Special Rules
Hammer	Combat	S+2	-1	Armour Bane (2), Magical Attacks
Pick	Combat	S	-2	Armour Bane (2), Magical Attacks, Multiple Wounds (2)

Notes: Da Skull Smasha has two profiles. You must choose which Kiknik will use at the start of the first round of combat.



Kiknik Toofsnatcha

"You do wot I say or Chompa will 'ave ya fer dinner!"

*Kiknik Toofsnatcha
'encouraging' his warriors
to make the climb over
Winter's Teeth Pass*

OGDRUZ SWAMPDIGGA

Even by the bemusing standards of Orc Shamans, Ogdruz Swampdigga is strange. So strange, in fact, that the members of his tribe wanted nothing to do with him, expelling him from the relative safety of their camp to fend for himself in the dangerous wilds of the Badlands.

A solitary existence would be a death sentence for most creatures forced to wander those arid prairies, but Ogdruz did not fall foul of hulking Giants, black-feathered Carrion or other hungry predators. Instead, he found a way to hide in plain sight.

Ogdruz's salvation came in the form of a deceased Troll, discovered whilst hiding from a dark shape soaring above the clouds. By skinning the creature and draping its pelt about his shoulders, Ogdruz was able to summon his magic and tap into the regenerative powers that clung to the ragged hide. Ogdruz was also hopeful that, with a few additions, any dim-witted Trolls that he stumbled across would be confused for long enough to allow him to slip away without being eaten.

Little did he know, his new disguise would work far better than anticipated, for the first group of Trolls he encountered saw him as one of their own – albeit a little shorter than most of their kind. Having been adopted by the brutes and taken back to their lair, Ogdruz was presented to a grotesque Troll Hag who began to fuss over what she thought was a malnourished runt. In the weeks that followed, Ogdruz was force-fed cup after cup of a foetid liquid brewed by the Hag in a vast cauldron, and though Ogdruz did not suddenly sprout to the size of his new siblings, something else changed within him.

This change became apparent when a Giant stumbled upon the Troll lair in search of a meal and quickly resorted to shouted threats and violence when its demands were not met. Ogdruz leapt to the defence of his new tribe. He intended to unleash a bolt of Waaagh! magic towards the Giant, but instead, a vast torrent of caustic bile erupted from the Orc, soaking the Giant in burning vomit. The monstrous figure was unprepared for such an assault and was knocked off-balance, toppling to the ground with a deafening roar, where it was quickly set upon by the Trolls and, ironically, turned into an impromptu feast.

Realising that his proximity to so many Trolls had had a profound effect upon his magic, Ogdruz knew that if he could draw more of the brutes to his side then nobody would ever think to call him strange or kick him out of their tribe again. Accompanied by his dim-witted bodyguards, Ogdruz set off across the Badlands, wading through dense bogs in search of bulbous River Trolls and scouring the deepest caves to find rock-skinned Stone Trolls. It did not take long for him to gather a sizeable force of the voracious brutes, a feat that did not go unnoticed by Warboss Spine-Cracker, who had just unleashed his forces against the gallant knights of Bretonnia – a crunchy delicacy to any right-minded Troll.



Ogdruz Swampdigga

Ogdruz Swampdigga is an Orc Weirdnob. He may be included in any Orc & Goblin Tribes army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Ogdruz Swampdigga	4	4	2	4	5	3	4	2	8	195

Troop Type: Regular Infantry (named character)

Base Size: 30 x 30 mm

Unit Size: 1

Equipment: Bog-wood staff, Troll-hide shawl and Lore Familiar (see page 343 of the *Warhammer: the Old World* rulebook)

Magic: Ogdruz Swampdigga is a Level 3 Wizard. He knows spells from the following Lores of Magic:

- Elementalism
- Troll Magic

Special Rules: Choppas, Da Troll Calla, Ignore Goblin Panic, Protect Da Boss, Syphoned Strength, Warband

Da Troll Calla

The Trolls that follow Ogdruz do so knowing he leads them to find plenty of fresh meat – even if that meat fights back!

Unless he is fleeing, friendly Troll Mobs within Ogdruz's Command range may use his Leadership characteristic instead of their own.

