



# ORCS AND GOBLINS

## NAMGIN'S HORDE - 5 961 POINTS



355 pts (6.00 %) 940 pts (16.00 %) 270 pts (5.00 %) 301 pts (5.00 %) 4095 pts (69.00 %) 15 pts (0.00 %)

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

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

### Lords



#### GUTSTAB THE IMMORTAL

Goblin King - Standard - Infantry - 20x20

110 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	5	4	4	4	3	4	4	8	Infantry
<b>Model Rules</b>	Light Armour									
<b>Model Rules (Common Goblin)</b>	Insignificant • Unruly									

<b>Options</b>	Great Weapon • Common Goblin • Mithril Mail - models on foot only (Lords)
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#### NAMGIN, KING OF SWAMP TOWN

Goblin King - Standard - Infantry - 20x20

160 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	5	4	4	4	3	4	4	8	Infantry
<b>Model Rules</b>	Light Armour									
<b>Model Rules (Common Goblin)</b>	Insignificant • Unruly									

<b>Options</b>	Shield • Heavy Armour • Common Goblin • Shortbow • May take Green Tide (General only) • Crown of the Cavern King - Goblin only Cannot be taken by a Large Target • Talisman of Shielding x1 • Wizard's Hood
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### Heroes



#### GREAT HUNTER

Goblin Chief - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Goblin	4	4	4	4	4	2	3	3	7	Infantry
Scuttler Spider	7	3	-	3	3	1	4	1	2	War Beast
<b>Model Rules</b>	Light Armour									
<b>Model Rules (Forest Goblin)</b>	Insignificant • Insignificant • Unruly • Unruly • Strider (Forests) • Strider (Forests)									
<b>Model Rules (Scuttler Spider)</b>	Strider • Poisoned Attacks • Fast Cavalry • Scout • Mount's Protection (6+)									
<b>Model Rules (Scuttler Spider)</b>	Strider • Poisoned Attacks • Fast Cavalry • Scout • Mount's Protection (6+)									

<b>Options</b>	Forest Goblin • Poisoned Attacks • Mount : Scuttler Spider • Skull Splitter • Hardened Shield
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#### NIBLIT THE LUCKY

Goblin Chief - BSB - Standard - Infantry - 20x20

81 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
<b>Model Rules</b>	Light Armour									

<b>Options</b>	Great Weapon • Cave Goblin • War Standard
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**SHAMAN SROOMIEE**  
Goblin Shaman - Standard - Infantry - 20x20

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
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<b>Options</b>	Level 2 (Wizard Apprentice) • Dispel Scroll
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods

Core



**NAMGIN'S RETINUE**  
Goblins x30 - Standard - Infantry - 20x20

1 285 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	-	
<b>Model Rules (Cave Goblin)</b>	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									

<b>Options</b>	Cave Goblin • Short Bows • Champion • Musician • Standard Bearer • Banner of Discipline
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**SHIELD GOBLINS**  
Goblins x40 - Standard - Infantry - 20x20

1 370 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	-	
<b>Model Rules (Cave Goblin)</b>	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									

<b>Options</b>	Cave Goblin • Take Nets • Shields • Champion • Musician • Standard Bearer
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**GUTSTAB'S RETINUE**  
Goblins x50 - Standard - Infantry - 20x20

1 440 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
<b>Model Rules (Cave Goblin)</b>	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									
<b>Model Rules (Mad Git)</b>	Shambolic (2d6) • Running Amok!! • Ricochet (1d6) • Hard Target									

<b>Options</b>	Cave Goblin • Take Nets • Take up to 3 Mad Gits x1 • Spears & Shields • Champion • Musician • Standard Bearer
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Special



**GNASHER DASHERS**  
Gnasher Dashers x5 - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Dasher	3D6	4	-	5	3	1	4	2	5	Cavalry
Cave Goblin	-	2	3	3	3	1	3	1	5	
<b>Model Rules</b>	Rows of Teeth • Immune to Psychology • Skirmishers • Oi, it bites ! • Fly (6) • Mount's Protection (6+) • Light Armour									
<b>Model Rules (Cave Goblin)</b>	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									



### GNASHER DASHERS

Gnasher Dashers **x5** - Standard - Infantry - 20x20

**60** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Dasher	3D6	4	-	5	3	1	4	2	5	Cavalry
Cave Goblin	-	2	3	3	3	1	3	1	5	
<b>Model Rules</b>	Rows of Teeth • Immune to Psychology • Skirmishers • Oi, it bites ! • Fly (6) • Mount's Protection (6+) • Light Armour									
<b>Model Rules (Cave Goblin)</b>	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									



### GNASHER HERD

Gnasher Herd **x40** - Standard - Infantry - 20x20

**320** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher	5	4	-	5	3	1	4	2	5	War Beast
<b>Model Rules</b>	Oi, it bites ! • They're Everywhere ! • Immune to Psychology • Insignificant									



### GNASHER HERD

Gnasher Herd **x40** - Standard - Infantry - 20x20

**320** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher	5	4	-	5	3	1	4	2	5	War Beast
<b>Model Rules</b>	Oi, it bites ! • They're Everywhere ! • Immune to Psychology • Insignificant									



### SQUIG SPITTER

Splatterer **x2** - Standard - Infantry - 20x20

**180** 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	
<b>Model Rules</b>	Insignificant • Stone Thrower									

Rare



### DA GREAT SQUIGOTH OF DARK SWAMP

Gargantula - Standard - Infantry - 20x20

**225** 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	
<b>Model Rules</b>	Stubborn • Immune to Psychology • Swiftstride • Venomous Fangs • Strider • Innate Defence (4+)									
<b>Model Rules (Gargantula)</b>	Poisoned Attack									
<b>Model Rules (Forest Goblin (8))</b>	Light Lances • Short Bows									



### GNASHER WRECKERS

Gnasher Wrecking Team **x2** - Standard - Infantry - 20x20

**130** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Wrecking Team	3D6	-	-	6	4	3	3	2	3	Monstrous Beast
<b>Model Rules</b>	Accident Prone • Look At 'Em Go! • Hard Target • Ricochet (1d6) • Shambolic (3d6)									

## Magics

### Magic items

Hardened Shield:

Skull Splitter:

Mithril Mail - models on foot only (Lords):

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

Talisman of Shielding:

Wizard's Hood:

Dispel Scroll:

### Magic banners

War Standard:

Banner of Discipline:

### Model Rules

Accident Prone:

Fly (6):

Hard Target:

Hatred (Army book: Dwarven Holds):

Hatred (Dwarven Holds):

Immune to Psychology:

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

Light Lances:

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

Look At 'Em Go!:

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Oi, it bites !:

Paired Weapons:

Poisoned Attack:

Ricochet (1d6):

Rows of Teeth:

Running Amok!!:

Shambolic (2d6):

Shambolic (3d6):

Short Bows:

Skirmishers:

Stone Thrower:

Strider:

Strider (Forests):

Stubborn:

Swiftstride:

They're Everywhere !:

Throwing Weapon:

Unruly:

Venomous Fangs:

### 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.

Da Great Squigoth of Dark Swamp	Gnasher Dasher	Gnasher Dasher	Gnasher Herd	Gnasher Herd	Gnasher Wreckers	Great Hunter	Niblit the Lucky	Gutstab the Immortal	Namgin, King of Swamp Town	Shaman Sroomie	Namgin's retinue	Shield Goblins	Gutstab's retinue	Squig Spitter
														