

# Orcs and Goblins Balancing for Warhammer v8.5

*Version 1.2 - 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 magic resistance (MR2)

## **Magic**

### Lore of the Big Waaagh

Gaze of Mork (Orc signature spell)

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

Brain bursta

No armour saves allowed

Fists of Gork

Cast on a 9+

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+

After stomping 5 times Gork's dinner is ready and he has to go home (the spell ends)

### Lore of the Little Waaagh

Night Shroud

Every model in any unit that charges the shaman or unit he is with while the spell is in effect must take a dangerous terrain test

## **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

Badmoon Banner

Affects all models in any unit charging the standard bearer or his unit

Skull wand of Kaloth

50pts

# 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
Goblin Great Shaman	May be mounted on a Giant Spider	22pts
	May be mounted on a Gigantic Spider	50pts
Night Goblin Great Shaman	May be mounted on a Great Cave Squig	40pts

## 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	May be armed with a spear for no additional points cost	2.5pts
Forest Goblin Spider Riders		12pts
Snottlings	Do not count towards core unit allowance	20pts per base

## 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
Mangler Squig	75pts
Giant	185pts
Wyvren	160pts
Araknarok Spider	285pts