Protect Da Boss

The Trolls that accompany Ogdruz will dutifully shield him from harm.

This model cannot be targeted by enemy shooting or by enemy spells whilst it is within 3" of a friendly Troll Mob, unless this model is the closest target.

Syphoned Strength

Ogdruz has learned to empower his magic by drawing on the physical strength of his Trolls.

Whilst Ogdruz Swampdigga is within 3" of a friendly Troll Mob with a Unit Strength of 6 or more that is not fleeing, he may apply a +1 modifier to any Casting roll he makes.

Trollhide Shawl

Though it stinks, this bedraggled garment of rotted Trollhide helps keep Ogdruz safe from harm.

Ogdruz Swampdigga improves his armour value by 1. In addition, he has the Regeneration (5+) and Flammable special rules.

	R	S	AP	Special Rules
Bog-wood Staff	Combat	S+2	-1	Magical Attacks, Requires Two Hands.

Notes: For each unsaved Wound inflicted with this weapon, Ogdruz may recover a lost Wound.



Ogdruz Swampdigga

“Remember ladz, chew yer food all proper like, else you’ll be sick! Hur, hur, hur!”

Ogdruz Swampdigga

Character



Troll Hags

Giant River Troll Hags are loathsome creatures, far larger and more dangerous than their kin. The sight of one shambling from the water in pursuit of her prey, her massive bulk glistening with pungent swamp slime, is truly terrifying. Yet, Troll Hags are also, and quite inexplicably, filled with powerful motherly instincts that give rise to strange acts of affection towards their enemies. In the heat of battle, it is not unheard of for a Troll Hag to gather enemy warriors and monsters alike into a powerful embrace, or to attempt to discipline those that raise arms against her as if they were nothing more than exuberant children. Unfortunately, such displays of affection from a creature so large and clumsy often prove fatal.

Troll Hags

	M	WS	BS	S	T	W	I	A	Ld	Points
Troll Hag	5	2	2	6	5	6	2	3	8	235

Troop Type: Behemoth (character)

Base Size: 60 x 100 mm

Unit Size: 1

Equipment: Gnarled stump (counts as a hand weapon), Troll vomit, swamp breath and scaly skin (counts as heavy armour)

Magic: A Troll Hag is a Level 1 Wizard. Every Troll Hag knows spells from one of the following Lores of Magic:

- Battle Magic
- Troll Magic

Options:

- A Troll Hag may:
 - Be a Level 2 Wizard+ 35 points
 - Purchase magic items up to a total of50 points

Special Rules: Close Order, Flammable, Immune to Psychology, Indiscriminate Hunger, Large Target, Motherly Love, Regeneration (5+), Slimy Shanks, Stomp Attacks (D6), Stupidity, Terror, Timmm-berrr!, Unbreakable

Indiscriminate Hunger

A Troll Hag's appetite is both ravenous and indiscriminate. In battle, they will scoop up handfuls of enemy warriors or bite chunks of flesh from hulking monsters.

During the Command sub-phase of its turn, a Troll Hag that is engaged in combat may choose to make an 'Indiscriminate Hunger' attack. To do so, nominate an enemy unit that the Troll Hag is engaged in combat with. The unit must immediately make an Initiative test:

- If this test is failed, the Troll Hag scoops warriors into her gaping maw or sinks her filthy fangs into the flesh of a monster. The target unit immediately loses a single Wound.
- If this test is passed, the enemy manages to avoid the grasping Troll Hag. This attack has no effect.

Each time an enemy unit loses a Wound as a result of an Indiscriminate Hunger attack, the Troll Hag recovers a single lost Wound.



Motherly Love

Troll Hags are affectionate creatures, prone to treating enemies as wayward children in need of guidance or affection. Unfortunately, few creatures are able to withstand such treatment for long.

Instead of attacking normally during the Combat phase, a Troll Hag may choose to make a 'Motherly Love' attack. To do so, nominate an enemy unit that the Troll Hag is engaged in combat with to be the target of the attack and roll on the Motherly Love table below to determine what the Troll Hag does:

Motherly Love Table

D6 Result

1-2 Smother: The Troll Hag throws her massive arms around the foe in a terrible embrace. Place a large (5") blast template so that its central hole is directly over the centre of the target unit. Any model (friend or foe, but not including this model) whose base lies underneath the template risks being hit and suffering a single hit, using the Strength characteristic of this model, with an AP of -2.

