



ORCS AND GOBLINS

LIST ORCS AND GOBLINS - V1 #1 - 4 539 POINTS



90 pts (2.00 %) 338 pts (7.00 %) 168 pts (4.00 %) 108 pts (2.00 %) 3835 pts (84.00 %) 0 pts (0.00 %)

Rare **Special** **Lords** **Heroes** **Core** **Mount**

(25 Max) (50 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

Lords



GOBLIN KING #1

Goblin King - Standard - Infantry - 20x20

168 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	5	4	4	4	3	5	4	8	Infantry
Model Rules	Light Armour									
Model Rules (Cave Goblin)	Hatred (Dwarven Holds) • Insignificant • Unruly									

Options

Heavy Armour • Cave Goblin • May take Green Tide (General only) • Axe of Battle • Crown of the Cavern King - Goblin only Cannot be taken by a Large Target • Pan of Protection Pinchin' - Goblins only x1 • Divine Icon

Heroes



GOBLIN CHIEF - BSB

Goblin Chief - BSB - Standard - Infantry - 20x20

108 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Model Rules	Light Armour									

Options

Paired Weapons • Cave Goblin • Rending Banner

Core



GOBLIN RAIDERS #2

Goblin Raiders x5 - Standard - Infantry - 20x20

305 POINTS



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

Options

Forest Goblin • Short Bows



GOBLIN RAIDERS #3

Goblin Raiders x5 - Standard - Infantry - 20x20

310 POINTS



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

Options

Forest Goblin • Shields • Light Lances



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 • Shields • Light Lances • Champion • Musician • Standard Bearer
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GOBLINS #2
Goblins x30 - Standard - Infantry - 20x20

1 345 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 x2 • Spears & Shields • Champion • Musician • Standard Bearer • Icon of the Relentless Company
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GOBLINS #1
Goblins x50 - Standard - Infantry - 20x20

1 485 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 Nets • Take up to 3 Mad Gits x3 • Spears & Shields • Champion • Musician • Standard Bearer • Banner of Courage
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Special



GIANT #1
Giant - Standard - Infantry - 20x20

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Giant	6	3	-	6	5	6	3	*	10	Monster
Model Rules	Stubborn • Immune to Psychology • Giant Attacks									



GROTLINGS #1
Grotlings x3 - Standard - Infantry - 20x20

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Grotlings	4	2	3	2	2	5	2	5	4	Swarm
Model Rules	Insignificant • Scout • Throwing Weapons									



TROLL #1

Troll **x3** - Standard - Infantry - 20x20

153 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Troll	6	3	2	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Troll Belch • Fear • Stupidity • Regeneration (4+)									
Model Rules (Cave Troll)	Magic Resistance (3) • Innate Defence (4+)									

Options	Cave Troll
Rare	



SKEWERER #1

Skewerer **x2** - Standard - Infantry - 20x20

90 POINTS



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

Magics

Magic items

Axe of Battle:

Crown of the Cavern King - Goblin only Cannot be taken by a Large Target:

Divine Icon:

Pan of Protection Pinchin' - Goblins only:

Magic banners

Rending Banner:

Icon of the Relentless Company:

Banner of Courage:

Model Rules

Ballista:

Distracting:

Fear:

Giant Attacks:

Hard Target:

Hatred (Army book: Dwarven Holds):

Hatred (Dwarven Holds):

Immune to Psychology:

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

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

Magic Resistance (3):

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Paired Weapons:

Regeneration (4+):

Ricochet (1d6):

Running Amok!!:

Scout:

Shambolic (2d6):

Strider (Forest):

Strider (Forests):

Strider (Water):

Stubborn:

Stupidity:

Throwing Weapon:

Throwing Weapons:

Troll Belch:

Unruly:

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.

