

# Orcs and Goblins Balancing for Warhammer v8.5

*Version 1.4 – Aiming to fairly balance rules, improve competitive army diversity and make for more enjoyable games.  
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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 may add an additional D3 to his unit's combat resolution. For example an Orc Warboss in a unit of 20 Orc Boyz will gain an additional D3+D3 combat resolution in the player turn a Waaagh is called.

### 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

'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

Impact hits caused by the Armour of Gork are in addition to impact hits from any other part of the same model; for example a chariot

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

## 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

## 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
Orc Arrer Boyz		
One model may be upgraded to a Boss		5pts
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	
Night Goblin Squig Herd	
Must contain at least 5 Squigs	
Stone Trolls (no longer a Rare choice)	45pts
River Trolls (no longer a Rare choice)	45pts

## Rare

Goblin Rock Lobber	95pts
May add an Orc Bully for 5pts	
Doom Diver Catapult	90pts
Mangler Squig	75pts
Giant	185pts
Wyvren	160pts
May have the following:	
Manbane Claws (Killing Blow)	10pts
Spike Tail (+1 Attack)	15pts
Impaling Horns (Impact Hits (D3))	20pts
Venomous Breath (S3 Breath Weapon)	20pts
(Options also available to a Wyvren taken as a character mount)	
Araknarok Spider	285pts