3-4 Mother: The Troll Hag chastises her foe as if it were a wayward offspring. Nominate a single model in the fighting rank of the target unit to be the target of this attack. That model is hit and suffers D3+1 wounds with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

5-6 Mither: The Troll Hag bombards the enemy with a tirade of slaps and a torrent of unintelligible Trollish invective. The target unit suffers D6+1 hits, each using the Strength characteristic of this model, with no armour save permitted (Ward and Regeneration saves can be attempted as normal). In addition, so shocked is the target unit that, until the end of this turn, it suffers a -1 modifier to its Leadership characteristic.

Slimy Shanks

The thick coating of swamp slime covering the Troll Hag's body makes landing a blow upon her exceedingly difficult.

Any enemy model that directs its attacks against this model during the Combat phase suffers a -1 modifier to its rolls To Hit.

R	S	AP	Special Rules
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Troll vomit Combat 3 -2 -

Notes: A Troll Hag that is in base contact with an enemy model may make one additional attack each turn with this weapon. This attack must be made last, after all other attacks have been made (including Stomp Attacks), but hits automatically.

R	S	AP	Special Rules
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Swamp breath N/A 3 -2 Breath Weapon

Notes: Any unit that suffers one or more unsaved wounds from this weapon must make a Panic test as if it had taken heavy casualties.

Troll Mother

Any army made using the Orc & Goblin Tribes Grand Army composition list that includes one or more Troll Mobs may include 0-1 Troll Hag as a Rare choice.

Character



Troll Hags

In addition to their size and strength, Troll Hags are possessed of an innate ability to shape the Winds of Magic as they stir the brackish waters in which they dwell. Though these abilities are crude and their mastery of magic limited, when the Winds of Magic blow strong, a Troll Hag can summon forth impressive arcane power. Her curses addle the wits of her enemies and her gestures summon storms of foetid swamp water to drown the foe. So potent is the power of a Troll Hag that Orc Warbosses will go to great lengths to lure one from her watery lair, offering up many a live Goblin as bait. With her belly full, a Troll Hag can be easily convinced to accompany an Orc horde onto the field of battle.

Infantry



Badland Ogres

Ogres are large, brutish creatures that stand twice the height of a Man, with powerful arms, thick skulls, and with an appetite for violence matched only by their appetite for food. Though lacking the intelligence of other races, they are blessed with an insatiable curiosity that leads them to travel throughout both civilised nations and the wild places of the Old World. The Badlands hold a particular appeal for wandering Ogres, for there are few places where they can test their mettle against such a large array of foes; Orcs, Trolls and Giants alike are ideal for a cohort of battle-hungry Ogres to sharpen their skills and quiet their rumbling bellies. Hired into the service of both the denizens of the Border Princes and Orc war parties, these soldiers of fortune are able to keep their pockets heavy with coin, their bellies full and lust for battle satisfied in this dangerous wasteland.

Badlands Ogre Bulls

	M	WS	BS	S	T	W	I	A	Ld	Points
Ogre	6	3	2	4	4	3	2	3	7	31
Crusher	6	3	2	4	4	3	2	4	7	+7

Troop Type: Monstrous infantry

Base Size: 40 x 40 mm

Unit Size: 3+

Equipment: Hand weapons and light armour

Options:

- Any model in the unit may take one of the following:
 - Additional hand weapon.....+3 points per model
 - Great weapon.....+4 points per model
 - Ironfist.....+4 points per model
- Any unit may:
 - Upgrade one model to a Crusher (champion).....+6 points per unit
 - Upgrade one model to a standard bearer.....+6 points per unit
 - Upgrade one model to a Bellower (musician).....+6 points per unit
 - Purchase a magic standard worth up to.....50 points
 - Replace light armour with heavy armour.....+4 points per model

Special Rules: Armour Bane (1), Close Order, Fear, Impact Hits (1), Mercenaries, Motley Crew, Ogre Charge

Ogre Charge

Ogres barge into combat using their great lumbering mass as a weapon, harnessing their tremendous momentum to crush anything they collide with.

