



ORCS AND GOBLINS

LIST ORCS AND GOBLINS V0.99.1.1 #1 - 6 210 POINTS



255 pts (4.00 %) 1210 pts (19.00 %) 235 pts (4.00 %) 260 pts (4.00 %) 4250 pts (68.00 %) 15 pts (0.00 %)

Rare **Special** **Lords** **Heroes** **Core** **Mount**
 (25 Max) (50 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

Lords



ORC WARLORD #1

Orc Warlord - Standard - Infantry - 20x20

235 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	6	3	5	5	3	4	4	9	Infantry
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									

Options	Feral Orc • Axe of the Apocalypse (Lord) • Mithril Mail - models on foot only (Lords)
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Heroes



GOBLIN SHAMAN #1

Goblin Shaman - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	3	4	2	2	1	7	Infantry
War Boar	7	3	-	3	3	1	3	1	3	War Beast
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									

Options	Pan of Protection Pinchin' - Goblins only x1 • Ring of Fire
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Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods
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ORC SHAMAN #1

Orc Shaman - Standard - Infantry - 20x20

160 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	3	4	2	2	1	7	Infantry
War Boar	7	3	-	3	3	1	3	1	3	War Beast
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									

Options	Level 2 (Wizard Apprentice) • Feral Orc • Mount : War Boar • Sprout of Rebirth x1
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Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Big Green Gods, Path of Wilderness
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Core



GOBLIN RAIDERS #2

Goblin Raiders x5 - Standard - Infantry - 20x20

315 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Wolf	9	3	-	3	3	1	3	1	3	
Model Rules (Wolf)	Insignificant • Unruly • Mount's Protection (6+) • Light Armour									

Options	Common Goblin • Short Bows • Standard Bearer
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GOBLIN RAIDERS #3
Goblin Raiders **x5** - Standard - Infantry - 20x20

315 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Wolf	9	3	-	3	3	1	3	1	3	
Model Rules (Wolf)	Insignificant • Unruly • Mount's Protection (6+) • Light Armour									

Options	Common Goblin • Short Bows • Standard Bearer
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GOBLIN RAIDERS #1
Goblin Raiders **x10** - Standard - Infantry - 20x20

390 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
Scuttler Spider	7	3	-	3	3	1	4	1	-	
Model Rules (Scuttler Spider)	Insignificant • Strider (Forest) • Unruly • Mount's Protection (6+)									

Options	Forest Goblin • Light Lances • Champion • Musician • Standard Bearer • Throwing Weapons (Forest Goblin only)
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GOBLINS #1
Goblins **x30** - Standard - Infantry - 20x20

1 320 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
Mad Git	2D6	-	-	5	3	1	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									
Model Rules (Mad Git)	Shambolic (2d6) • Running Amok!! • Ricochet (1d6) • Hard Target									

Options	Cave Goblin • Take up to 3 Mad Gits x3 • Champion • Musician • Standard Bearer
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ORCS #1
Orcs **x20** - Standard - Infantry - 20x20

1 910 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	3	4	1	2	1	7	Infantry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									

Options	Feral Orc • May take Mammoth Stabber • Paired Weapons • Champion • Musician • Standard Bearer • Ironhide Icon
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Special



GIT LAUNCHER #1
Git Launcher - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Common Goblin (3)	4	2	3	3	3	-	2	1	6	
Model Rules	Insignificant • Git Launcher									



IRON ORCS #1

Iron Orcs **x10** - Standard - Infantry - 20x20

950 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	5	3	4	4	1	2	1	8	Infantry
Champion	-	+1	+1	-	-	-	-	+1	-	
Model Rules	Bodyguard (Iron Orc Warlord, Iron Orc Chief) • Shields • Heavy Armour • Great Weapon • Paired Weapons									

Options	Plate Armour • Champion • Musician • Standard Bearer
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ORC BOAR CHARIOT #1

Orc Boar Chariot - Standard - Infantry - 20x20

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Eadbasher Riders (2)	-	4	3	4	-	-	2	1	7	
War Boar (2)	7	3	-	3	-	-	3	1	3	
Model Rules	Impact Hits (+1) • Light Armour • Lance • Mount's Protection (5+)									
Model Rules (Eadbasher Riders (2))	Born to Fight									
Model Rules (War Boar (2))	Thunderous Charge									



ORC BOAR CHARIOT #2

Orc Boar Chariot - Standard - Infantry - 20x20

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Eadbasher Riders (2)	-	4	3	4	-	-	2	1	7	
War Boar (2)	7	3	-	3	-	-	3	1	3	
Model Rules	Impact Hits (+1) • Light Armour • Lance • Mount's Protection (5+)									
Model Rules (Eadbasher Riders (2))	Born to Fight									
Model Rules (War Boar (2))	Thunderous Charge									

Rare



GARGANTULA #1

Gargantula - Standard - Infantry - 20x20

255 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gargantula	7	4	-	5	6	8	4	8	-	Ridden Monster
Forest Goblin (8)	-	2	3	3	-	-	2	1	6	
Model Rules	Stubborn • Immune to Psychology • Swiftstride • Venomous Fangs • Strider • Innate Defence (4+)									
Model Rules (Gargantula)	Poisoned Attack									
Model Rules (Forest Goblin (8))	Light Lances • Short Bows									

Options	May take Web Launcher
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Magics

Magic items

Pan of Protection Pinchin' - Goblins only:

Ring of Fire:

Sprout of Rebirth:

Axe of the Apocalypse (Lord):

Mithril Mail - models on foot only (Lords):

Magic banners

Ironhide Icon:

Model Rules

Bodyguard (Iron Orc Warlord, Iron Orc Chief):

Born to Fight:

Frenzy:

Git Launcher:

Great Weapon:

Hard Target:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (4+):

Insignificant:

Lance:

Lethal Strike:

Light Armour:

Light Lances:

Lightning Reflexes (only for their first round of combat in the game):

Mount's Protection (5+):

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Paired Weapons:

Poisoned Attack:

Ricochet (1d6):

Running Amok!:

Shambolic (2d6):

Shields:

Short Bows:

Strider:

Strider (Forest):

Strider (Forests):

Stubborn:

Swiftstride:

Throwing Weapon:

Thunderous Charge:

Unruly:

Venomous Fangs:

Ward Save (6+):

Weapon Masters:

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Gargantula #1



Git Launcher #1



Goblin Raiders #2



Goblin Raiders #3



Goblin Raiders #1



Goblin Shaman #1



Goblins #1



Iron Orcs #1



Orc Boar Chariot #1



Orc Boar Chariot #2



Orc Shaman #1



Orc Warlord #1



Orcs #1

