

# Orcs and Goblins Balancing for Warhammer v8.5

*Version 1.0 - Aiming to fairly balance rules and improve competitive army diversity to make for more enjoyable games. Compiled by cb\_rex (cb\_rex@hotmail.com)*

This document replaces stated portions of the rules and points values for entries in the 8<sup>th</sup> edition Warhammer Armies: Orcs & Goblins book.

It might be a good idea to add post it notes to the relevant sections of the army book for each of these alterations to help with army list building and during game play.

Check with your opponent before playing to make sure they are happy with you using this balancing pack.

The most significant changes are:

- Improved Waaagh!
- Balanced magic
- Common Orcs, Black Orcs and Boar Boyz are effectively 1 point cheaper
- Warmachines are significantly more expensive

## Army special rules

### Size Matters

Goblins do not suffer panic caused by Snottlings.

### Waaagh!

In the player turn the Waaagh is called all applicable units may add D3 to their combat resolution. The Warboss' unit may add D6 to its combat resolution.

### Big 'uns

Orc and Goblin armies may contain a single unit of Big 'uns. For games larger than 2000pts an additional unit of Big'uns may be taken for every full 2000pts of agreed points limit. For example for a 4000pts game you could take 2 units of Big 'uns, 6000pts 3 units, and so on.

### Black Orcs

Armed to da Teef: As well as weapons Black Orcs carry an assortment of shields and additional improvised armour plating.

### Goblins

Goblins iz da best!: If your army contains no Orcs whatsoever then one unit may include a magic banner of any points value.

### Squig Hoppers

Extra Boingy impact hits occur in combat if their random movement roll consists of triples (3 of the same number). This also applies to Great Cave Squig character mounts.

Mostly Squig: The Night Goblin Squig riders have very little to contribute when it comes to fighting; they're mostly preoccupied with holding on for dear life. The Squigs in Squig Hopper units make supporting attacks in additional ranks rather than their riders.

## Araknarok Spider

Flinger: Strength 2(4 at the central point)

Catchweb Spider Shrine: Gives the model a 6+ ward save.

## **Magic**

### Lore of the Big Waaagh

Gaze of Mork (Orc signature spell)

Cast on a 5+ or an 8+ for the boosted version.

Brain burst

No armour saves allowed.

Fists of Gork

Cast on a 9+ and grants the Shaman a 5+ ward save while the spell remains in play.

'Ere we go

Range 3D6.

Foot of Gork

Boosted version has a casting value of 22+.

## **Shiny stuff**

Sharp pointy burny basha

Magic weapon, flaming attacks

10pts

Battleaxe of the last Waaagh!

70pts

Armour of Gork

70pts

Mork's War Banner

80pts

Spider Banner

May only be taken by Goblin standard/Battle standard bearers

Badmoon Banner

May only be taken by Night Goblin standard/battle standard bearers

Skull wand of Kaloth

55pts

## **Army list**

### Lords

Black Orc Warboss

Comes equipped with a shield at no additional points cost.

Savage Orc Warboss	135pts
Savage Orc Great Shaman	180pts

## Heros

Orc Shaman		
May be mounted on an Orc Boar Chariot, replacing one of the crew.		See chariot entry
Black Orc Bigboss		
Comes equipped with a shield at no additional points cost.		
Savage Orc Bigboss		65pts
Savage Orc Shaman		80pts
Goblin Shaman		
May be mounted on a Giant Spider		15pts
May be mounted on a Gigantic Spider		40pts
May be mounted on a Goblin Wolf Chariot, replacing one of the crew.		See chariot entry
Night Goblin Shaman		
May be mounted on a Great Cave Squig		50pts

## Core

Orc Boyz		
May be armed with: Choppa+shield, dual choppas, or a spear+shield, at no additional points cost. One model may be upgraded to a Boss		10pts
Savage Orcs		
One model may be upgraded to a Boss		10pts
Goblins		2.5pts
May be armed with a spear for no additional points cost.		
Forest Goblin Spider Riders		12pts
Snottlings		20pts per base
Do not count towards core unit allowance		

## Special

Black Orcs		
Come equipped with shields at no additional points cost. One model may be upgraded to a Black Orc Boss		10pts
Orc Boar Boyz		15pts
One model may be upgraded to a Boss		10pts
Savage Orc Boar Boyz		17pts
One model may be upgraded to a Boss		10pts
Orc Boar Chariot		
May be taken in units of 1-3 The unit may upgrade to Big 'uns (see "Big 'uns" for limitations)		10pts per model
Goblin Wolf Chariot		

May be taken in units of 1+

Goblin Spear Chukka 40pts  
May add an Orc Bully for 5pts

Stone Trolls (moved from Rare) 45pts

River Trolls (moved from Rare) 45pts

### Rare

Goblin Rock Lobber 95pts  
May add an Orc Bully for 5pts

Doom Diver Catapult 90pts

Snotling Pump Wagon 50pts

Mangler Squig 75pts

Giant 185pts

Wyvren 160pts

Araknarok Spider 285pts