The Armour Piercing characteristic of any Impact Hits caused by a model with this special rule is improved by the current Rank Bonus of its unit.

	R	S	AP	Special Rules
Ironfist	Combat	S	-	Extra Attacks (1), Requires Two Hands

Notes: A model equipped with an Ironfist improves its armour value by 1.

Dogs Of War

Badlands Ogre Bulls may be taken as Mercenaries in any army made using any Grand Army composition list that includes a Mercenaries category.

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.



Black Orc Boar Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	5	5	4	-	-	-	130
Black Orc Crew (x2)	-	4	3	4	4	-	3	1	8	-
War Boars (x2)	7	3	-	3	-	-	3	1	-	-

Troop Type: Heavy Chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 3+

Equipment:

- **Black Orc Crew:** Hand weapons
- **War Boars:** Tusks (counts as hand weapons)

Options:

- Each Black Orc Crew must take one of the following:
 - Additional hand weapon.....+1 point
 - Great weapon.....+2 points
- May have a standard (counts as a standard bearer).....+10 points

Special Rules: Choppas, Close Order, First Charge, Furious Charge (Black Orc Crew only), Ignore Panic, Impact Hits (D6+1), Tusker Charge

Representing This Unit In Your Games

A Black Orc Boar Chariot can be easily represented by replacing the crew of an Orc Boar Chariot with Black Orc models.

Character Mount: A Black Orc Boar Chariot may be included in your army as a character's mount, as follows. If so, its points are added to that of its rider.

A Black Orc Warboss or Bigboss may be mounted on a:

- Black Orc Boar Chariot+130 points



Chariot



Black Orc Chariots

Orcs love finding new and innovative ways to crush their opponents, and generally unleash destruction in the most creative way they can think of – which, given their straightforward approach to warfare, usually just involves hacking away with something choppa. Black Orcs are no exception to this, and quickly bullied their way into owning chariots of their own after witnessing the wanton destruction they could unleash on the battlefield. Ever since, Black Orcs have been seen riding alongside Nomadic Waaaghs!, careening into the enemy at top speed in their rickety chariots, with their favourite choppas in hand and wide, toothy grins across their faces.

Monster



Bonegrinder Giants

For reasons unknown, Giants continue to increase in size throughout their lives, their forms becoming ever more lumpen and awkward with each passing year as their limbs continue to stretch and grow. Thus are the largest and oldest of Giants known to the folk of the Old World as 'Bonegrinders,' both for their habit of eating the smaller creatures they prey upon whole, bones and all, and for their awkwardness of gait, caused by visibly painful joints and twisted limbs. Fortunately, such towering behemoths are rare in civilised lands, having been driven into the wild places of the world by bold knights and adventuring heroes eager to slay a foul monster and earn great renown. There are said to be so few of these creatures now, that there are more skulls belonging to Bonegrinder Giants decorating the Slayer-halls of Karak Kadrin, than wandering the wilds of the Old World!

Bonegrinder Giants

	M	WS	BS	S	T	W	I	A	Ld	Points
Bonegrinder Giant	6	3	1	7	6	8	3	*	10	300

Troop Type: Behemoth

Base Size: 50 x 100 mm (min) 100 x 150 mm (max)

Unit Size: 1

Equipment: Bonegrinder Giant's club and calloused hide (counts as light armour)

Special Rules: Bonegrinder Giant Attacks, Close Order, Immune to Psychology, Large Target, Mercenaries, Stomp Attacks (D6+1), Terror, Timmm-berrr!, Unbreakable

	R	S	AP	Special Rules
Bonegrinder Giant's club	Combat	*	*	*

Notes: *A Bonegrinder Giant's club may have different characteristics and special rules depending upon what they do with it, as described in the Bonegrinder Giant Attacks special rules.

Bonegrinder Giant Attacks

Bonegrinder Giants do not attack in the same way as other creatures. They are far too large and fractious to take orders and much too scatter-brained to have any sort of coherent plan.

Instead of attacking normally during the Combat phase, a Bonegrinder Giant must make a 'Bonegrinder Giant Attack'. To do so, nominate an enemy unit that the Bonegrinder Giant is engaged in combat with to be the target of the attack and roll on the Bonegrinder Giant Attacks table below. The Troop Type of the target unit determines whether it is a 'little thing,' a 'big thing' or a 'bigger thing':

- Little Things:** Units whose Troop Type is 'regular infantry', 'heavy infantry', 'swarms', 'light cavalry', 'heavy cavalry' or 'war beasts'.
- Big Things:** Units whose Troop Type is 'monstrous infantry', 'monstrous cavalry', 'light chariot' or 'war machine'.
- Bigger Things:** Units whose Troop Type is 'heavy chariot', 'monstrous creature' or 'behemoth'.

Bonegrinder Giant Attacks Table

D6	Little Things	Big Things	Bigger Things
1-2	Crush Underfoot	Crush Underfoot	Wallop
3-4	Grind its Bones	Vomit	Mighty Swing
5-6	Vomit	Mighty Swing	'Eadbutt



Bonegrinder Giant Attacks

Crush Underfoot: The Bonegrinder Giant stomps heavily upon the enemy. Place a large (5") blast template so that its central hole is directly over the centre of the target unit.

Any model (friend or foe, but not including this model) whose base lies underneath the template risks being hit and suffering a single hit, using the Strength characteristic of this model, with an AP of -3.

'Eadbutt: The Bonegrinder Giant squints angrily at their enemy and 'eadbutts them. The target unit suffers a single hit and suffers D3+1 wounds with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

Grind its Bones: Faced with rank upon rank of bite-sized snacks, the Bonegrinder Giant tries to gobble up enemies by the handful. Every model within the fighting rank of the target unit must immediately make an Initiative test:

- Those unable to escape the grasping hands of the Bonegrinder Giant are scooped up and eaten whole. Every model that fails this test is removed from play as a casualty.
- Those able to duck or dodge away from the Bonegrinder Giant's grasping hands escape a terrible fate. Every model that passes this test remains unharmed.

Note that any characters in the fighting rank of the target unit can make a "Look Out, Sir!" roll, as if their unit had been hit by a shooting attack.

Mighty Swing: The Bonegrinder Giant swings its club at its enemies. The target unit suffers D6+1 hits from the Bonegrinder Giant's club. For this attack, the Bonegrinder Giant's club has a Strength characteristic of S+1 and an AP of -2.

Vomit: Peering down at such tiny creatures makes the Bonegrinder Giant dizzy and messily sick! Place a flame template so that the narrow end touches the edge of this model's base that is in contact with the target unit and the broad end is over the target unit. Any model (friend or foe, but not including this model) whose base lies underneath the template risks being hit and suffering a single Strength 5 hit with an AP of -2.

Wallop: The Bonegrinder Giant grasps its club two-handed and cracks its enemy on the head. The Bonegrinder Giant makes a single attack against the target unit. For this attack, the Bonegrinder Giant's club has a Strength characteristic of S+3, an AP of -4 and the Multiple Wounds (2D3) special rule.

Dogs Of War

0-1 Bonegrinder Giant may be taken as a Mercenary in any of the following Grand Army composition lists:

- Orc & Goblin Tribes
- Warriors of Chaos
- Beastmen Brayherds

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Monster



Bonegrinder Giants

Though not especially evil creatures, Bonegrinder Giants are viewed as destructive brutes that wreak havoc wherever they pass, their nomadic wandering occasionally bringing them through homesteads and hamlets which are destroyed by their clumsiness and left barren by their hunger. In truth, when a Bonegrinder stumbles upon a settlement, it will be eager to impress the inhabitants with its size and strength. Bonegrinders, being bullies first and foremost, reason that those meek creatures that farm livestock and brew beer will, when suitably intimidated, gather their bounty and present it without a fight. Alas, Bonegrinders are so clumsy that they often misjudge the fine line between intimidated and squashed flat. At which point, the disappointed Giant will simply take what it wants before moving on.

LORE OF TROLL MAGIC

Brought to bear by grotesque Troll Hags, and the few Orc and Goblin Shamans that have been lucky enough to learn from these 'motherly' figures, the Lore of Troll Magic is foul and foetid in nature. How this odd arcane tradition first came into being is lost to time for the more learned races of the Old World, but studies suggest that it traces back to the time of the Old Ones and perhaps shares a similar heritage to the Waaagh! magic of the Orc and Goblin tribes.



Despite its primitive appearance, Troll Magic is as potent on the battlefield as any other form of arcane power, as its practitioners conjure forth great torrents of corrosive bile and whirlpools of foul liquid that sunder and soil all they touch. It isn't just these deadly cascades of disgusting slop that are cause for concern, however, as the magic's seeping influence can addle and slow the minds of the Wizard's enemies and reduce them to little more than a rabble of babbling fools.

Though this kind of magic has become more rare as the years have passed, there are some who still wield it with devastating effect. Like all power in this world, the potency of Troll Magic does not come without cost, and those who disregard the physical strain it takes to wield such magic, find their bodies warping and twisting in grotesque fashion. More than once has an Orc or Goblin Shaman greedily channelled too much Troll Magic in too short a time, only to suddenly find themselves covered in hardened scales or sporting a new, clawed hand and slack-jawed expression!

Troll Magic

In addition to the Lores of Magic detailed in the *Warhammer: the Old World* rulebook, some Wizards, especially those with an affinity for Trolls, may know spells from the Lore of Troll Magic. As usual, if it is stated that a Wizard knows spells from one of a number of given Lores of Magic, you must choose one of these Lores when writing your muster list.

Big Smartz (Signature Spell)

Gesturing lazily with a crooked staff, the caster enhances and sharpens the minds of those nearby, giving them a clearer look upon the world.

Type: Enchantment

Casting Value: 8+

Range: Self

Effect: Remains in play. Whilst this spell is in play, friendly units within the Command range of this model may re-roll any failed Stupidity tests. Additionally, if a friendly unit within the Command range of this model when this spell is cast failed its Stupidity test during the Start of Turn sub-phase of the same turn, it may immediately make this test again.

1. Acidic Bile

Spitting a guttural incantation, the caster launches a ball of sickly green and yellow Troll vomit toward the enemy, scorching flesh and dissolving armour.

Type: Magic Missile

Casting Value: 8+

Range: 18"

Effect: Place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (as described on page 95 of the *Warhammer: the Old World* rulebook) and suffering a Strength 3 hit with an AP of -2.

2. Troll Brainz

Under the beguiling influence of this crude magic, even the most experienced warriors can quickly find themselves hopelessly confused and at a loss for what to do.

Type: Hex

Casting Value: 8+

Range: 15"

Effect: Remains in Play. Whilst this spell is in play, the target enemy unit becomes subject to the Stupidity special rule and reduces their Leadership characteristic by 1.

3. Ravenous Recourse

Through arcane means or by simply being reminded how hungry they are, the assembled Trolls race forward with a sudden burst of vigour.

Type: Conveyance

Casting Value: 8+

Range: Self

Effect: Until the end of this turn, all friendly units that have the Stupidity special rule and are within 12" of the caster gain a +2 modifier to their Movement characteristic.

4. Foetid Whirlpool

A deluge of foul swamp water and unmentionable waste is spun into a swirling tornado and unleashed onto the battlefield.

Type: Magical Vortex

Casting Value: 9+

Range: 18"

Effect: Remains in Play. Place a small (3") blast template so that its central hole is within 18" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a random direction during every Start of Turn sub-phase. Any enemy unit the moving template touches or moves over suffers D3+3 Strength 4 hits, each with an AP of -2.

5. Torrent Of Filth

With an almighty belch, the caster heaves a stream of burning bile across their foes as the battlelines clash.

Type: Assailment

Casting Value: 8+

Range: Combat

Effect: Place a flame template so that the narrow end touches the caster's base edge and the broad end is over a unit they are engaged in combat with. Any model (friend or foe) whose base lies underneath the template risks being hit and suffering a single Strength 3 hit with an AP of -2.

6. Rapid Regeneration

Drawing on the regenerative properties of the Trolls, the caster channels that enhanced healing towards those in harm's way.

Type: Enchantment

Casting Value: 9+

Range: 12"

Effect: Until the end of your next Start of Turn sub-phase, the target friendly unit gains the Flammable and Regeneration (5+) special rules.



Magic Items



Loot & Plunder

Nomadic Orc and Goblin tribes are enthusiastic raiders and thieves. They descend upon the fragile outposts of civilisation that scatter the Border Princes and the heavily defended merchant caravans that regularly cross the Badlands, bringing only violence and taking any treasures they can carry. Amongst this loot they often discover enchanted weapons, armour and more. Such items are prized by their new owners and, once suitably modified to fit their forms, become symbols of strength and prowess. So much so, in fact, that the most precious of stolen artefacts frequently change hands, eventually finding their way into the possession of the biggest Orc Warbosses and the sneakiest and most cunning Goblin Oddnobs.

ORC & GOBLIN TRIBES MAGIC ITEMS

The following pages expand upon the Orc & Goblin Tribes magic items found in *Ravering Hordes*. These magic items are unique to Orc & Goblin Tribes armies and can be purchased in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Bigger, Choppier Axe.....55 Points

While Warbosses love having a big, choppy axe, there is nothing they love more than a bigger, choppier axe!

	R	S	AP	Special Rules
Bigger, Choppier Axe	Combat	S+2	-2	Killing Blow, Magical Attacks, Requires Two Hands, Strikes Last

Martog's Best Basha.....50 Points

Warboss Martog the Mauler was renowned for his vast collection of 'legitimately acquired' weapons. The most prized of which was a massive Dwarfen hammer, covered with intricately carved runes and (since Martog's acquisition of the weapon) plenty of Dwarfen blood.

	R	S	AP	Special Rules
Martog's Best Basha	Combat	S+1	-2	Magical Attacks, Requires Two Hands

Notes: The wielder of this weapon has a +1 modifier to its Weapon Skill and Initiative characteristics.

Da Akrit Axe.....30 Points

In battle, this weapon seems to writhe in the hands of its wielder, seeking out the enemy's most vulnerable spots.

	R	S	AP	Special Rules
Da Akrit Axe	Combat	S+1	-	Armour Bane (1), Magical Attacks

Notes: The wielder of Da Akrit Axe may re-roll any failed rolls To Hit made whilst using it. However, this weapon's Strength modifier only applies during the first round of combat.

Backstabber's Blade*.....25 Points

Being bigger and meaner than most, Orcs are happy to fight anyone, anywhere. Goblins on the other hand, are far happier sticking the pointy end of their blades into their foe's back.

	R	S	AP	Special Rules
Backstabber's Blade	Combat	S+1	-1	Magical Attacks

Notes: Goblin Bosses and Night Goblin Bosses only. If the wielder of this weapon is engaged with an enemy's flank arc, it may re-roll any failed rolls To Wound. If the wielder of this weapon is engaged with an enemy's rear arc, it may re-roll any failed rolls To Hit and To Wound.

Magic Armour

Dead 'Ard Armour.....35 Points

This battle-scarred armour is made up of thick armour plates capable of turning aside the most telling of blows.

Black Orc Bosses and Orc Bosses whose troop type is 'infantry', 'cavalry' or 'chariot' only. The Dead 'Ard Armour is a suit of full plate armour. In addition, its wearer improves their Toughness characteristic by 1.

Spiteful Shield20 Points

Possessed by an angry spirit and adorned with an enchanted maw filled with razor-sharp teeth, this shield snaps and snarls at unwary opponents.

The Spiteful Shield is a shield. In addition, any enemy model that rolls a natural 1 when making a roll To Hit or To Wound against the wielder of the Spiteful Shield during the Combat phase immediately suffers a Strength 4 hit with an AP of -.

Talismans

Sparkly Wizard Finda45 Points

Disappointingly, this arcane gem has never helped find a single sparkly Wizard, though it does shine brightly when used to beat one to a bloody pulp!

The bearer of the Sparkly Wizard Finda has the Magic Resistance (-2) and Hatred (enemy Wizards) special rules.

Effigy Of Mork35 Points

Be it a string of lucky escapes, arcane enchantment, or perhaps the divine intervention of the cunning (yet brutal) Mork, this small trinket seems to keep the wearer out of danger.

Any model that directs its attacks against the bearer of the Effigy of Mork during the Combat phase suffers a -1 modifier to its rolls To Hit.

Magic Standards

Da Angry Ladz Flag.....35 Points

Those who fight under Da Angry Ladz Flag hurl themselves at the enemy with careless abandon.

A unit carrying Da Angry Ladz Flag gains the Frenzy special rule.

Da Spider Banner35 Points

Created by the Forest Goblins of the Rootgrubba tribe, this unsettling banner depicts their fearsome arachnid god, whom the tribe reveres alongside Gork and Mork.

A unit carrying Da Spider Banner gains the Poisoned Attacks special rule. If the unit already has the Poisoned Attacks special rule, then their attacks will wound automatically on a roll of a natural 5 or 6 To Hit, rather than the usual 6.

Da Banner Of Da Nomadz25 Points

Though their Waaagh! takes them the length and breadth of the known world, those who carry this banner seldom seem to tire and are constantly on the move.

When a unit carrying Da Banner of Da Nomadz makes a Charge, Flee or Pursuit roll, it may re-roll any dice that roll a natural 1, before discarding any dice that are required to be discarded.

Banner Of The Wildz20 Points

The multitude of natural elements used in the construction of this ramshackle standard seem to possess some minor magical enchantment, allowing those who carry it to traverse through foetid swamps, dense forests and rocky slopes without pause.

A unit carrying the Banner of the Wildz gains the Move through Cover special rule.



Enchanted Items

Necklace Of Blessed Teef.....50 Points

Plucked from the jaws of enemies and fashioned into crude jewellery, the teef that hang from this necklace have been blessed by Mork (or possibly Gork) to protect the wearer as they thunder into battle.

The bearer of the Necklace of Blessed Teef may re-roll any Armour Save roll, Ward Save roll or Regeneration Save roll of a natural 1.

Grisly Trophy Rack.....30 Points

Covered in the decaying scalps and flayed skulls of conquered enemies, this totem is a foul reminder of the fate that awaits those who fall to the boss' blade.

Black Orc Bosses, Orc Bosses, Goblin Bosses and Night Goblin Bosses only. All enemy units within 6" of the bearer of the Grisly Trophy Rack suffer a -1 modifier to their Leadership characteristic (to a minimum of 2).



Da Thinkin' Orc's 'At.....25 Points

With the overpowering need to bash skulls removed from their mind, the wearer might now think twice about charging headlong into an Empire artillery battery!

The wearer of Da Thinkin' Orc's 'At improves their Initiative characteristic by 1. In addition, the wearer and any unit they have joined is not subject to the Impetuous special rule.

Arcane Items

Staff Of Baduumm55 Points

Once carried by the famous Orc Shaman Baduumm, this charred wooden staff still contains large reserves of the raw Waaagh! power that evaporated its namesake.

The bearer of the Staff of Baduumm applies a +D3 modifier to the result of any Casting roll they make. However, if they roll a natural double 1 or double 6 when making a Casting roll, centre a 5" blast template over the bearer. Every model (friend or foe) whose base lies underneath the template risks being hit and suffering a single Strength 6 hit with an AP of -1. The staff is then destroyed and cannot be used again.

Note that this item's effects are in addition to the effects of rolling a natural double 1 or double 6 when making a Casting roll.

Idol Of Gork40 Points

Before heading into a scrap, Orc and Goblin Shamans will craft small idols of Gork, the most brutal (but cunning) of deities to aid them in crumpin' their enemies and disrupting their magic.

The bearer of the Idol of Gork increases the range of all of their spells by 3". Additionally, once per turn, the bearer of the Idol of Gork may re-roll a Casting roll.

Da Hag's Brew25 Points

Few are sure on exactly what goes into the foetid drink, but its effect is undeniable, imbuing the drinker with the ability to harness the dank magic of the Troll Hags.

Orc Shamans, Goblin Shamans and Night Goblin Shamans only. In addition to the Lores of Magic they may normally know spells from, the bearer of Da Hag's Brew may know spells from the Lore of Troll Magic (see [page 44](#)).



